APPLE II†

GALAXIAN*

FROM
ATARISOFT™

BASIC TRAINING

Insert the GALAXIAN diskette into the disk drive and boot your APPLE computer as explained in your computer owner's guide. If you are using joystick control for the game, plug your joystick into the controller jack.

Press the Space Bar or the joystick button to display the Option Screen. Once at the Option Screen, you may press K to select keyboard control or J to select joystick control. Press 1 or 2 to select a one or two player game, and S to switch the sound effects on or off. From the Option Screen, press the Space Bar to begin game play.

SYSTEM REQUIREMENTS — The Apple Galaxian program will run on any Apple II or Apple IIe, with a disk drive and monitor. Joysticks are an optional accessory. (NOTE: on an Apple II, you may have either 48K RAM or 64K RAM.)

KEYBOARD CONTROLS

Use your ← and → keys to move your ship left and right across the screen. Press the space bar to fire a missile. The ESC key will allow you to pause or resume play when used. During the game, press CTRL-Q to quit the game and return to the Title Screen. Or press CTRL-O . to quit the game and return to the Options 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 — defending your planet. On-the-job training is the only option, but you must go out and do your duty.

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.
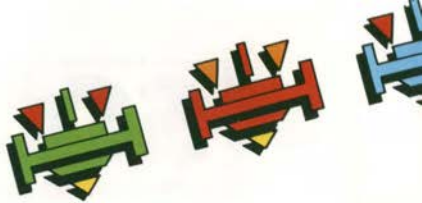
Galaxians have no right to your planet, and you're willing to put your life on the line to prove it. Your ship blasts off and before you know it, you're in battle with the evil Galaxian Fleet. An entire batallion of invaders descends toward your planet. Your commando ship suddenly becomes the target of a missle 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.
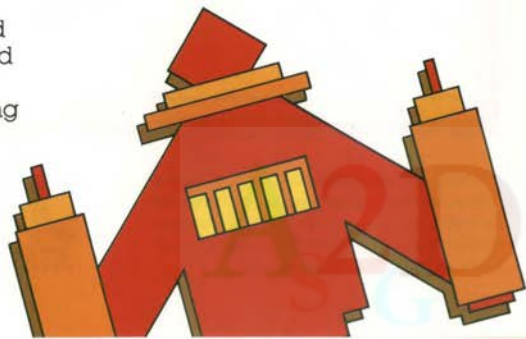
SCORING

- ★ 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
	Green Alien	30, 40	60, 80