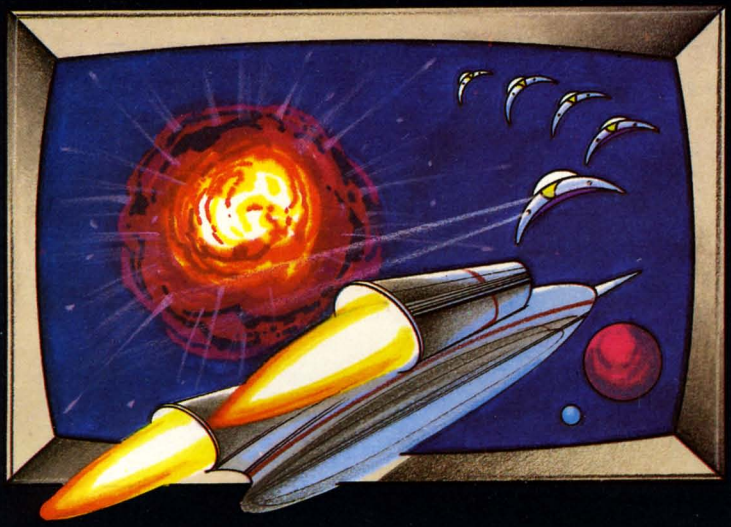
Astrocade™

THE PROFESSIONAL

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CARTRIDGE



GALACTIC INVASION 2011

Alien ships come at your missile launcher from every direction. They peel off from their formation singly or in groups of twos or threes. The more aliens you destroy, the more of their reinforcements attack. Each ship is piloted by a highly skilled captain capable of maneuvering with incredible agility. Realistic sounds add to the intensity. Up to 4 players.



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GALACTIC INVASION #2011

LOADING INSTRUCTIONS

1. Turn on your Astrocade and TV set, then select channel 3 or 4.
2. Connect the hand controls by inserting control #1 into the first jack on the back left side (as you face the front of the Astrocade). From left to right, the jacks connect to players 1, 2, 4 and 3.
3. Insert the game cartridge, label side up, into the cartridge slot. Press it down firmly to lock it into position.
4. Press the RESET button, and the menu of games will be displayed.

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GALACTIC INVASION (1 to 4 players)

Aim your missiles at the alien ships and score points for each one you hit! The colorful invaders spin around and soar across the screen in an attempt to destroy your base.

Excitement builds as they collide into (or bomb) one after another of your bases. Exploding several of their ships will make the aliens angry — they'll attack you with greater speed and force than ever before.

STARTING THE GAME

Choose Galactic Invasion by pressing 1 on the keypad or by using remote game selection (pull the trigger on hand control #1, turn the knob until 1 appears on the screen, then pull the trigger again).

Select the level of difficulty (0-9). At the easiest skill level (0), the alien ships destroy your base by crashing into it. As the levels become more difficult, the action becomes faster. At level 4, they start dropping bombs. With the higher levels, you engage in battle with more and more aliens at one time. They drop a larger number of bombs and descend with greater speed. By the time you reach level 9, it is next to impossible to survive the battle.

Choose the number of bases (1-9). You will have one base at a time which you will use as your missile launch pad. Your base will be shown on the lower part of the screen.

Enter the number of players (1-4).

PLAYING THE GAME

The hand control functions for Galactic Invasion are:

Trigger	Releases your missiles.
Knob	Has no function.
Joystick	Moves your base left or right.

The object of the game is to reach the highest score by destroying as many alien ships as possible. You'll have to move quickly to avoid the ships which peel off from their formation in groups of one, two, three or four.

After you select the number of players, the alien ships will immediately appear on the screen and will start descending on your base. Fire your shots quickly and take evasive action to avoid their ships.

When you have shot down all but one of the aliens, the remaining ship will become enraged. It will attack with such fury that you'll have to move quickly to avoid it.

If you manage to shoot down a complete set of ships, you will hear the sounds of another troop coming to battle. Since the aliens will always be joined by reinforcements, you cannot hope to destroy them all. However, as your skill increases, you will be able to achieve higher and higher scores.

At the top of the screen, you will see each player's number and score. The current player's number is highlighted in a different color. Players take turns firing at the aliens until all bases have been destroyed. The number in the center shows the remaining bases for each player.

SCORING

When your missile hits an alien ship, points are awarded based on the position of that ship. The point values for the ships, from top to bottom, are:

Top Row:

In rack	10
Diving with no escorts	15
Diving with 1 escort	20
Diving with 2 escorts, with at least 1 still diving	30
Diving with 2 escorts, and neither still diving	80

Middle Row:

In rack	5
Diving	10

Bottom Row:

In rack	4
Diving	8

STRATEGIES FOR WINNING

If a top row alien is hit during a dive, the ships will be stunned temporarily and they will cease firing for a moment. Take advantage of this time to move your base and fire another shot.

Also, the alien ships only drop bombs after their altitude is below the middle of the screen. Fire quickly and you will score more points.

PLAYING AGAIN

To play Galactic Invasion again, press the RESET button and follow the instructions for starting the game.

LIMITED WARRANTY

Astrocade, Inc., 6460 Busch Blvd., Suite 215, Columbus, OH, 43229 (the "Warrantor") hereby warrants, to the original purchaser only, that this product will be free from defects in materials and workmanship, under normal use, for a period of 90 days from the date of purchase.

The Warrantor shall have no liability or responsibility to purchaser or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by this product, including but not limited to any interruption of service, loss of business and anticipatory profits or consequential damages resulting from the use or operation of this product.

If during this 90-day period a defect in this product should occur, the product may be returned to: Astrocade, Inc., or to an authorized Astrocade, Inc. dealer and Astrocade, Inc. will replace this product without charge.

When requesting performance under the terms of this warranty, the original purchase date must be established by the customer by means of a bill of sale, invoice, or other acceptable documentation.

This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitations or exclusions may not apply to you.

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