COLECOVISION™

Guide No. 099059

CARTRIDGE INSTRUCTIONS

Galaga™

by namco

CollectorVision Games

Stop the Galagan invasion!
Destroy all the alien spaceships.

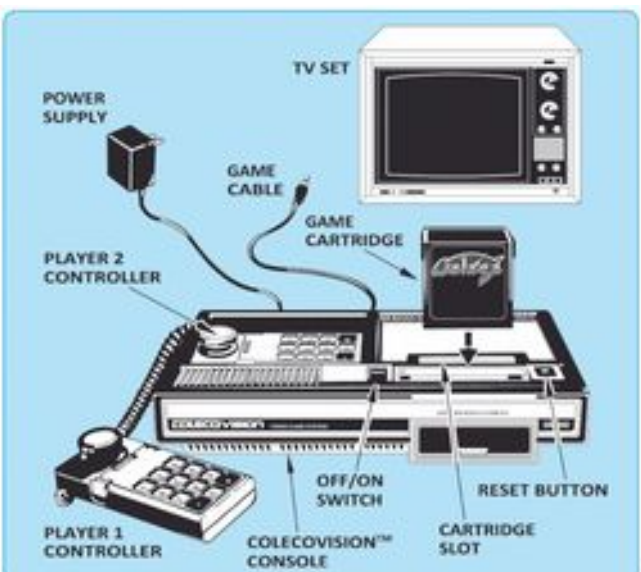
COLECO

GAME DESCRIPTION

You're under attack! The Galagans are reclaiming planets they lost during a centuries-old interstellar war - and now they want yours! And you're ready to fight to the bitter end to protect it!

So you join the Intergalactic Warrior Fleet. Without training, you're assigned to your first combat mission - and on-the-job is the only way to learn. Shaking in your boots, you accept the assignment and board your Intergalactic Command Ship.

GETTING READY TO PLAY



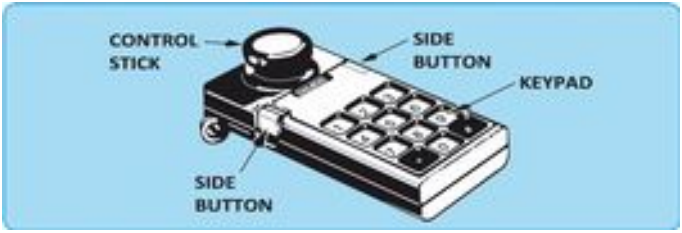
- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.

- TV should be on and tuned to same channel as the Channel Select switch on the console.

- To play Galaga™, use the controller in Port 1 (the rear jack).

- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



Use Control Stick to move your Command Ship left or right.

Press Side Button to fire intergalactic missiles.

HERE'S HOW TO PLAY

Defending the planet

You start the game with three Command Ships: one at the line of battle and the others in reserve at the right of the screen. Slide your Command Ship right and left to dodge Galagan missiles. At the same time, fire intergalactic missiles to protect your ship. You lose a ship when it is hit by a Galagan missile or collides with the enemy.

Galagans attack in a series of waves, each fiercer than the one before.

Galagan ships are easy to identify: Butterflies (Goei), the lowest rank, wear red; Bees (Zako) are outfitted in blue; and Boss Galagas, the highest rank, wear green.

The Galagan invasion starts off with a bang! An entire fleet of invaders begins flying in formation, then instantly plunges towards you, bombarding your ship, then rushing back to the lineup - that is, if you don't shoot them first!

The Galagans attack faster and faster with each wave. They swoop downward, firing laser cannons, or blitz in groups. The enemy's special radar lets them dodge your intergalactic missiles. They use tricks to divert your attention. Their ability to pull off unexpected maneuvers forces you to quickly learn caution, cunning, and skill.

You thwart the initial attack, but the battle isn't over. The Galagans will be back, stronger than ever. And you'll be waiting. The longer you survive, the more surprises you're in for!

To win, use your accurate aim and quick reflexes. Plan your strategy. Think head. A foolish move could cost you the battle - and the planet!

Strategy

Try a few games while you're learning to play Galaga. This will help you develop skill and strategy.

When Boss Galagas are hit the first time, they turn blue; when hit a second time, they explode. Boss Galagas deploy macro-beams that can capture your Command Ship. To rescue the hostage, hit the Boss Galaga only while it's attacking, or you will destroy your own ship as well. Once you regain your ship, you will have two ships, moving and firing in sync, to attack with.

When a Boss Galaga is destroyed in flight, the rest of the fleet stops firing for a few seconds of mourning. Move in quickly to blast the Escorts before they can retaliate.

After two waves of attack, then after every third wave, you face a Challenging Stage. Five groups of eight ships fly in various attack patterns. Shoot as many ships as you can before the ships leave. Hit all 40 ships for 10,000 bonus points.

Always have a strategical escape planned to avoid patterns of enemy missile attacks. Scan the screen and think fast to outsmart the Galagan fleet.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

You score points when you destroy Galagans. If all your Command Ships are destroyed, the game is over.

Point values are listed below:

Boss Galaga:	first hit in line	0 points
	second and more hit in line	150 points
Bees (Zako):	lined up	80 points
	attacking	160 points
Butterfly (Goei):	lined up	50 points
	attacking	100 points

Destroying a Boss Galaga in flight earns bonus points:

Boss Galaga with two Escorts	1600 points
Boss Galaga with one Escort	800 points
Boss Galaga with no Escorts	400 points

Challenging Stages earn bonus points:

Bonus for destroying groups of eight ships	1000-3000 points
Bonus for destroying all 40 ships	10,000 points
Bonus for destroying less than 40 ships	100 points per ship

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Galaga, but it is only the beginning! You will find that this cartridge is full of special features that make Galaga exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

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Box and manual by Vincent Godefroy.

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Galaga
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Galaga