

# GALAXIS

## *electronic*

Electronic Space Game for 1-2 players from the age of 10 years. By David Wells.

Ravensburger® Games No. 61153101.

### Materials:

with	
1 computer console	90 receiver markers 0-4 (yellow), called locators
2 space sector scanners	100 information markers (black), called infos
2 trays for markers	8 ball markers (red and white), called spaceships
1 mask	
2 transmitter markers (red and white), called transmitters	

Ground Control Station Galaxis - stop - Four spaceships missing in space - stop - no radio contact for 48 hours - stop - red alert - stop - search operation in space sector A1/A9 - G1/G9 initiated.

Among the personnel of Ground Control Station Galaxis tension is at fever-pitch. Concentration, the accurate logging of incoming radio signals and logical deduction are all essential to the success of the search operation. On their space sector scanners they can see the area in space in which the four missing spacecraft must be located. Each point on the scanner gives the position of an anchored space bea-

con. When called they radio to ground control whether they have visual contact with any of the spaceships. By carefully evaluating the radio signals from the beacons the objects of the search can be located to a level of probability bordering on certainty. The more systematically the search is conducted the quicker the rescue operation for the crews of the spaceships can be mounted.

## 3 Variations of play

### 1. For 2 players or 2 teams

The entire crew of Ground Control Station Galaxis takes part in the search operation - both space sector scanners operational - two teams work to their "own system" - which of them can track down the four missing spacecraft first?

### 2. For 1 player

Emergency one-man backup in Ground Control Station Galaxis - one space sector scanner non-operational - the duty officer has to conduct the search alone.

### 3. For 2 players or 2 teams

Exercise manoeuvres in Ground Control Station Galaxis - are the crew and equipment geared for an emergency? - four "secret" spaceship locations are plotted on each space sector scanner and hidden from the other team - which scanner duty team can resolve the simulated emergency first?

## Ground Control Station

### 1. Computer console

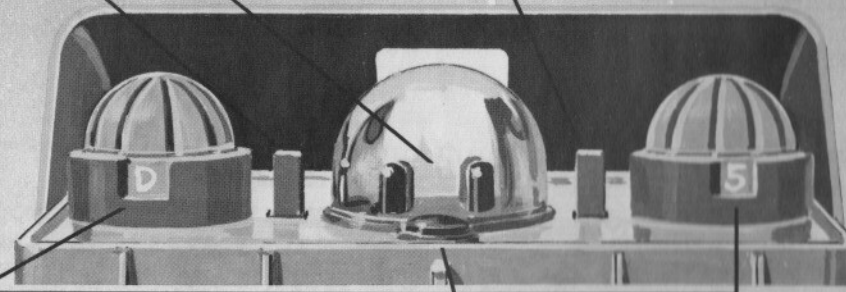
**Programme switch**  
to operate selected variation of play

**On-off switch**  
Time limit in Position II

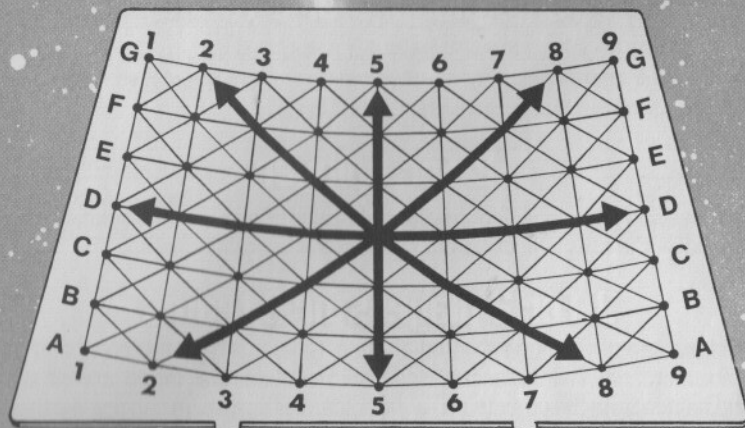
**Signal lights**  
convert incoming radio signals from beacons into light signals

**Co-ordinates switches**  
with graduations A-G and 1-9 to select beacons for call

**Search button**  
to establish radio contact with beacon



## 2. Space Sector Scanner

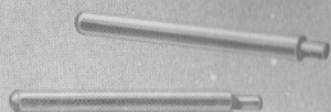


Each intersection point shows the location of one anchored space beacon and can also be the location of a missing spaceship.

