

ATARI[®] **2600**[™] VIDEO GAME
CARTRIDGE

SPACE INVADERS[™]

by Taito America



Space Invaders 1.0 By Burkess

Welcome to Space Invaders.

Invaders from space have come to invade Earth. One laser cannon wielding hero is all that stands between this planet and total annihilation.

You'll need these.

1000 Invasion Points.

Locations:

1. The battlefield.
 2. Anywhere else in the Space Invaders universe.
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Origins: There's no backgrounds here. You can choose something plausible if you want an origin.

Age and Sex options: Pick whatever you want.

Perks: These cost 100 points unless otherwise stated. You get 4 Invasion Tokens. These can be redeemed to get anything you want here for free. Anything you buy here can be **purchased multiple times**. Doing so provides an additive bonus.

Song Of Your Heart: Your soul plays a theme that encapsulates who you are and alters itself to fit the situation. It stirs emotions within others on a deep, primal level.

You're A Space Invader: You gain the form of any Space Invader of your choice.

Invasion Experience: With each purchase, you gain 10 years of experience and memories in fighting on alien planets and invading them.

Military Training: Provides 10 years of experience and memories in an Earth military of your choice, performing a job of your choice.

Career Option: Choose a career. You gain 10 years of experience in it and the credentials to practice in future worlds.

Answering The Call: If a pivotal battle will be fought for your world or a major event that decides the fates of many will take place, fate will arrange for you to be there. You'll be warned in advance, so you can be prepared for when it happens.

Alien Destroyer: Your attacks and defensive capabilities become significantly more effective against any being that isn't native to the planet or location you're fighting them in. This would do nothing if you were fighting a human on Earth. But if you fought on Saturn? They count as an alien then.

Home Field Advantage: When you're on defense, you become progressively better at defending the longer you spend in that location. A fortified area you're camped in becomes a meat grinder for your enemies.

One Against An Invasion: When outnumbered, you progressively become more skilled based on how great the numbers' advantage is. The boost is "locked in" based on the numbers when the conflict started, so you won't grow weaker as you defeat your enemies.

Alien Movement: Speed up to a target the closer you get to them. The smaller of a gap between you, the greater your movement is enhanced to close the distance.

Will It Hit?: Your mind performs a series of complex and complicated calculations that tells you before you launch an attack the likelihood of it landing. When you focus, you can also tell how much damage it would inflict if it did hit.

I Ain't Scared Of No Aliens: The emotions of fear, despair, doubt, and hopelessness are converted into confidence, courage, certainty, and passion for you. You'll stand tall in the face of the most horrifying and dangerous challenges with a smile on your face.

Invader Leader: You have all the skills needed to launch a successful alien invasion, along with an understanding of all the logistics involved in this. When you meet an alien, even the unintelligent ones, they'll feel a kinship with you, and you'll both be able to understand each other. This gives you a chance to absorb them into your army if you can convince them to join you.

Laser Whisperer: Grants the reactions and enhanced speed to dodge shots and weave in and out of attacks. Your mind tells you if an attack is going to hit you, and highlights a safe place for you to move into to avoid damage.

But You Said No: If an outcome you don't want to happen transpires, you can spend an extra life or 1-up. This returns you to before it happened, in time for you to prevent it. For example, if you failed to stop the alien ships from landing, and they began their conquest of earth. You could spend a life to return to when you were fighting them.

Either Them Or Us: Can set aside morality and ethical concerns when your survival is on the line. Even if you had to destroy thousands, if not tens of thousands of aliens, you'd lose no sleep over it if you did so to protect yourself and those you care for.

Creative Genius: The things you make are capable of revolutionizing their industry. You're able to come up with new and innovative ideas that put different spins on things, and have the courage to do what's never been done before. You're a visionary whose works will stand the test of time.

Starting The Golden Age: Others will be inspired by things you created and will seek to use elements of your ideas in their own creations. The aspects they find useful will proliferate and rapidly spread as more people are exposed to your works and things based off them.

Multiple Lives: Grants you three extra lives. Gives you three more every time you visit a new setting.

High Score: Tracks detailed statistics for anything you've done. You have a mental score screen that'll show you all of this information. A thought will organize the data in ways you can understand and use to improve yourself.

Anticipate Enemy Action: You can put yourself into the mind of your opponents, thinking like they do. It allows you to make highly accurate guesses as to what they'll do next and what their targets will be, as you're able to completely adopt their mindset.

Learning Their Patterns: Predict where people will go by analyzing their movements. Studying an enemy will gradually give you clues on how they fight, and these same tactics will work against enemies who fight with similar strategies.

