



5.1-5.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship Normal Base

5.1 Group A & B

5.2 Standard Movement:

5.3 Column Movement:

5.4

### SUPER SPACE INVADERS END OF LEVEL 5

MOTHER SHIP

5.4 Movement

- 1 Fires missiles.
- 2 Fires star weapon.
- 3 Fires missiles.
- 4 Fires star weapon.
- 5 Back to 1.
- 6 Back to 1.

### PROGRAM NOTES SELECTION MAP

END OF LEVEL 12			
LEVEL 12: 1 2 2 1 2 3		LEVEL 11: 1 1 2 1 1 3	
STARTER SEQUENCES	STARTER SEQUENCES	STARTER SEQUENCES	STARTER SEQUENCES
LEVELS 6: 1 2 2 6 3	LEVELS 7: 1 1 7 2 7 3	LEVELS 8: 1 1 2 8 3	LEVELS 9: 1 1 2 9 3
END OF LEVEL 4		END OF LEVEL 4	
LEVELS 3: 1 1 2 3 3		LEVELS 3: 1 1 2 3 3	
STARTER SEQUENCES		STARTER SEQUENCES	
LEVELS 1: 1 1 2 1 3		LEVELS 2: 1 1 2 2 3	

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Cover End of Level Extra Weapon Drawings by Alison Myers

6.1-6.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

6.1 Column Movement

6.2 Up & Down Movement

6.3 Movement

7.1-7.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

7.1 Independent Movement

7.2 Column Movement

7.3 "Dive Bomb"

1.1-1.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship Normal Base

1.1 Standard Movement:

1.2 Standard Movement:

1.3 Standard Movement:

2.1-2.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

2.1 Standard Movement:

2.2 Polar Movement

2.3 Movement

8.1-8.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

8.1 Movement

8.2 Split level

8.3 Polar movement

9.1-9.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship Normal Base

9.1 Standard Movement:

9.2 Split level

9.3 Standard Movement:

3.1-3.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

3.1 Standard Movement:

3.2 Polar movement

3.3 Up & down movement

3.4

### SUPER SPACE INVADERS END OF LEVEL 3

MOTHER SHIP

3.4 Movement

- 1 Each has wings up & the guns point at your ship.
- 2 Saucer fires.
- 3 Arms swing in, then it fires.
- 4 Back to 1.

10.1-10.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

10.1 Movement

10.2 Polar movement

10.3 Split Level

10.4

### SUPER SPACE INVADERS END OF LEVEL 10 SAME AS END OF LEVEL 3

EXTRA WEAPONS

**FIRE FLOWER**  
High fire weapon. Fires out most of the aliens on screen at once.

**DESTROY BEAM**  
4 Laser Beams that continue to whizz around the screen until they take power.

4.1-4.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

4.1 Movement

4.2 Movement

4.3 Same Graphics as 4.1

4.4

### SUPER SPACE INVADERS END OF LEVEL 4

SPLIT SAUCER

4.4 Movement

- 1 Moves left, moves right.
- 2 Moves to centre then up & down. (missiles pause)
- 3 Moves left & right.
- 4 Pod comes off & bounces twice.
- 5 Moves left & right & fires shot.
- 6 Pod jogs back up & goes back to 1.

11.1-11.3

### SUPER SPACE INVADERS LEVEL FORMATIONS

Ship "H" - Wing

11.1 Up and down

11.2 Polar movement

11.3 Split Level

11.4

### SUPER SPACE INVADERS END OF LEVEL 11 SAME AS END OF LEVEL 4

EXTRA WEAPONS

**HYPER LASER**  
Horizontal Laser Beam that kills one row of aliens.

**BUSTER LASER**  
Oblique Laser Beam. Vertical. Destroys any alien on its path.