

GAME PROGRAM™

RAINBOW INVADERS

By Silvio Mogno, ©2006

LABEL REQUIRED !!!

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Year 3006, the evil "Rainbow Invaders", coming from the planet "Pacco", are going to Earth! They look like the ridiculous aliens saw in 1980's arcade games, but are extremely dangerous, they want to exterminate humans! You command a fleet of spaceships and you must defeat all Invaders to save Earth, good luck!

GAME SETUP

Use your left joystick controller with this Game Program™. Plug it in the LEFT CONTROLLER jack and hold it with the red fire button to the upper left corner toward the TV screen.

Always turn off your ATARI® 2600™ while inserting or removing the game cartridge to protect the electronic components and prolong the life of your VCS™.

NOTE: this Game Program™ was designed to protect your TV screen from "phosphor memory" effect of the graphics. However, when your aren't playing the game, turn off your ATARI® 2600™.

GAME OBJECTIVE

Your objective is to destroy all Invaders with the missiles that your ship can shoot. You must hit all Invaders before they reach the bottom of the screen and avoid they fry you with their Electric Shoots. After you destroy all the 36 Invaders you clear a level and

pass to the next. As level increases, game difficulty increases too (see “Game Difficulty” section). You start with a fleet of 4 ships and the game ends when you lose all your fleet or when all levels are cleared. You win an extra ship at 20000 points, and after every new 20000 points you score. Sometimes a Invader fires a Special Shoot that don’t fry your ship but gives you a bonus or a handicap: avoid the handicap shoots and pick the bonus shoots to make your objective somewhat easier.

USING THE CONTROLLER

With your joystick controller you can move your ship, fire the missiles and even become invulnerable for a few times. You can do that in this way:

- **Left, Right:** move your ship left or right.
- **Down:** become invulnerable to enemy shoots for a few times (unless this option is disabled, see next section). But beware! This weapon drains all ship’s energy, so after you use it your ship will be recharging its energy and you can’t move it or fire a missile for a few times.
- **Button:** shoot your ship’s missiles. Unless this option is disabled (see next section), you can abort a shoot and launch a new missile, without waiting it to disappear on the top of the screen. When the game is over the button can also be used to start a new game.

CONSOLE CONTROLS

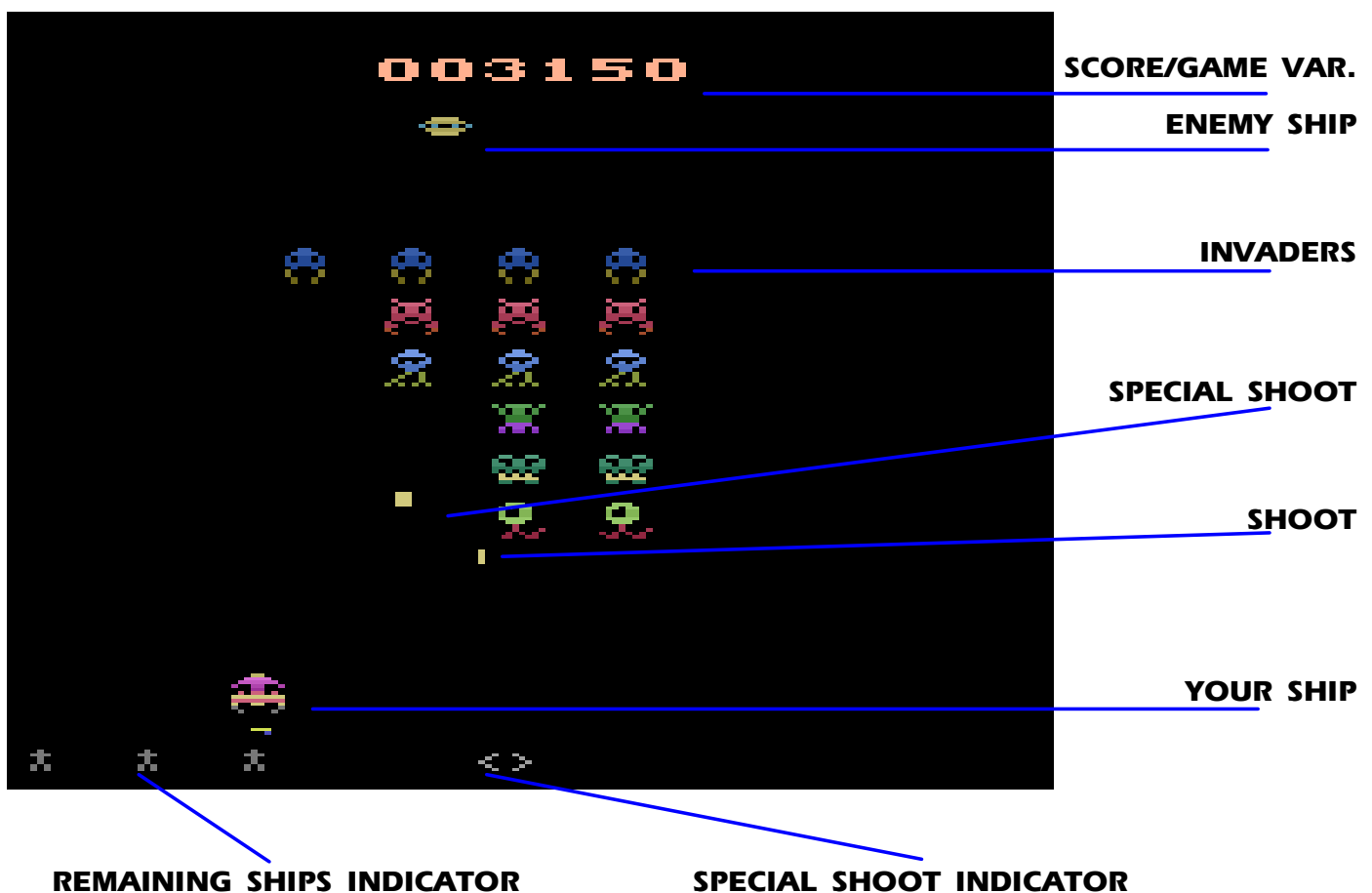
Use the console switch to start a new game or to change game difficulty:

