## ABOUT SPIDERS ARCADE

Earth is under attack by the Spider Queen's army! You are the last hope of humankind to stop the enemy web from capturing the entire planet while thwarting the incoming invasion of deadly spiders! As the battle endures, the Spider Queen will reveal her face to taunt you with cryptic gestures. Is she trying to communicate a peaceful resolution or is she baiting you into certain doom?

Do you have the skills to defeat the 99 levels of attack and claim victory?

GOOD LUCK!

## CONTROLLERS

Spiders Arcade is a one or two player game (alternating turns) that uses Joystick controllers. The game also supports the AtariVox and SaveKey functionality to save high scores and game settings. Additionally, support is included for the QuadTari adapter that allows two Joysticks to be connected to the left port, freeing up the right controller port for the AtariVox / SaveKey device.

The controller options are:

| Left Port | Right Port | Options Supported |
|-----------|------------|-------------------|
| Joystick | Joystick | 1 or 2 players using their own Joystick; no high score saves. |
| Joystick | AtariVox or SaveKey | 1 or 2 players share the same Joystick for alternating games with high score saves. |
| QuadTari | -- | 1 or 2 players using their own Joystick; no high score saves. |
| QuadTari | AtariVox or SaveKey | 1 or 2 players using their own Joystick with high score saves. |

The detected controllers will be displayed on screen when the game starts up.

### CONTROLLING YOUR SHIP

- Move the Joystick left and right to line up your shooter to destroy the enemy and to avoid incoming hazards.
- Press the button to fire a missile to destroy the enemy cocoons, webs, and spiders. A maximum of one shot can be on the screen at a time. There are two firing modes:
  - Auto fire, where you can hold down the button and a missile is fired immediately after the previous one either reaches the top of the screen or destroys a target
  - Single shot, where you must release the button between presses to fire the next missile.

See the DIFFICULTY SWITCHES section below for more details on setting the firing mode.

### TWO-PLAYER CONTROLS

- The Joystick connected to the left controller port (or QuadTari port 1) controls Player 1.
- The Joystick connected to the right controller port (or QuadTari port 3) controls Player 2.
- If you have an AtariVox or SaveKey connected to the right controller port and no QuadTari, Player 2 is controlled by the left Joystick in the two-player Alternating game mode.

LEONARDO DA VINCI WARNED US ABOUT THIS!

## DIFFICULTY SWITCHES

The DIFFICULTY SWITCHES are used to control the firing mode of your ship and whether or not the Spider Belt is decreased when restarting a level.

| left difficulty | | right difficulty | |
|---|---|---|---|
| a/b | Players use single-shot mode. | a/b | Spider Belt is not decreased when a level is restarted. |
| a/b | Players use auto-fire mode. | a/b | Spider Belt decreases when a level is restarted. |

## CONSOLE SWITCHES

| tv type (color / b-w) | Pauses or resumes game.* Pressing the controller button also resumes the game. | game select | Returns to TITLE SCREEN. | game reset | Starts or restarts game with currently selected options. |
|---|---|---|---|---|---|

*Use PAUSE button on Atari 7800

## MENU OPTIONS

Game options such as number of players and skill level can be set from the title screen:



- Move Player 1's Joystick LEFT or RIGHT to switch between the skill levels.
- Move Player 1's Joystick UP or DOWN to cycle through the additional screens, including the SCORING table, list of HIGH SCORES and CREDITS screen.
- Press RESET or Player 1's Joystick BUTTON to start a new game.
- The menu screens will cycle after eight seconds with no Joystick input. A demo of the game will start after the CREDITS screen.

## SKILL LEVELS

There are four distinct skill levels for Spiders Arcade:

**NOVICE** is for beginners.

**STANDARD** offers more of a challenge.

**ADVANCED** is for expert players and is most like the arcade version.

**CHALLENGE** offers additional obstacles, enemies and power-ups for the ultimate test!

| | NOVICE | STANDARD | ADVANCED | CHALLENGE |
|---|---|---|---|---|
| **Reserve ships** | 5 | 4 | 3 | 3 |
| **First bonus** | 25,000 points | 20,000 points | 15,000 points | 15,000 points |
| **Initial seeds** | Less | Normal | More | More |
| **Cocoons** | Less | Normal | More | More |
| **Spider spawn rate** | Slow | Medium | Fast | Faster |
| **Super speed** | Slow | Medium | Fast | Faster |
| **Super Web speed** | Slow | Medium | Fast | Faster |
| **Checkpoints** | 25% and 50% | 25% | None | None |
| **Spider Belt max size** | 24 | 20 | 18 | 16 |

*NOTE: During a game, the color of the PART (level) indicator "P" will match the skill level description color.