Barrage Fire: Concentrated fire is more effective and does more damage when you and a group fire together. Each hit is amplified based on the number of shots that land. You and your group will subconsciously time your shots so that it leaves few windows for someone to safely retaliate.

Laser Shot: Like the Space Invaders, you're capable of firing a deadly laser. It hits just as hard as the laser cannon.

Items:

Laser Cannon: A high power laser cannon. It can move fairly quickly, and is strong enough to destroy any Space Invader in one shot. If you use a 1-up or extra life of some sort, another one of these appears with you.

Regenerating Shields: These bulky shields can absorb loads of attacks from Space Invaders before being destroyed. You're also able to shoot through your shield, so you can remain protected while also hitting the enemy. If a battle has stopped, even for a moment, you'll recover your shields, and they'll be good as new.

UFO Fleet: This is a fleet of UFOs, capable of traversing space at high speeds.

Space Invader Mothership: This ship produces Space Invaders at a rapid rate. The invaders are loyal to you and see you as their leader. With it, you could launch your own invasions.

Arcade Cabinet: A space invaders game. If you play it, you can choose to have an alien horde of space invaders appear in future settings. The technology to create regenerating shields and laser cannons will also become common.

Planet Defense Training Camp: This is a facility that attracts people who have the natural talent to be good at defending the planet from invasions. There are a variety of trainers who will teach the students lessons that you've learned and train them in skills you're able to teach.

Supplement Mode: You can choose to use this jump as a supplement and attach it to another jump.

Crossover Mode: Import another jump of your choice. You'll fill out the jump document, keeping the point totals separate. This setting and the other setting(s) you selected will then merge into one.

Companion Options: These cost 100 points unless otherwise stated.

Recruit Anyone: Free! Anyone you want to recruit in this world is free to join you as a companion if they agree. This is a perk you can use in future jumps.

Import: You can import all your companions, and they'll get 600 points to spend. They also get the 4 Invasion tokens, same as you got.

Drawbacks: Each of these offers 200 points unless otherwise stated.

Leave When The Story Finishes: Free! You can leave when Earth has either fallen or the aliens have been pushed back or destroyed. Unless a drawback says you can't. In which case, the drawback takes precedence.

Continuity Toggle: Free! Any property in which Space Invaders has appeared can become canon to this universe at your liberty.

Be The Main Character: It becomes your job to repel and defeat the alien invasion. You must prevent Earth from being destroyed by the aliens. Your job is done when Earth remains free of control from the Space Invaders.

Longer Stay: You'll spend 10 more years here.

The Aliens Took Your Items: Your items from outside this jump are held by UFOs, which will periodically approach you. If you shoot down a UFO, it'll drop your gear.

Warehouse Invasion: When you attempt to enter your warehouse, you'll be forced into a violent battle against a horde of Space Invaders within it. There will be aliens filling up every available space. Winning this fight earns you the right to use your warehouse as you please.

Power Sharing Invaders: If you use an ability that comes from outside this jump, the Space Invaders all gain access to it too.

Shoot Aliens: Earn Your Purchases: You don't get access to any purchases here until after the jump ends. You can get them early, though. Every time you destroy a wave of Space Invaders, you earn a random perk or item you purchased.

They Abducted Your Companions: Your companions are sealed within UFOs set in strategic places and require someone to free them from within the UFOs. You receive a map of where these heavily guarded UFOs are located. If you don't have any companions, some people you'd really like will be provided for you.

Rhymes, Puns, And Dad Jokes: You now can only speak and communicate exclusively in rhymes. The one exception is when an opportunity to tell a dad joke or a pun comes up. You can speak normally to do that.

They Know: The Space Invaders start off with a general overview of your abilities and the powers you can bring to bear. They'll have formulated plans to use against you with this information.

Scaling Rival: You have a custom enemy who gets a build here that lets them purchase things from this document using as many Invasion points as you spent. They don't like you and want to defeat you. They're working for the Space Invaders.

The Full Might Of The Space Invaders: The aliens have decided to come after you before they invade Earth. You'll face off against everything the Space Invaders can bring to bear against you.

Immoral Actions: The Space Invaders are aliens, yes. But they're humanoid soldiers now with the same abilities as the original aliens.

Defeat The Mothership: The Mothership is what produces an endless number of Space Invaders. They'll simply keep repopulating regardless of how many are destroyed. In order to defeat the threat, you must shoot down the Mothership while it's being guarded by thousands of Space Invaders.

Ending Options:

What will you do now? Stay here? Go home? Move on to the next jump?