All the lines radiating from each intersection point are the search beams of the beacon (e.g. D5).

Every radio response from the contacted beacons is logged on the scanner: the number of recorded visual contacts – located spaceships – evaluation of radio signals.

## 3. Markers



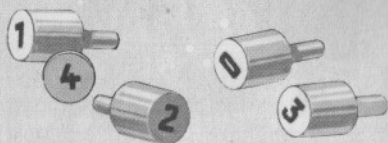
### Transmitters:

These record the selected co-ordinates until beacon responds



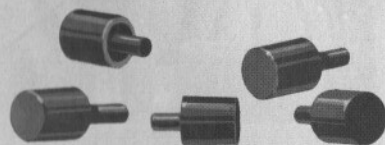
### Spaceship:

Beacon response: missing spaceship located



### Locators:

Beacon response markers 0-4, recording number of spacecraft sighted



### Infos:

Information markers for locations at which an accurate evaluation of beacon signals shows there to be no spaceships.

## Variation of play I

Two teams of experts in Ground Control Station Galaxis. Each team tries to track down the missing spacecraft using its own "search system".

### Programme switch Phase 1 - On-off switch Position I

Console operational

### Warning!

A previously selected Variation of play can be altered only when all four lights are flashing. Alternatively switch off equipment and restart.

**To commence:** Each player sits in front of his scanner. Four lights flash. One of the players commences:

- Position mask on opponent's side
- Select the co-ordinates of the beacon you wish to call
- Insert "transmitter" in selected intersection point
- Operate search button: beacon's search signal will sound
- Pay attention to beacon's radio response - replace "transmitter" with appropriate "locator" on the scanner (see table of possible radio responses, p. 38)

\* Missing spaceship located - the successful scanner team may continue the search and call a new beacon. The two lights on the team's side continue flashing.

- Evaluate the radio response - log it on the scanner with "Infos". (See "Evaluation of Radio Responses", p. 39)
- Switch the co-ordinates at random - do not forget. (The opposing scanner team must not know which beacon you called.)
- Transfer the mask - the other scanner team commences its search. The two lights on its side flash.

## Search Operation Concluded

As soon as one of the scanner teams has located the fourth missing spaceship the computer console reports success. Both the lights of the successful team start flashing. The opposing scanner team discontinues its search.

Four new distress calls are picked up by the Ground Control Station. The next search operation can begin.

"Perhaps this time you would like to try the tricky variation of the game with the time limit (see p. 42) for super space experts!"





## Radio responses from beacons

Search signal

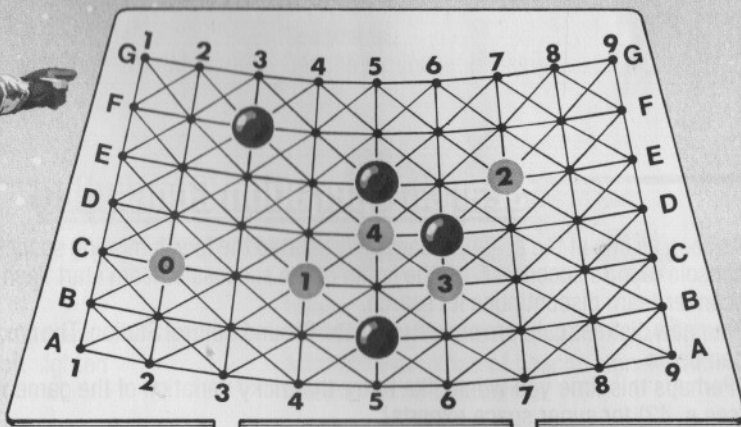


UAH=UAH

Light signal	Sound signal	Locator	Example
	BOOO		C 2
	PEEP		C 4
	PEEP=PEEP		E 7
	PEEP=PEEP=PEEP		C 6
	PEEP=PEEP=PEEP=PEEP		D 5
	BUHU=BUHU		F 3

### Important! Total concentration!

The accurate logging of radio responses and their evaluations on the scanner are vital to the success of the search operation.



