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A Step in the right direction
Invasion from the profound cosmos. Aliens enormously growing and ominously propagating. Spiders! "Spiders" offers magnificent screen pictures by adopting full graphic (full Bit Color) hardware. It is never possible by conventional video game. Now coming new era of video game-Sigma's "Spiders"!

SPIDERS

AVAILABLE
UP-RIGHT/COCKTAIL TABLE (19’)

How to play
- 1 game...1 player- 25¢ /2 players- 50¢
- Press the button of 1 player or 2 players
- Move player's gun right and left by control lever and destroy Spider's web (cocoon), repeatedly attacking Spiders and super web.
- Upon hitting white Spider, bonus point is awarded. It becomes higher as pattern progresses.
- At 15000 points, one player's gun is added. (Adjustable)
- When all player's guns are destroyed or 16 (adjustable) Spiders make landing on the earth, the game is over. (Every time one Spider makes landing, green Spider's belt is formed)
- Every time one super web is hit, one Spider's belt is vanished.

Giant Spider appearing upon game start
offensive and defensive battle in full graphic magnificent screen
"Space Mona Lisa" appearing upon end of 3 patterns. Imagine what is it in next pattern!
<table>
<thead>
<tr>
<th>Pattern</th>
<th>1</th>
<th>2</th>
<th>3</th>
<th>4</th>
<th>5</th>
<th>6</th>
<th>7</th>
<th>8</th>
<th>9</th>
<th>10</th>
<th>11</th>
<th>12</th>
<th>13</th>
<th>14</th>
</tr>
</thead>
<tbody>
<tr>
<td>Mode A</td>
<td>27</td>
<td>36</td>
<td>45</td>
<td>54</td>
<td>63</td>
<td>72</td>
<td>81</td>
<td>98</td>
<td>45</td>
<td>54</td>
<td>63</td>
<td>72</td>
<td>81</td>
<td>98</td>
</tr>
<tr>
<td>Mode B</td>
<td>20</td>
<td>27</td>
<td>34</td>
<td>41</td>
<td>48</td>
<td>55</td>
<td>62</td>
<td>69</td>
<td>34</td>
<td>41</td>
<td>48</td>
<td>55</td>
<td>62</td>
<td>69</td>
</tr>
<tr>
<td>Mode A'</td>
<td>1</td>
<td>1</td>
<td>1</td>
<td>1.5</td>
<td>1.5</td>
<td>4</td>
<td>4.5</td>
<td>5</td>
<td>1</td>
<td>3.5</td>
<td>3.5</td>
<td>4</td>
<td>4.5</td>
<td>5</td>
</tr>
<tr>
<td>Mode B'</td>
<td>0.7</td>
<td>0.7</td>
<td>0.7</td>
<td>2</td>
<td>3</td>
<td>3.2</td>
<td>3.4</td>
<td>4</td>
<td>0.7</td>
<td>2</td>
<td>3</td>
<td>3.2</td>
<td>3.4</td>
<td>4</td>
</tr>
</tbody>
</table>

Remarks: Mode A & B for the number of grownable cocoons.
Mode A' & B' for the frequency of the spiders' appearance.

DIP S/W No. 1 (The number of coins and plays)

(1)    (2)    (3)
ON     ON     ON     FREE PLAY
ON     ON     OFF    1 Coin 2 Plays
ON     OFF    ON     1 Coin 3 Plays
OFF    ON     ON     2 Coins 1 Play
ON     OFF    OFF    4 Coins 5 Plays
OFF    OFF    OFF    1 Coin 1 Play

DIP S/W No. 2

(1)    (2)    (3) (Mode)
ON     ON     A
ON     OFF    A'
OFF    ON     B
OFF    OFF    B'

(3)    (4)
ON     ON     14
ON     OFF    20
OFF    ON     26
OFF    OFF    16

(5)    (6)
ON     ON     4
OFF    3

(6)    (7) (The score for an extra player gun)
ON     ON     NIL
ON     OFF    20,000
OFF    ON     25,000
OFF    OFF    15,000

(8)    (9)
ON     OFF    Only once after completing the 1st screen.
OFF    Whenever after completing each screen.

DIP S/W No. 3

(1)  For the use of reversing picture on screen.
(2)  ON: for UPRIGHT version, OFF: for COCKTAIL TABLE.
(3)  (8)  For adjustment the position of picture vertically or
       horizontally.  (3-5)

                  FOR CENTERING PICTURE

3 - ON  6 - OFF
4 - OFF  7 - ON
5 - ON  8 - OFF
January 20, 1982

Dear Distributor,

The recent modification for the rapid fire mechanism on "Spiders" was incomplete. I have enclosed for your convenience a second instruction sheet. Please be sure to check all Spiders currently in your inventory.

Thank You,

Rick Wood
Director of Marketing
Venture Line Inc.
REVISED SPIDER RAPID FIRE MODIFICATION

1) CUT TRACE AT PIN 5 OF IC-15 (6821)

ADD FOLLOWING JUMPERS

1) IC 3 PIN 13 TO IC 61 PIN 4
2) IC 15 PIN 5 TO IC 61 PIN 6
3) IC 61 PIN 5 TO IC 30 PIN 3

IT IS RECOMMENDED THAT YOU USE A 24 GAUGE SOLID WIRE.