- **Game Reset:** start a new game. Every time you are playing a game pressing the switch you start a new game. You can start a new game also with the joystick button if the game is over.
- **Game Select:** select the starting level. There are five game variations, shown in the player score spot when the game is

over: game 1 let you start from level 1, game 2 from level 5, game 3 from level 9, game 4 from level 13 and game 5 from level 17.

- **Left Difficulty:** if set to “B”, you can abort a shoot and launch a new missile without waiting it to disappear on the top of the screen. If set to “A”, you can’t abort a shoot and must wait for it to reach the top of the screen before firing a new missile.
- **Right Difficulty:** if set to “B”, you can become invulnerable to enemy shoots for a few times pressing your stick down. If set to “A”, this feature is disabled.

GAME SCREEN



Special Shoots give to your ship, when hit, a special bonus or a handicap, depending on the bonus/handicap associated to the shoot when you hit it. (see next section for details). Special Shoots distinguish to normal shoots because alternatively they are double

width. The bonus/handicap currently associated to the shoot is shown by the Special Shoot Indicator and changes randomly as the shoot goes down.

















The Enemy Ship appears randomly during the game and crosses the top screen without firing any bomb. Blast it to earn 500 points.

SPECIAL ENEMY SHOOT

Sometimes, a randomly chosen Invader fires a Special Shoot instead of a normal Electric Shoot. You can see it because it distinguishes to be alternatively double in width and to descend every time very slow. If hit, it doesn't fry your ship but gives you a bonus or a handicap, depending on its associated bonus/handicap. As it goes down, its associated bonus/handicap varies randomly: the current bonus/handicap is shown by the Special Shoot indicator (see previous section). Go below the Special Shoot but dodge it if it becomes bad! If you become skilled with this feature, your objective can be easier.

When you hit a Special Shoot you receive a bonus or a handicap. If a bonus, you'll hear a nice bell sound, otherwise you'll hear a bad sound. Depending on the bonus/handicap type, it can have finite time duration or infinite duration. In the first case, the screen background color in the score area changes between black and the color associated to the active bonus/handicap (it's the same color of the Special Shoot Indicator when you hit the shoot) while in the rest of the background remains fixed to the active bonus/handicap color. As the bonus/handicap time passes, the flashing frequency becomes faster, and when the time expires, all the background becomes black again: the bonus/handicap has expired. In the second case, all the background changes to the color associated to the active bonus/handicap and there's no time expiration. In both cases the bonus/handicap ceases either when you clear a level or lose a ship. And, if you hit a Special Shoot when a bonus/handicap is active, you'll restart the bonus/handicap associated to the hit Special Shoot.

There are 16 bonus/handicaps associated to Special Shoots: next table shows you a complete explanation of every one.

SYMBOL	DURATION	DESCRIPTION
	10 s	Your ship movements and shoots become faster. Shoot as much Invaders as you can!
	infinite	Your ship left/right movements are inverted. Don't be confused moving your ship!
	infinite	Your ship movements and shoots become slower. Avoid Electric Shoots!
	10 s	No more enemy launch its Electric Shoot. Shoot as much Invaders as you can!
	infinite	Invaders' Electric Shoots descend at max speed. Avoid Electric Shoots!
	infinite	Invaders' Electric Shoots follow your ship. Move constantly your ship to dodge Electric Shoots!
	5 s	Invaders stop moving. Shoot as much Invaders as you can!
	1 s	Invaders move very fast. Prepare re-shooting them when this handicap expires!
	10 s	All shoots become invisible (your shoots too!). Don't stay below the Invaders, you could be fried!
	30 s	If you fail to shoot an Invader or the Enemy Ship a randomly generated Invader could appear! And your "Shoot Abort" option is temporary disabled! Don't fire a shoot if you aren't sure to hit a enemy!
	1 s	Your ship freezes for a few times. Dodge this malicious handicap!
	infinite	Invaders' Electric Shoots follow a random path. Stay far from Electric Shoots!
	Infinite	Your shoots follow a random path. Good luck!
	5 s	Your shoots don't stop when hit a enemy. Blast an entire Invader column with only one shoot!
	30 s	A randomly chosen Invader blinks. If you don't blast it immediately every few moments a new Invader is randomly generated! Blast as soon as you can the blinking Invader!
	10 s	A randomly chosen Invader blinks. If you don't blast it before the bonus expiring your ship will explode. Blast the blinking Invader or die!

