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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>54</td>
<td>63</td>
<td>72</td>
<td>81</td>
<td>98</td>
<td>pcs</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>3.5</td>
<td>3.5</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)  
ON  ON  (Mode)  A  A'
ON  OFF  A  B'
OFF ON  B  A'
OFF OFF  B  B'

(3)  (4)  (The number of spiders which land to complete spider belt)
ON  ON  14
ON  OFF  20
OFF ON  26
OFF OFF  16

(5)  (The number of spare player guns
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)  (A giant spider appears)
ON  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)
(6-8)

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,

[Signature]

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 GUAGE SOLID WIRE.