## Evaluation of Radio Responses

Visual contacts have been signalled from a number of beacons. Each of them has been accurately logged on the scanner.

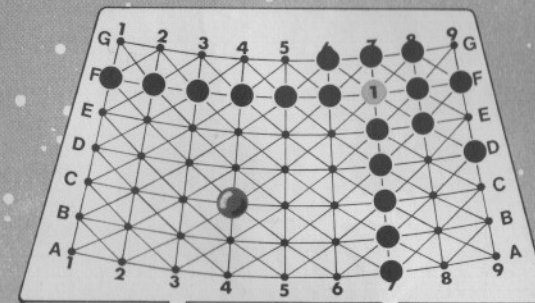
**Deduction:** Missing spaceships are probably located where their search beams intersect. These locations can now be systematically contacted.

A spaceship is finally located and its position logged on the scanner with a marker. Is this spaceship located along the search beams of any beacons already contacted?

### Deduction:

A beacon has already reported visual contact with this particular spaceship, and is logged with a "locator 1". Therefore there can be no other spacecraft along any of this beacon's other search beams. All the intersections along these search beams should therefore be logged with "infos".

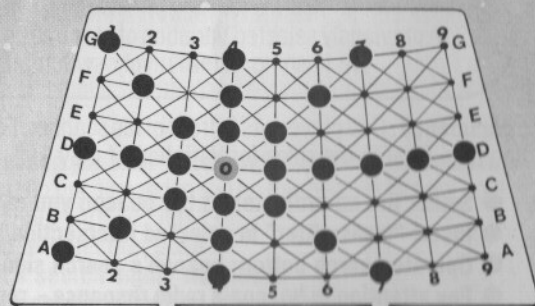
**But:** another spaceship might be located in the "radio shadow" of the ship that has been found, i.e. along the same search beam. **Or** the located ship could not be sighted by the beacon, because it was hidden by the "radio shadow" of another ship. **Therefore** do not log the search beam connecting the beacon to the ship with any "infos".



Beacon response: Boooo – no lights flashing. The beacon has not established visual contact with any spacecraft and should be logged on the scanner with a "locator 0".

### Deduction:

No spaceship can be located at any point along any of its search beams. All these points should therefore be logged with "infos".



## Variation of play 2



Emergency one-man backup in Ground Control Station Galaxis – only one space sector scanner operational.

### Programme switch Phase 2 - On-off switch Position I Console operational

#### Warning!

A previously selected Variation of play can be altered only when all four lights are flashing. Alternatively switch off equipment and restart.

**To commence:** One player sits in front of his scanner. Four lights are flashing. The search operation begins as in the rules for Variation of play 1:

- Select the co-ordinates of the beacon you wish to call
- Insert "transmitter" in selected intersection point
- Operate search button: beacon's search signal will sound
- Pay attention to beacon's radio response - replace "transmitter" with appropriate "locator" on the scanner
- Evaluate the radio response - log it on the scanner with "infos".

## Variation of play 3

Exercise manoeuvres for an emergency in Ground Control Station Galaxis. Each scanner team sets up for the other the most difficult exercise possible. Which team can be the first to track down the spacecraft locations which have been secretly fed into the computer by the other?

### Programme switch Phase 3 - On-off switch Position I Console operational

#### Warning!

A previously selected Variation of play can be altered only when all four lights are flashing. Alternatively switch off equipment and restart.

**To commence:** Each team sits in front of his scanner. Four lights are flashing. Either team may begin to feed four spaceship locations into the computer. After the first location is stored only the two lights on his side will flash. After the fourth location is stored the lights on the opposite side will begin to flash, informing his opponent that he can now feed four locations into the computer.