## GAME MODES

Press SELECT or Player 2's Joystick BUTTON to cycle through the game modes:

| Game Mode | Description | Notes |
|---|---|---|
| 1 Player | One player game | Available with all controller configurations. |
| 2 Player | Two players alternate turns | Available with all controller configurations. |

## GAMEPLAY

Your objective in Spiders Arcade is to halt the spider invasion by destroying the attacking enemies and stopping the spiders from passing your ship at the bottom of the screen. Use the joystick to control your ship to dodge incoming hazards and move into position for the next attack.

## SELECT LEVEL

At the start of the game, you can select the START LEVEL to begin play, up to Level 8:

```
START LEVEL
     01
```

Use the joystick to select the START LEVEL. Press RIGHT to increase the starting level, or press LEFT to decrease the starting level. Press the button to start the game.

## STATUS DISPLAY

At the top of the screen is the Status Display that shows the following information for the current player:

- **Player's Score.** In a two player game, the score is displayed in LIGHT BLUE for Player 1 and LIGHT GREEN for Player 2.
- **Web Power.** This is the number of cocoons that are left to spawn and destroy before advancing to the next level. When the Web Power is depleted, the enemy web will turn light blue, and the cocoons on-screen will start advancing towards your ship:

```
WEB ▬▬▬      5210
```

### Spider Belt

At the bottom of the screen, the Spider Belt shows how many spiders have passed your ship. Additionally, the number of reserve lives are displayed along with the current part (1- 99).

```
                              P = 5
```

If any spiders make their way past your ship, the green Spider Belt at the bottom of the screen will start expanding. If it fills up completely, the game will end immediately so take care not to let too many spiders get by you!

You can reduce the size of the Spider Belt by shooting any incoming Super Webs. Refer to the ENEMIES section below for more details regarding the Super Web.

Additionally, the Spider Belt is slightly reduced when your ship is destroyed and the level is restarted, if the Right Difficulty switch is set to 'B'. Set the section above on DIFFICULTY SWITCHES for more details.

## ENEMIES

Spiders Arcade features a variety of enemies and obstacles that must be destroyed or avoided to successfully complete your mission. Additional enemies will appear at certain levels depending on the skill level, and enemies will either attack your ship and try to destroy it or avoid your ship, increasing the Spider Belt in hopes of ending the battle quickly.

CHALLENGE MODE also adds additional enemies and obstacles. See the CHALLENGE MODE section below for more details.

| Enemy | | Description |
|---|---|---|
| **Seeds** | – | At the start of a level, a group of seeds will warp in from the upper center of the screen and create pulsating cocoons. The number of initial seeds increases based on the skill level and current level. |
| **Cocoons** | | After a certain time, cocoons will reach full size and start weaving webs and spawning spider eggs. Shoot the cocoons before they spread and spawn more cocoons. Destroying a cocoon will also destroy any webs that are attached to it. |
| **The Web** | | A web will start forming from the cocoons and create a blockade that protects the spider eggs and hatching spiders from incoming fire. The color of the web will change each level and will turn light blue when the Web Power has been depleted (no more cocoons will spawn). Refer to the STATUS DISPLAY section above for more details. The web cannot be destroyed with your cannon fire. The only way to destroy a web is to shoot the cocoon from where it originated. |
| **Spider Eggs** | | If not destroyed quickly, spider eggs will hatch spiders. The time it takes for a spider egg to hatch into a spider is shorter for the higher skill levels and will decrease as more levels are completed. |
| **Spiders** | | Once active, spiders will advance towards the bottom of the screen, either attacking your ship or trying to get past your ship and increase the deadly Spider Belt. If you let too many spiders pass your ship and the Spider Belt is completed, your game will end immediately! |
| **Super Web** | | In later levels, a Super Web will be launched from a random cocoon and track towards your ship. Move quickly to avoid it or destroy it with your cannon for big points and to reduce the size of the Spider Belt. |
| **Shields** | | In some levels, the spiders will shoot out a protective blue shield when they begin their attack, while red shields are launched when a cocoon is destroyed. It takes multiple shots to destroy a shield, so fire quickly or avoid them altogether as they are deadly to the touch. |

