GALAXY BATTLE

How to load

Start your Pegasus, and enter the monitor by pressing M, when the > appears, type L. to start loading the tape. Rewind the cassette and adjust the volume on the recorder, then play the cassette.

How to start

When the cassette has loaded (i.e. the screen returns) press the RETURN button to return to the menu, there you should find GALAXY BATTLE in the menu. Press G to start playing.

How to play

The Pegasus should respond with : Type 1 for easy, 2 for difficult, No. of asteroids. To this you respond 1 if you want it to be easy (i.e. few asteroids), or 2 for difficult (i.e. many asteroids) Then it will respond No. of torpedoes, again type 1, or 2, and finally it will respond Speed of game, type 1 for slow, or 2 for fast.

Now the screen should show the battle scene, at the top are the enemy which move from left to right, in the centre of the screen are the asteroids which you must avoid and at the bottom is your spaceship which it is your job to negotiate to the top. The general aim is to dodge the asteroids, and the bombs and to collide with the enemy at the top, thus gaining points. You have three spare platforms so that if you are bombed, or collide with an asteroid you will lose one platform (you have as many ships as you like available while you still have platforms standing. You can move the craft left and right by holding down the K, or L key respectively, to launch press the F key, and hold it down to continue moving upwards quickly. To slow your upward movement release the F key. When you have run out of bases type N to restart the game. When you succeed in colliding with one of the enemy, you will increase your score by from 200 - 900 points and that enemy will be gone. If you succeed in killing all of the enemy you will gain one extra platform and the enemy will all reappear.

The standard setting for playing is asteroids:1

torpedoes:2

speed:2

Platform:

Craft:

Enemy:

Bomb:

Asteroid: