

System Requirements
Commodore PET/CBM with 40-column screen
and at least 16KB of RAM.
All keyboard types, any BASIC (1.0 – 4.0).
Best gameplay at 60Hz.

PET INVADERS
2025

mass:werk

- ★ Exciting Arcade Space Action
- ★ Fight Invaders from Outer Space
- ★ Defend Planet Earth
- ★ Engaging Home Arcade Experience
- ★ Supports Multiple Joystick Adapters
- ★ Amazing Sound Effects

Commodore PET 40 Columns, 16KB RAM

PET INVADERS • 2025

As the Earth Space Monitoring Network sounds alarm, you and your LASER tank are Planet Earth's only hope... True home arcade action with amazing PETSCII graphics and sound effects! Fight up to 35 enemies at once!

Supports multiple joystick adapters

- "The Future was 8bit Dual" (AKA "PET")
- "Stupid PET Tricks" dual adapter
- TexElec SNES serial adapter

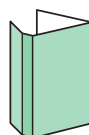
(Keyboard input is always active.)

"PET Invaders" by Norbert Landsteiner, 2025.
mass:werk – media environments; www.masswerk.at
Download at <www.masswerk.at/pet/prgs/#pet-invaders>

After an original 1978 arcade game by Taito Corporation.

Cassette Inlay (J-Card)

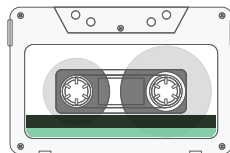
1. Print at 100%
2. Fold along dashed marks
3. Flatten again and cut





Cassette Label

1. Print at 100%
2. Cut & apply



Recording Hints

The supplied audio files (WAV, 44,1kHz @16bit, duration: 4:46) were digitally produced using “maketape.py” < <https://github.com/eightbitjim/commodore-tape-maker> >.

There are two files:

- pet-invaders-side_a.wav
- pet-invaders-side_b.wav

“side_a.wav” has been produced with standard setting, “side_b.wav” with settings for inverted wave forms. One version may work better for you than the other one.

We recommend to record them to the respective sides of the physical audio cassette and try what works best.