## SHIP COLLISION

If any enemy collides with your ship, your ship will be destroyed. If you have any reserves left, the level will start over, and you will get another chance. The number of cocoons that need to be destroyed when retrying a level depends on the skill level and the number of cocoons that were destroyed previously:

| Skill Level | Checkpoint | Number of Cocoons on Retry |
|---|---|---|
| NOVICE | 25% of the cocoons destroyed | 75% of the original total |
| NOVICE | 50% of the cocoons destroyed | 50% of the original total |
| STANDARD | 25% of the cocoons destroyed | 75% of the original total |
| ADVANCED | - | 100% of the original total |
| CHALLENGE | - | 100% of the original total |

## SPIDER QUEEN

As you make your way through the levels, at some point you will be visited by the Spider Queen (aka Space Mona Lisa):
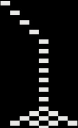


Although the Spider Queen will not attack, she will try to communicate with you as the levels progress. Is she trying to initiate a cease fire or warn you about your impending doom?

## CHALLENGE MODE

The CHALLENGE skill level offers the same basic gameplay as the other skill levels, but also adds additional enemies, power-ups and obstacles for the ultimate interstellar experience!

## ENEMIES

| | | |
|---|---|---|
| **Large Spiders** | | The large purple spiders will split into multiple smaller spiders when hit, so destroy them as soon as possible! |
| **Small Spiders** | | Small spiders appear when a large spider is destroyed. Although they move slowly, they are difficult to hit. They will make their way to the edges of the screen to try and sneak by your ship to increase the Spider Belt. |
| **Red Spider** | | The red spiders move very fast in a straight path towards the bottom of the screen. Move quickly to shoot them before they build up the Spider Belt! |
| **Capture Webs** | | In addition to the Super Webs, cocoons will intermittently shoot white Capture Webs towards you. They take two hits to destroy, and if they collide with your ship you will be stuck in the web for up to 8 seconds, depending on how much of the web remains. If you manage to destroy a Capture Web, two Spider Belt sections will be removed. While stuck in the web, your ship will flash white, and you will only be able to move at half-speed. The time remaining for the web is displayed as a white bar in the upper right corner of the screen. You can also escape from the Capture Web by shooting or collecting a power-up. |

## POWER-UPS

Power-ups spawn from yellow spider eggs and drop straight down towards your ship.

There are four types of power-ups:

| | | |
|---|---|---|
| **Guided Missile** | | This power-up allows you to steer your missiles left and right using the joystick controller. |
| **Warp** | | Enables your ship to move off the far end of the screen and warp to the other side. |
| **Turbo** | | Your ship will move side-to-side twice as fast. |
| **Blast** | | When active, your missiles will continue to travel up the screen after colliding with the web or another obstacle. |

- A power-up is activated when it is either shot by your missile or caught by your ship as it descends:
  - If shot, you will earn 50 points and the power-up will be active for 4 seconds. If the power-up type is already active, the 4 seconds will be added on to the remaining time (max 8 seconds).
  - If caught, the power-up will be active for 8 seconds (no points awarded).
- Only one power-up can be active at a time.
- The remaining power-up time is displayed as a yellow bar in the upper-right hand corner of the screen. A descending tone is played at one-second intervals as the power-up timer decreases.



There are additional power-ups that can be activated in different ways:

| | | |
|---|---|---|
| **Shield Power-up** | | Collect a yellow shield to enable the SHIELD power-up. The amount of time the SHIELD power-up is active depends on how much of the shield is left when you collide with it, so don't shoot it accidentally! You ship will flash yellow when the shield is active. If you collide with an enemy with the shield power-up, the enemy is destroyed. |
| **Freeze Power-up** | | If you can shoot a yellow cocoon before it spawns a power-up, this will disrupt the enemies web network and cause all spiders to freeze for 4 seconds. Additionally, the web will stop growing and no new cocoons will spawn any new enemies until the power-up timer expires. |

## END LEVEL

When you have destroyed all the cocoons and one remains, it will spawn into the White Spider that will retreat upwards before making its way to the bottom of the screen.

