

# INSTRUCTIONS FOR 1604

UMI PRESENTS  
SPIDERS OF MARS  
BY  
PETER FOKOS

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## General

SPIDERS OF MARS is a space hyper-action combat game. The scene begins with a friendly Martian Space Fly hovering near the red planet's surface. As the fly patrols his crimson territory, he is confronted by deadly foes: the Spiders of Mars and their evil interplanetary allies; the Bats of Saturn, the Dragonflies of Pluto and the dreaded Sand Hornets.

The Space Fly is obliterated when it comes into direct contact with the Spiders, their webs or any of the allies. But the Space Fly is a formidable opponent to these creatures breaching the Martian space. His lightning quick maneuverability and the unlimited supply of neutron missiles at his disposal give the fly the power to destroy them all. But the sheer numbers of enemy make the Martian skies a most inhospitable place. The Fly is in danger from above, below, left and right. The sand hornets fire highly accurate missiles. The Bats intercept the fly and devours him. The Dragonflies drop "Smart" bombs that chase the Fly. It's a life or death challenge.

## To load the program

Plug the cartridge into memory port label up and readable from your position in front of the computer.

## The Play

The enemies attack in waves: each wave contains more attackers and faster smart bombs. Prevent the Spiders from reaching the surface of the planet, for once there they cannot be destroyed. Once on the surface the Spider shoots webs into the sky hoping to snare you. They can be shot down but the Spiders send new ones up. The player begins the game with 3 flies and continues until there no more flies to fight with.



## KEYBOARD CONTROLS

| <u>Key</u> |   | <u>Function</u>  |
|------------|---|--|
| f1         | - | Reset. This will reset the game as if the VIC had just been turned on.   |
| f2         | - | Skill select. The player may select to start the game from waves 0 - 9.  |
| f3         | - | Start game.  |
| P          | - | Pause. The player may pause the any time during game play by pressing "P". The game continues by pressing "P" again. |
| A          | - | Moves the Fly up.  |
| Z          | - | Moves the Fly down.  |
| <          | - | Moves the Fly to the left.   |
| >          | - | Moves the Fly to the right.  |
| SPACE BAR  | - | Shoots a neutron missile in the direction the Fly is pointed.  |

## JOYSTICK CONTROL

Spiders of Mars is also played with the Atari-type joystick. Hold the joystick so the red firebutton is in the upper left corner. The Fly moves in the direction the joystick is moved. Pushing the red firebutton will shoot a neutron missile in the direction the fly is aiming.

## SCORING

Scoring is accomplished by shooting down an enemy attacker. Score values for each creature are as follows:

|    |        |   |              |
|----|--------|---|--------------|
| 10 | points | - | Spiders      |
| 20 | points | - | Dragon Flyes |
| 30 | points | - | Bats         |
| 40 | points | - | Wasps        |

No points are given for shooting webs unless it causes a Spider to fall. No points are given for shooting smart bombs, for they cannot be destroyed. They do have a limited life span and will wink out after a time. Each wave is more difficult, and the score for each wave is multiplied by a bonus multiplier:



| Wave     | Multiplier |
|----------|------------|
| 0 - 1    | 1 X        |
| 2 - 3    | 2 X        |
| 4 - 5    | 3 X        |
| 6 - 7    | 4 X        |
| 8 - 9    | 5 X        |
| 10 - 11  | 6 X        |
| 12 - 13  | 7 X        |
| 14 - 256 | 8 X        |

At 10,000 points a bonus Fly is awarded. The highest score achieved is displayed next to the current players score.

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## INSTRUCTIONS FOR INSTALLING UMI CARTRIDGES

### TO INSTALL IN THE VIC

1. Turn the VIC's power off.
2. Face the front of the computer.
3. Grasp the cartridge with the label side up and readable. (The circuit board edge should be behind the protective hood).
4. Holding the cartridge at a slight angle and with the label up, insert it into the center of the memory expansion port. (See your computer manual for the location of the memory expansion port).
5. When the cartridges circuit board edge is centered in the connector inside the computer, press it into place slowly and firmly. DO NOT FORCE OR POUND THE CARTRIDGE INTO POSITION.
6. When the cartridge is in place:
  - a. It should be centered in the opening.
  - b. Its edge should be parallel to the back edge (or face) of the VIC.
  - c. Part of the label can be read when looking down on the cartridge from the front of the computer.
  - d. It should be firmly seated.
7. Turn the VIC's power on.

### SCORING

Scoring is accomplished by shooting down an enemy attacker. Score values for each creature are as follows:

|           |                |
|-----------|----------------|
| 10 points | - Spiders      |
| 20 points | - Dragon Flies |
| 30 points | - Jats         |
| 40 points | - Wasps        |

No points are given for shooting webs unless it causes a Spider to fall. No points are given for shooting smart wasps, for they cannot be destroyed. They do have a limited life span and will wink out after a time. Each wave is more difficult, and the score for each wave is multiplied by a bonus multiplier.