IBM PC†

GALAXIAN*

FROM

ATARISOFT™

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BASIC TRAINING

Insert the GALAXIAN diskette into the disk drive and boot your IBM-PC as explained in your computer owner's guide. To go immediately to keyboard game play, press F1.

If you wish to set options, press the F2 key to bring up the Option Screen. Press F5 to select the difficulty level. Each level can be played by one or two players. Press F3 to select a two-player game, and press F3 again to return to a one-player game. You can play from either the keyboard, or the joystick. Press F8 to select RGB or composite monitor colors. F9 or F10 will center the screen. Press S to switch the sound effects on or off, and press X to calibrate your joystick. Once you have chosen the options you desire, press F1 to initiate play.

JOYSTICK CONTROLS

Plug a joystick into the controller jack. Moving the joystick left and right moves the player's ship left and right on the bottom of the screen. Depressing the fire button fires a missile up the screen. Another missile cannot be fired until the first missile has cleared the screen or has hit an alien.

KEYBOARD CONTROLS

Arrow keys* . . . . Left/right
Space bar* . . . . Fire missile
P or
CTRL NUM Lock . . . . Pause
(Any key will restart game)
F1 . . . . Start game over
F2 . . . . . . Return to option screen
CTRL-ALT-DEL   Re-boot from disk
* These keys can be changed by selecting Option C from the Option Screen.

DECLARATION OF WAR!

No sooner did you join the Defense Federation than the tranquility of your peaceful planet was shattered. You are under attack by the evil Galaxians. With no prior training you must complete your first mission — defend your planet and do your duty. Shaking, yet determined, you accept the assignment and board your UDF commando ship.

YOUR FIRST COMMAND

You learn that the invasion has something to do with a centuries-old civil war. Eons ago, the Galaxians ruled the cosmos, but their empire became corrupt. Four thousand years ago, your people were able to win their independence. Now the Galaxians are back to try to regain their territory, and they want to enslave your race forever. They will stop at nothing to achieve their goals. The Galaxians have no right to your planet, and you're willing to put your life on the line to prove it. Your ship blasts off and before you know it, you're in battle with the evil Galaxian Fleet. An entire batallion of invaders descends toward your planet. Your commando ship suddenly becomes the target of a missile ambush.

COUNTER ATTACK

Suddenly the Galaxian Fleet breaks apart, and a batallion swoops down firing their laser cannons. You know that Flagships are usually flanked by their protective guards. Their colorful patterns on your tactical spectrascope mark the ranks of the Galaxian Fleet.

Slide your ship to the left and right and fire your missiles to protect your ship from annihilation. Press the "FIRE" button to shoot a missile. Time your shots carefully, because another missile cannot be fired until the first missile has cleared the screen or hit an alien. The Galaxian Fleet is fast and strong and they have lots of battle experience. Their tactical equipment allows them to dodge your cannon blasts, and their tricks divert your attention. This Galaxian ability to pull off unexpected surprises forces you to use foresight and caution. Your cunning and skill are in high demand.

HOLD YOUR GROUND

The battle is over, and the initial attack has been repelled. You've won the first round, but can you win the war? They'll be back, but stronger than ever. They'll have to contend with you, because you'll be manning the commando ship and waiting courageously to defend your planet and defeat the Galaxian Fleet. Use your accurate aim and quick reflexes as well as strategy and forethought. A foolish move could cost you a life, the battle, and the planet.
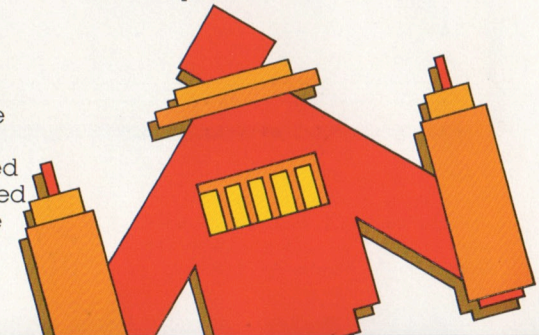
SCORING

★ When a Galaxian Flagship with one protecting alien is
 destroyed — 200 points.
★ When a Galaxian Flagship and one protecting alien are
 destroyed — 300 points.
★ When a Galaxian Flagship with two protecting aliens is
 destroyed — 300 points.
★ When two protecting aliens and the Galaxian Flagship
 are destroyed — 800 points.

		WHEN HIT IN FORMATION	WHEN HIT DURING ATTACKING
	Flagship	60	150, 200, 300, 800
	Red Alien	50	100
	Blue Alien	30, 40	60, 80