Destroy the White Spider to earn extra bonus points (see the SCORING section for details). Once the spider has been destroyed or passes your ship, you will proceed to the next level.

The game will end when you have reached level 100.

## SCORING

Points are earned by shooting the enemy cocoons and attacking spiders and Super Webs. The points that are earned for destroying each enemy differ on each level and are displayed at the start of a new level, along with the number of cocoons that must be destroyed to advance to the next level:



| Cocoons | This is the number of cocoons that must be destroyed to advance to the next level. |
|---|---|
| Seed | The number of points awarded for destroying a seed when it spawns at the start of the level. |
| Cocoon Lv1 | The number of points for destroying a cocoon before it starts generating webs and spider eggs. |
| Cocoon Lv2 | These points are awarded for destroying a cocoon once it is full size with webs crawling out of its center and spawning spider eggs. |
| Spider Egg | Points awarded for destroying a spider egg before it hatches into an attacking spider. |
| Spider | The number of points awarded for destroying any attacking spiders. |
| Super Web | Points awarded for shooting the Super Web. |
| End Spider | These are the number of points earned for destroying the end level White Spider. See the END LEVEL BONUS section below for more details. |

## END LEVEL BONUS

When you have destroyed all the cocoons and one remains, a White Spider will appear and either attack or avoid your ship on its descent to the bottom of the screen. Destroy the White Spider to earn extra bonus points.

The number of points awarded ranges from 1,000 to 5,500 points, depending on the level completed:

| End of Level | Points | End of Level | Points |
|---|---|---|---|
| 1 | 1,000 | 6 | 3,500 |
| 2 | 1,500 | 7 | 4,000 |
| 3 | 2,000 | 8 | 4,500 |
| 4 | 2,500 | 9 | 5,000 |
| 5 | 3,000 | 10 and higher | 5,500 |

## EXTRA LIVES

The first extra life is earned at 25,000, 20,000 or 15,000 points, depending on the skill level (see the SKILL LEVELS section above), and additional bonus ships are earned at 50,000 points and every 50,000 points after that.

## GAME OVER

When a life is lost and there are no reserves left, or the player reaches stage 100, the game is over for the current player and the GAME OVER screen is displayed.

If a high score has been achieved, the HIGH SCORES screen will be displayed (see below), after which the GAME OVER screen will be displayed or the other player will continue in a two-player game.

## HIGH SCORES



- The player can enter up to three initials. The current position will be flashing.
- Move the Joystick LEFT or RIGHT to select which initial to change.
- Move the Joystick UP or DOWN to change the current initial. Press the button to accept the current initial and move to the next one. The entry is accepted by pressing the button after entering the last initial.
- The current entry will be used if there is no input for one minute.
- If the game was started from a higher level, a '+' sign will be displayed to the right of the round number (RD).
- The top five scores for each skill level are displayed. For each score, the highest stage reached is also displayed.

## RESETTING HIGH SCORES

- To reset the high scores for the current skill level: From the HIGH SCORES screen, flip the TV TYPE switch (2600) or press the PAUSE button (7800).
- A prompt to "RESET SCORES?" will be displayed. Press the button to reset the scores. To cancel, flip the TV TYPE switch (2600) or press the PAUSE button (7800) again.

## WITH ATARIVOX/SAVEKEY

- Up to five high scores are saved for each skill level. Other game settings including skill level are also saved.
- To reset all scores for all skill levels and all settings, hold down RESET while powering on the game.

## WITHOUT ATARIVOX/SAVEKEY

- Scores and settings are reset when the game is powered off.

## TIPS & TRICKS

- Keep an eye on the web as it expands and keep it balanced to avoid having to battle cocoons that are closer to your ship.
- On the later levels, the spiders will try to avoid your ship when attacking in hopes of completing the spider belt to end the game quickly.
- As the Spider Belt expands, try to destroy the Super Web to reduce its size.
- Pay attention to the color of the web. Once it turns light blue, no more new cocoons will spawn and instead they will make their way towards the bottom of the screen.
- You do not get any points for destroying the shields, so avoid them unless they are between you and your target.
- Try to shoot the seeds at the start of a level before they grow into cocoons to earn big points!

## CREDITS

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