GAME DIFFICULTY

As the game goes on, its difficulty increases too. There are different difficulty features being introduced with new levels. Game difficulties are summarized below:

- Levels 1 to 4:
 - Every successive level, Invaders start moving from a lower horizontal position.
 - Invader's Electric Shoots follow a straight path.

- Invader's Electric Shoots descend at random speed.
- Special Shoot type changes about every 2 seconds.
- **Levels 5 to 8:**
 - Every successive level, Invaders start moving from a lower horizontal position, starting at level 5 at the same horizontal position of level 1.
 - Invader's Electric Shoots follow a random path, like when the "👾" handicap is active.
 - Invader's Electric Shoots descend at random speed.
 - Special Shoot type changes about every 1 second.
- **Levels 9 to 12:**
 - Every successive level, Invaders start moving from a lower horizontal position, starting at level 9 at the same horizontal position of level 1.
 - Invader's Electric Shoots follow a random path, like when the "👾" handicap is active.
 - Invader's Electric Shoots descend faster.
 - Special Shoot type changes about every 0.5 seconds.
- **Levels 13 to 16:**
 - Every successive level, Invaders start moving from a lower horizontal position, starting at level 13 at the same horizontal position of level 1.
 - Invader's Electric Shoots follow your ship, like when the "👾" handicap is active.
 - Invader's Electric Shoots descend at random speed.
 - Special Shoot type changes about every 0.5 seconds.
- **Levels 17 to 20:**
 - Every successive level, Invaders start moving from a lower horizontal position, starting at level 17 at the same horizontal position of level 1.
 - Invader's Electric Shoots follow your ship, like when the "👾" handicap is active.







- Invader's Electric Shoots descend faster.
- Special Shoot type changes about every 0.5 seconds.
- **Levels 21 to 23:**
 - Invaders start moving from a random horizontal position.
 - Invaders move horizontally at a larger step.
 - The "Shoot Abort" option is disabled.
 - If you fail to shoot an enemy a random bonus/handicap will start.
 - Invader's Electric Shoots follow a straight path.
 - Invader's Electric Shoots descend at random speed.
 - Special Shoot type changes about every 0.5 seconds.
- **Levels 24 to 27:**
 - Invaders start moving from a random horizontal position.
 - Invaders move horizontally at a larger step.
 - Invaders' movement blocks for less time.
 - The "Shoot Abort" option is disabled.
 - If you fail to shoot an enemy a random bonus/handicap will start.
 - Invader's Electric Shoots follow a straight path.
 - Invader's Electric Shoots descend at random speed.
 - Special Shoot type changes about every 0.5 seconds.

At level 1, the last Invader will move faster than the others. At level 2, the last 2 invaders will move faster than the others and so on.

As a final note, you'll clear a level only if you'll blast all the 36 Invaders above you. If they will reach the bottom of the screen you'll lose a ship and restart the game with 36 invaders from the same level.

SCORING

Every target gives you a different score when hit. In the following table are listed all enemies' hit scores.

ENEMY	SCORE
	500
	300
	250
	200
	150
	100
	50

You'll earn a bonus ship every 20000 points.

HINTS

- Memorize all bonus/handicap types and the associated symbols. Memorize also the symbol colors, to know what is the active bonus/handicap.
- Try to hit a Special Shoot only when you are sure that it will give you a bonus and when its bonus value is stable.
- Remember you have a temporary invulnerability if you pull down your joystick: use it when necessary. But remember your ship will be blocked for few times after the invulnerability expires.
- If you hit a handicap try immediately to hit a Special Shoot: if you are lucky the handicap will turn in a bonus.
- If you hit a handicap and have to blast few Invaders, try to die being hit by an Electric Shoot. You'll lose a ship but you'll restart the game without the handicap and will be easier to clear the level (remember that if you don't do that and the Invaders reach the bottom of the screen you'll lose a ship and restart from the same level).

CREDITS

Game Development:

- **Silvio Mogno:** game design and programming.
- **AtariAge:** game production and distribution.
- **Nathan Strum:** graphics design.
- **???:** label design.

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