ELECTRONIC GAME
EPOCH'S
GALAXY II

DIRECTIONS

Galaxy II has all the excitement of the most sophisticated arcade games. And, it features four unique phases of action in one full cycle of play.

In "phase one", you must destroy a squadron of fighters that attack in two different patterns–a zigzag and a backward-forward motion.

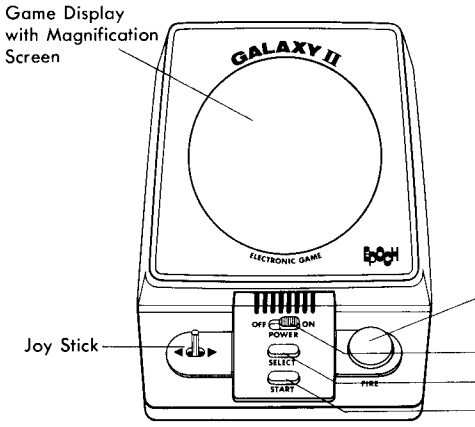
In "phase two", another squadron attacks, this time in a circular formation.

In "phase three", the enemy command ships are vulnerable but watch out for their barrage of missiles! Knock out all three command ships and the scoreboard gives you a "GOOD" rating.

Now you are challenged to complete a difficult docking maneuver. Your earth ship launches a space shuttle and the countdown begins. The faster you succeed in docking, the more points you will score. And, if all 5 of your earth ships have not been eliminated, you may continue to play.

If you are very skillful, you can score up to 10,000 points. And, to add to the challenge and fun, there are four skill levels from which to choose. Before playing, read on for complete directions.

OPERATION KEYS AND GAME DISPLAY



BATTERIES

Insert 4 "C" cell batteries. Be sure that + and − ends are properly aligned.

Or use A/C-D/C adapter.

Note: Power requirement for A/C-D/C adapter 6-Volts DC, 250~300 ma



Power Switch

To play, set switch to "ON" position. Be sure to turn the switch to "OFF" when play is finished to save battery life.

Skill Level Select Button

The Skill Level Select Button is used at the beginning of a game to set the desired skill level. There are four different skill levels from which to choose.

Skill Level "1" — Alien fighters attack one at a time.
Skill Level "2" — Alien fighters attack one at a time but combat speed is faster.
Skill Level "3" — Alien fighters attack two at a time.
Skill Level "4" — Alien fighters attack two at a time but combat speed is faster.

When game is switched on, skill level is automatically set to Level "1" and "1" is displayed at top of Game Display. To change skill level, press Skill Level Select Button until desired skill level number is shown at top of Game Display.

Start Button

To begin combat action, press the Start Button. The aliens will begin their computer-controlled attack. Action continues until an earth ship has been hit. You have 5 earth ships and, thus, 5 chances to launch a counterattack. Number of earth ships left is shown each time directly after an earth ship has been hit.

After each game press this button to start a new game. If a different skill level is requested, press Skill Level Select Button first.

Joy Stick

The Joy Stick is used to control your earth ship's firing path and to protect your earth ship from the aliens' attacks. Move the Joy Stick to right or left for desired positioning.

Fire Button

To counterattack, press the Fire Button. You may continue to fire until your earth ship has been hit.

Note: Each time you fire, you must wait for the missile to hit an alien or disappear from the game display before firing again.

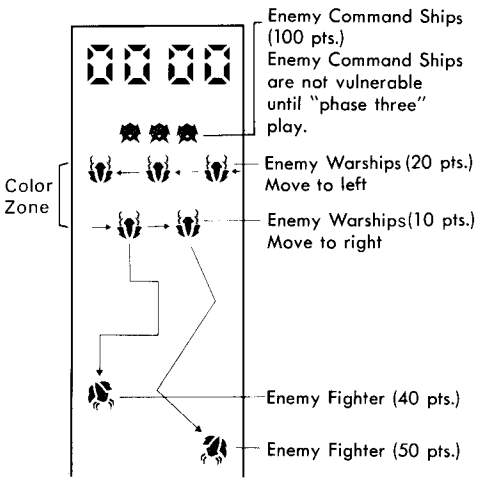
TO PLAY

1. Turn Power Switch to "ON" position. You will hear an electronic sound and you will see the enemy squadron fighters in motion on the Game Display. However, game action does not begin until the Start Button has been pressed.
2. Set game to desired level of difficulty—skill level "1", "2", "3", or "4"—by pressing Skill Level Select Button. Check number at top of Game Display to be sure game is set at desired level. Skill level can not be changed until new game is started.
3. Press Start Button to begin "phase one" combat action. You will see a "5" on the Game Display. This means you have 5 earth ships and, thus, 5 chances to launch your counterattack.
4. The aliens now begin their attack. You fight back by maneuvering your earth ship to right or left with the Joy Stick and by pressing the Fire Button.
5. When your earth ship has been hit by an alien, you will hear an electronic sound. You have lost an earth ship. The number of earth ships you have left is shown at the top of the Game Display.
6. You may continue to play—through "phase one", "phase two", "phase three", the "phase four" docking maneuver and even play again—until your last earth ship has been lost.
7. When you have lost all 5 of your earth ships, you have no more chances to counterattack and the game is over. If you are a beginning player, this may happen in "phase one" or "phase two". If you are very expert, you may play through several complete cycles before losing all 5 of your earth ships.
8. When the game is over, your total score is shown at the top of the Game Display. If you are very skillful, you can score up to 10,000 points and hear a special electronic victory song.

