



*** HEALTH AND SAFETY WARNING ***

LET'S INVADE 2 consists of in game flashing/strobe effects, to fit with the in game trance music, sound effects and psychedelic nature of this game. This effect may be unsuitable for some gamers. If you are too sensitive to strobe flashing, or suffer from a condition such as epilepsy. Select the option to switch off the flashing effects before playing the game. Or avoid playing this game.

*** LOADING ***

CARTRIDGE - Switch off your C64, insert cartridge carefully and then switch your C64 back on. The screen should display a decrunch message. Wait a few seconds for the program to decrunch and you're ready.

DISK - Switch on your C64, insert disk into drive and type in LOAD "*",8 wait a short moment, then type in RUN and you're ready.

TAPE - Switch on your C64, insert tape and fully rewind to the start. Press SHIFT+RUN STOP, then press PLAY on tape. The program will now load and run.



Also included is a tape master disk, so you can record this game to your own tapes. Ensure your blank tape or mix tape is at a correct position, before loading and running the tape master.

*** THE STORY ***

Back in 2116, planet Earth fought against a massive elite of alien invaders and the planet was saved. Unfortunately however, the alien mother ship managed to escape. There was no trace of it for a very long time.

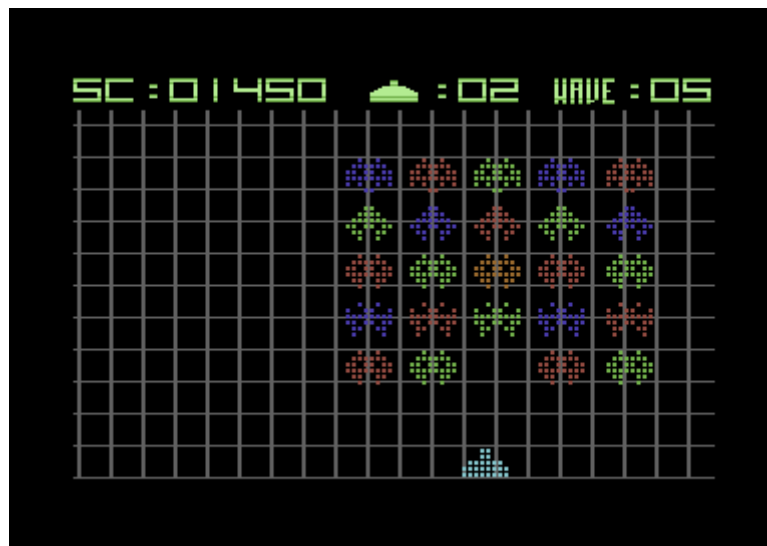
Fast forward to 2 and a half years later, the mother ship **returns** and **the aliens are back**, this time in a **different** form. They are even **tougher** than ever, with more **powerful** bombs. Earth has also been thrown into a giant void once again.

The planet is in **turmoil**. Fleets of Invaders start **screaming** down towards the Earth's surface... Ready to wipe out all life on Planet Earth, so that they can make the planet their new home.

Only one tough warrior can attempt to save the planet... and that is YOU!

*** PLAYING THE GAME ***

This is a psychedelic Space Invaders style sequel to the original Let's Invade. For those who are new to this game, the rules are generally the same as the first game. The idea is to shoot all of the aliens in each wave, using your laser cannon, before they scream down to your planet's surface. Only one problem. Unlike the original Space Invaders style games - **The aliens will not move across the whole screen**, which makes the game more **challenging**. The more aliens shot, the **faster** they will move. This of course will depend on the levels which you are on.



While the aliens are moving, they will be shooting pulsating bullets. These can be very harmful for your cannon. As soon as the aliens reach one row before the very bottom of the screen, they will stop shooting at your cannon and they will then attempt to invade planet Earth.

