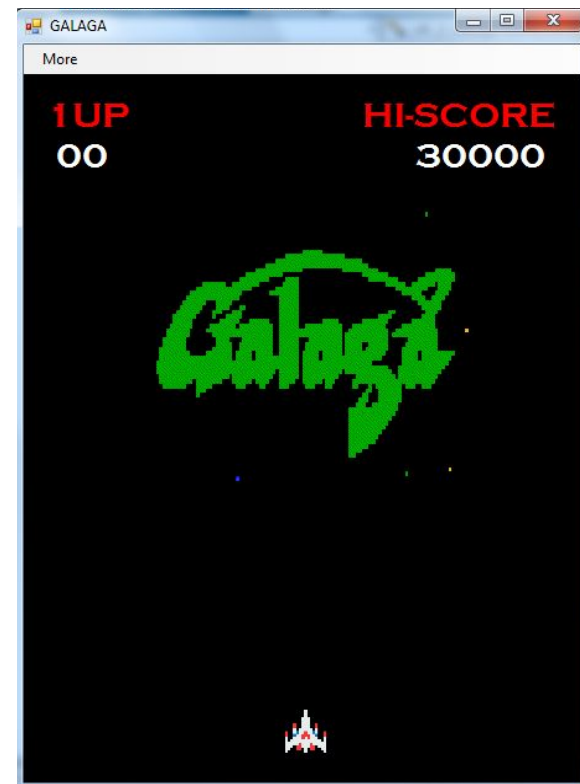


# GALAGA

HOW TO PLAY

MADE BY RACHEL BENNINGER AND WAYNE ZHU



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## HISTORY

*Galaga* is a Japanese arcade game originally developed by Namco Japan in 1981. It is the sequel to a similar game, *Galaxian*. The game was inspired by *Space Invaders*, but expanded on the idea by making the enemies break formation and attack the player individually. It also introduced more complex mechanisms such as bosses and a tractor beam. Since its beginnings on the arcade cabinet, it has been ported to other consoles such as the Atari and the NES. It has also inspired many remakes and sequels, with the most recent being *Galaga Wars* on mobile devices.

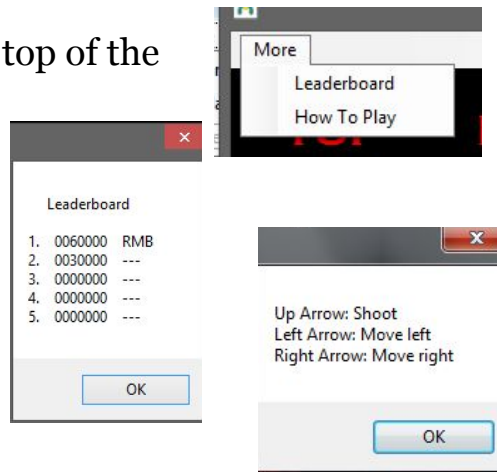
## Objective

The objective of the game is to survive the waves of enemies the longest, and while doing so, score the most points.

## Controls

On the starting screen, press any button to begin the game.

At the menu bar at the top of the screen, press “More” to see more options, such as the leaderboard and a brief reminder on controls. After pressing “Leaderboard”, a screen showing the top 5 scores will appear. After pressing “How To Play”, a screen showing the controls will appear.



Leaderboard		
1.	0060000	RMB
2.	0030000	---
3.	0000000	---
4.	0000000	---
5.	0000000	---

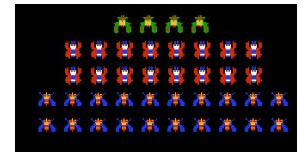
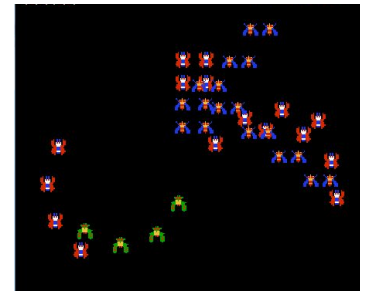
Up Arrow: Shoot  
Left Arrow: Move left  
Right Arrow: Move right

Once the game starts, the arrow keys are used to move the player's ship and shoot. The left and right arrow move the ship left and right, and the up arrow or the space bar fires.

## Gameplay

When the game starts, you will control a ship at the bottom of the screen. Enemies will enter the screen from the sides of the screen and move into formation. After all the enemies for that wave are in formation, they will begin to individually move downwards.

This is referred to as diving. The player has three lives at the beginning of the game. Each time an enemy collides with the ship, the player will lose a life. When the three lives are gone, the game ends. The player can fire bullets upwards towards the enemies to destroy them. The player



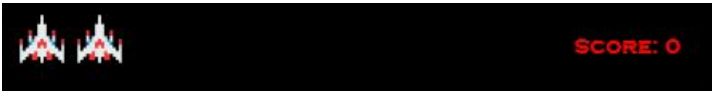
has cleared a level when all of the enemies of that wave are destroyed. Points are awarded for destroying enemies as detailed in the Scoring section of the manual.

## STATUS

The current high score is shown in the top left corner of the start menu.

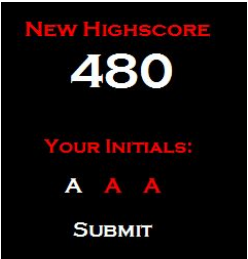


While playing the game, the current score is in the top right corner, and the remaining lives are in the top left corner shown as ships.



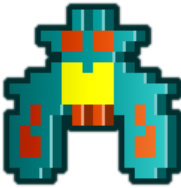


If you achieve a high score in the top 5, a screen will appear showing the score and asking to enter initials. To enter the initials, press the desired

keyboard keys. The space highlighted in white is the space that will be changed with a key click. When you are satisfied with the initials, press Submit with the mouse to finish.



## Scoring

Image	Name	Behavior	Points
	Bee	In formation	50
		Diving	100
	Butterfly	In formation	80
		Diving	160
	Boss Galaga	In formation	150
		Diving	400