This is a precision electronic instrument and it should not be abused. Please move the Joy Stick gently. Do not press hard on the Fire Button. It will not operate any faster and will avoid damage. Do not leave in the sun or allow it to get wet.

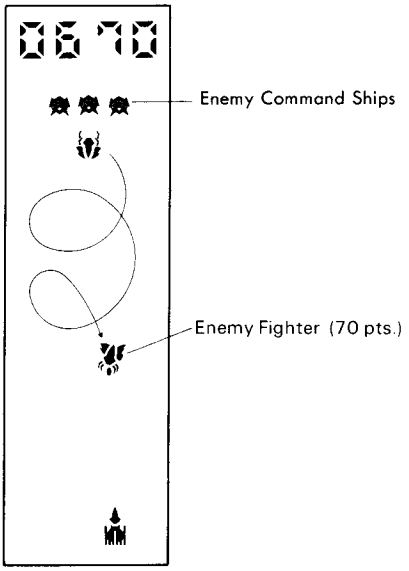
MOVEMENT OF THE ALIENS

Phase One



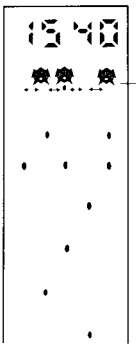
At the top of the Game Display are three enemy command ships and directly below in the color zone are two rows of enemy warships which are worth 10 and 20 points when hit. Now, a squadron of enemy fighters begins an attack in two different patterns—a zigzag pattern (50 pts.), a backward-forward pattern (40 pts.). If you destroy 10 of these fighters, worth 40 or 50 points when hit, you will hear an electronic sound and "phase two" action will begin.

Phase Two



In "phase two", another squadron of enemy fighters attacks, this time in a circular pattern. Each attacking enemy fighter you hit is worth 70 points. If you destroy 10 of these fighters, you will hear an electronic sound and "phase three" action will begin.

Phase Three

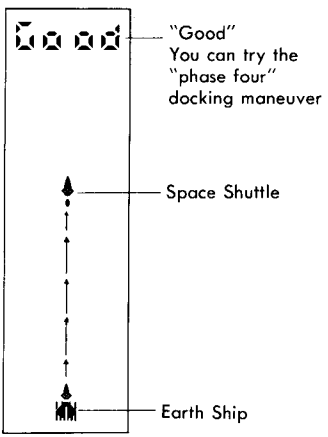


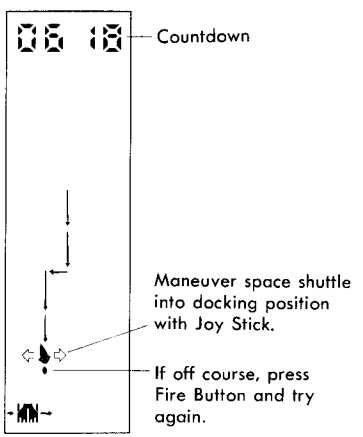
The three enemy command ships are now vulnerable and each is worth 100 points when hit. They begin to move to right or left and release a barrage of missiles. If you hit all three, you will hear an electronic sound and the scoreboard will give you a "GOOD" rating. You may now go on the "phase four"-the docking maneuver.

Phase Four

To increase your score, you are now challenged to complete a difficult docking maneuver. The faster you succeed, the more points you will add to your overall score.

In "phase four", your earth ship automatically launches a space shuttle. When the shuttle starts its descent, the countdown begins from 1,000 and your earth ship begins to move back and forth automatically. You must now achieve docking by manipulating the Joy Stick to maneuver the space shuttle into docking position. If you are off course for docking, press the Fire Button to send the shuttle back up into space and try again. But remember, you're working against time.





Earth Ship moves back and forth automatically.



30 DAY LIMITED WARRANTY

Epoch Corporation warrants to the original consumer purchaser of any of its hand held electronic games that product will be free of defects in material or workmanship for 30 days from the date of purchase.

During this 30-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned prepaid and insured, with proof of the date-of-purchase, to Epoch Corporation Repair Center, 37 Smith Street, Englewood, N.J. 07631, Dept. 90.

Units returned without proof of the date-of-purchase, or units returned after the 30-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of $10.00. Payment must be made by check or money order and must accompany unit returned. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage prepaid and insured to Epoch Corporation Repair Center, 37 Smith Street, Englewood, N.J. 07631, Dept. 90.

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