The first few levels are basically simple. Shoot **red**, **green** or **blue** invaders to destroy them and score points. The **lighter** the colours, the **more** hits the aliens should have. Some aliens will launch a **flying saucer**, which can be shot in the middle, for extra points (should you have 9 lives - this cannot go any higher) or gain extra lives. The colour code for each alien is as follows:

RED, **GREEN**, **BLUE** = 1 hit to kill

PINK, **LIGHT GREEN**, **LIGHT BLUE** = 2 hits to kill although you will score points weakening the aliens

YELLOW, **WHITE**, **CYAN** = 3 hits to kill

PURPLE (Without saucer visible) = Launch saucer (Shoot saucer for extra lives or extra points)

PURPLE (With saucer visible) = Extra points

ORANGE = Award power up or power down. All random.

GREY = Invincible aliens (Alien shield power up)

*** SCORING ***

ALIEN TYPE 1 = 10 POINTS



ALIEN TYPE 2 = 20 POINTS



ALIEN TYPE 3 = 30 POINTS



ALIEN TYPE 4 = 50 POINTS



SAUCER = EXTRA LIFE OR 100 POINTS (If lives counter is full)



*** THE POWER UPS ***

PLAYER'S POWER UPS

By shooting an orange alien, one of the following power ups could be rewarded to your laser cannon. These may be lost if a life has been lost.

Faster Firepower - Allows your cannon to fire fast lasers, unless the firepower has reached its limit.

Faster player - Speed up your laser cannon and blast, blast blast - unless the limit of the player's speed has been reached

Faster firepower - Speed up your cannon's laser fire power

Smart Bomb - If you haven't lost a life, the smart bomb is carried. The player will flash red. You can only carry one smart bomb. Pulling DOWN on the joystick will activate it.

Player Shield - Protects your shield. The shield will flash green, but will only be temporary for a time. If the player is also carrying a smart bomb.

Tranced Out - Freezes the aliens for a short period of time

Black Out - Temporarily makes the void disappear for a short period of time

Close Encounter - Launches a flying saucer at the top of the screen. If you shoot it, something good will happen. This also disables alien shooting until after the saucer has passed.

ALIENS POWER UPS

Not only can the player obtain power ups, while battling against the alien invaders. The aliens can also gain power ups, which can make the player's life a misery.

Default Player - Defaults your laser cannon to its normal state.

Bullet Shower - Makes the alien's firepower more rapid - This is bound to make you scream, if this takes effect. Luckily however, this power up is temporary.

Alien Shield - Turns all of the aliens to grey, which means that if you shoot an alien, it is invulnerable to the laser and just destroys it.

*** CONTROLS ***

Use a joystick in PORT 2.

LEFT / RIGHT = Move laser cannon

FIRE = Shoot missile

DOWN = Activate smart bomb (If carried)

RUN/STOP = Pause Game

Q (When paused) = Quit current game and return to the title screen

There are 40 waves in which you have to battle against to aliens. Although the game is NOT impossible to complete - the difficulty curve gets harder as you progress. Can you save Earth from those invaders? Too tough for you, then why not try find the hidden cheat. :)

*** CREDITS: ***

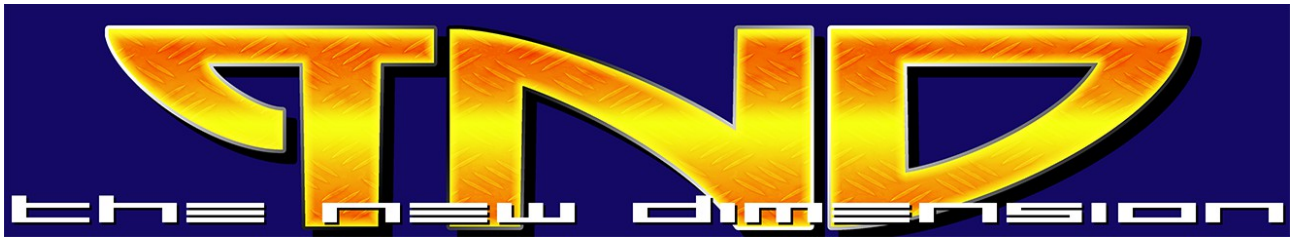
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<http://tnd64.unikat.sk>

<https://richard-tnd.itch.io>

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