

BASIC Star Galactica

For the MEGA65



Programed in BASIC65 at the READY prompt

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BASIC65 Music by Cryptoboy

Save humanity from the AI robots!

Mission Briefing

As a Viper pilot, you are tasked with defending the fleet so that it can jump to safety. You are assigned one sector to defend. The Colonial SDS (Sector Defense System) system keeps each Viper within its assigned sector, bouncing the Vipers back into their sector as needed.

Your assigned sector is just above the Galactica. You will be able to immediately enter your sector from the launch tubes.

Cylon Attack Methods

Cylons typically got through three phases of attack.

1. Scanning Phase

- **Cylon Raiders fly along the edge of the fleet gathering data for the coming attack. In this phase, the Cylons are not concerned with attacking the Vipers, but will fire on Vipers if given the opportunity.**

2. First Attack Phase

- **Cylon Raiders will attack the Vipers trying to take them out and leave the fleet defenseless.**

3. Nuclear Missile Phase

- **The Cylon Base Star will launch Nuclear Missiles to try to destroy the Galactica. Shoot all the missiles you can. Kills are only awarded for the missiles, however clearing out some Cylon Raiders from time to time can release the next missile. Remember, 3 hits on the Galactica and the whole fleet will be destroyed!**

Battle Training Refresh

Remember your training! Your Viper is much faster and more maneuverable than the Cylon Raiders. However, the Cylon Raider's machine guns fire further than the Viper's. Therefore, use the Viper to your advantage by attacking the Cylon Raider from the back. Practice flying in a circle while pointing your Viper towards the center. Once mastered, this flight pattern can be used to attack from behind.

Your machine gun provides a blast of high-power bullets that reach a visible distance. Hold the trigger down for longer blasts of bullets. To ensure maximum damage, you

can start firing as the enemy gets into range. However, watch the gun temperature [GUN T] indicator. If the gun gets too hot, it will have to cool before it will fire again.

Your Viper can take a few bullets or collisions before it is lost. Watch the armor [ARMOR] indicator. Before every mission you will be outfitted with a repaired Viper with full armor. Thanks Galen!

Try to avoid running through enemy explosions – they can sometimes cause Viper damage.

The CRS (Cylon Resurrection System) downloads the Cylons as they are being destroyed by Viper gunfire. Because the CRS system relies on VIC-II collision detection technology, the Cylons can't distinguish between a Cylon ship being fired on and a Cylon ship touching another ship. So, the Cylons download both the ones being destroyed and the ones touching anything - which destroys them all. When you see lots of Cylon Raiders touching, have fun seeing them all explode when one Cylon Raider is shot.

Good Hunting!!

'BASIC STAR GALACTICA' Disk Image

Download the "BASIC STAR GALACTICA" disk image from the MEGA65 file host. (files.mega65.org)

To copy the disk image to an actual 3.5" disk using the MEGA65:

- Copy the 'BASIC Star Galactica' disk image to your MEGA65 SD card and insert the SD card into the MEGA65
- With computer on, insert the target disk into the physical drive
- If the disk isn't formatted, issue the following commands
 - **MOUNT**
 - **HEADER "NAME", 12A**
- Enter the freezer menu by holding the RESTORE key for about ½ second
- Press 0 (zero) to configure the floppy drive device number 8
 - Select **INTERNAL 3.5"** from the top of the menu
- Press 1 (one) to configure the floppy drive device number 9
 - Select the **BSG.D81** disk image
- Exit the freezer menu by pressing F3
- Verify all is OK by issuing the following commands
 - **MOUNT**
 - **\$**
 - You should see the directory of the physical floppy disk that will be over written.
- When all is ready, issue this command to copy from the disk image to the physical floppy. This takes a while!
 - **BACKUP U9 to U8**