1. The locations of the four spaceships are fed into the computer as follows:

- Plug four spaceship markers of the same colour into locations on the scanner
- Position mask on opponent's side
- Select the co-ordinates of the first spaceship and press the search button. There will be a short storage signal ("didi"). Select the co-ordinates of the second spaceship and press the search button - "didi" etc. Feed all four spaceships into the computer in any order you wish.
- After the fourth spaceship location has been stored do not forget to switch the co-ordinates at random.
- Swing the mask over  
Both the lights of the other team are now flashing. He feeds his four spaceship locations into the computer in the same way. He also must not forget to switch the co-ordinates at random.

2. The search operation can commence. The mask is removed. Two flashing lights show which player team is to start first:

- Select the co-ordinates of the beacon you wish to call and read them off loudly to the other team. (The other team then not allowed to call up this beacon himself and has to log its position on his scanner with an "info".)
- Insert "transmitter" in selected intersection point
- Operate search button: beacon's search signal will sound
- Pay attention to beacon's radio response - replace "transmitter" with appropriate "locator" on the scanner.
- Evaluate the radio response - log it on the scanner with "infos".





## First success in the exercise - spaceship located:

The successful scanner team asks the other team to hand over the spaceship marker, and uses it to log on its scanner the location it has just discovered. Moreover it may continue its search and call another beacon. The two lights on its side continue flashing.

## Exercise instruction: »Danger Spaceship!«

You should not call up the locations where you yourself have positioned a spaceship. The computer console would immediately betray your "own" spaceship location by giving out a long, low sound. The only exception to this is when you are positively convinced that your opponent has located one of his spaceships in the same intersection point as you. As you select its co-ordinates you call "Danger, Spaceship!" to your opponent.

This exception becomes crucial when the position of the fourth spaceship is being located and the fourth spaceship is simultaneously betrayed. If the transmitting player actually locates the fourth ship, it is he who completes the exercise successfully. If not he has helped his opponent to success.

## Time limit - A tricky variation of the game players for quick-witted

With Variation of play 1 or 3 set the On-off switch to Position II.

### **Warning:**

The time limit will only operate if all four lights are flashing when the switch is activated. Alternatively switch off equipment and restart.

The beacons have a limited radio frequency. After 60 seconds the power of their signal is too weak for it to be picked up by the Ground Control Station.

Each player at each step of the game has only a limited time in which to make decisions. Which beacon should he call? Which intersection point could be the location of a spaceship? After approx. 54 seconds the computer console starts to give its warning signal - instead of flashing at the same time, the two lights flash alternately.

Be quick to press the search button or else the time limit of 60 seconds will have run out and the turn passes to the opposing player.



## Battery and mains adaptor

"Galaxis" can be run either from a **battery** or a **mains adaptor**. The battery need not be removed when the adaptor is connected, as it is then automatically switched off.

### **Battery:**

This game requires a 9-volt **Alkaline** battery.

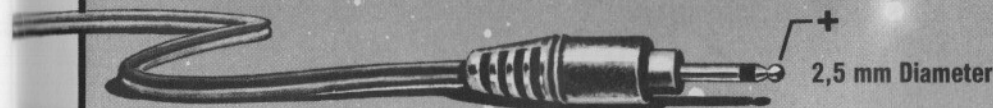
If after a playing time of several hours incorrect answers start to be given out, this is an indication that the battery is too weak. In that case please insert a new battery.

### **Mains adaptor:**

Any type of mains adaptor may be used with the following output:

**9 Volt - 250 mA**

The size of the connecting jack and its polarity can be seen in the following sketch. When using the mains adaptor please observe all necessary precautions regarding mains current.



## Functions check

If the computer console is not functioning to your complete satisfaction, the following may be responsible for the malfunction:

Check the connection between computer console and battery. The battery should have good contact.

### **2. Battery exhausted.**

Please renew the battery before making further tests.

### **3. Misuse.**

Please reread the rules for your selected Game Plan.

### **4. Equipment failure.**

Examples of equipment failure are:

A defective bulb, no sound, equipment totally inoperative etc. In such events please send the computer console to the address listed on the Guarantee.

**Important! Please observe the Guarantee conditions.**

**On expiry of the Guarantee we offer a repair service at prices obtaining at the time of repair.**

