Nintendo

GAME BOY®

arcade CLASSIC 3

KIDS TO ADULTS

AGES 6+

Super GAME BOY® GAME PAK

DMG-AGCE-USA

Galaga Galaxian™*

INSTRUCTION BOOKLET

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TABLE OF CONTENTS

INTRODUCTION 2
GETTING STARTED 4
CONTROLLER FUNCTIONS 5
HOW TO PLAY GALAGA 6
RULES 6
POWERING UP 7
THE CHALLENGING STAGES 9
ENEMIES & SCORING 10
TIPS AND HINTS 12

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INTRODUCTION

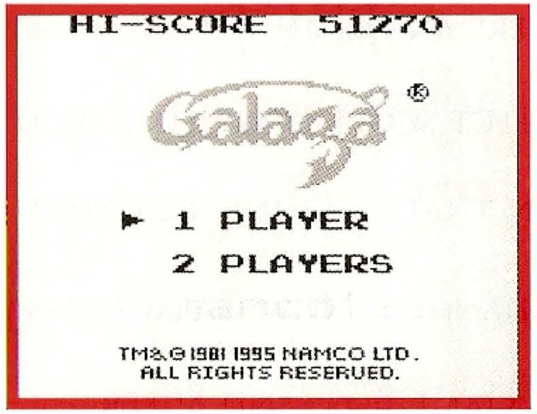
The time: 1981

The place: YOUR LOCAL ARCADE

The game: 

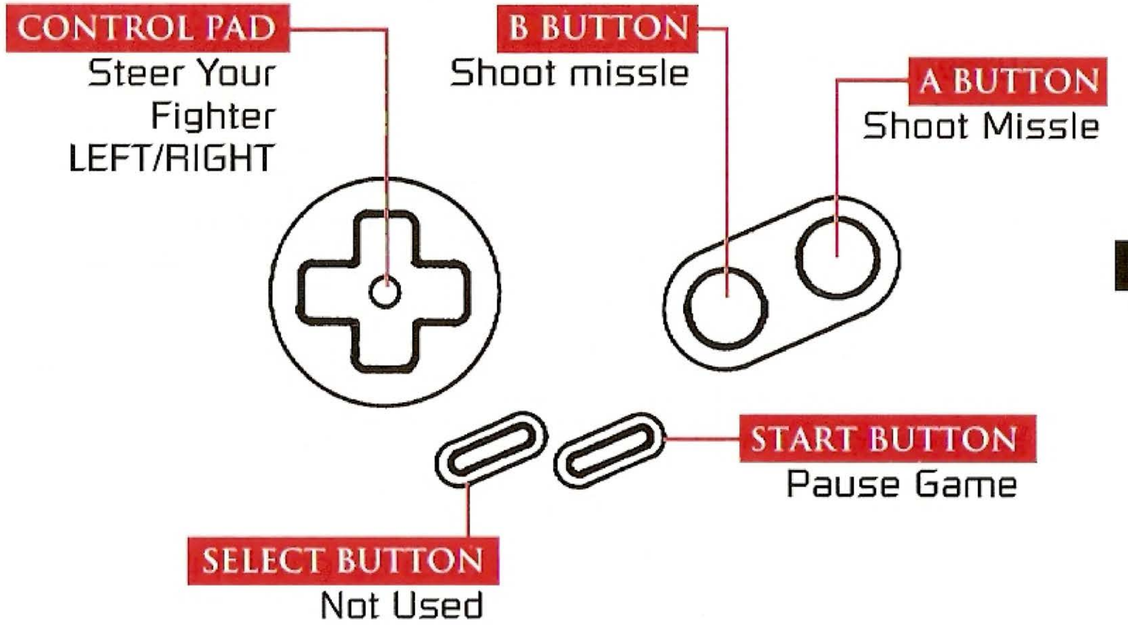
DO YOU REMEMBER WHAT IT WAS LIKE THE FIRST TIME YOU DROPPED A QUARTER IN A GALAGA GAME? YOUR PALMS WERE SWEATY AND YOUR PULSE WAS RACING AS YOU BLASTED ENDLESS WAVES OF ALIEN INVADERS TO PIECES. YOU KNEW ALL THE TRICKS. YOU WERE AN ACE IN THE CHALLENGING STAGES - A PERFECT SCORE EVERY TIME. YOU **OWNED** THE HIGH SCORE ON THAT MACHINE. BUT THAT WAS THEN, AND TIMES HAVE CHANGED. NOW GALAGA HAS TRIUMPHANTLY RETURNED ON GAME BOY (AND SUPER GAME BOY). CAN YOU REVIVE YOUR LONG-NEGLECTED SKILLS AND ONCE AGAIN BECOME A GALAGA ACE?

GETTING STARTED



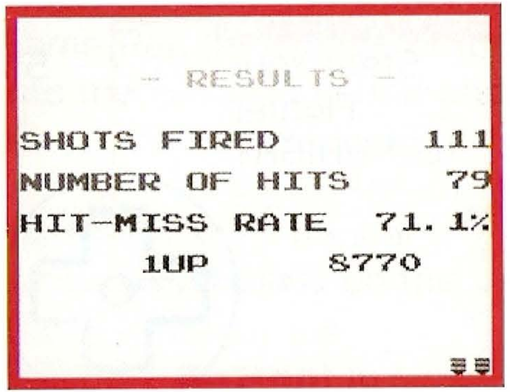
Insert the Galaga / Galaxian Game Pak (label side out) into the Game Boy unit and turn the power switch to the "**ON**" position. When the title screen appears, press **UP/DOWN** on the Control Pad (or the **SELECT Button**) to choose Galaga, and press the **START Button**. Again, press **UP/DOWN** on the Control Pad (or the **SELECT Button**) to choose 1 or 2 players, and press the **START Button** to play.

CONTROLLER FUNCTIONS



HOW TO PLAY GALAGA

Rules



1 When you have destroyed all of the enemies in a given stage, you will proceed to the next stage. There is also a Challenging Stage after the first three stages, and from then on Challenging Stages will appear after every four stages completed.

2 If you are hit by an enemy missile (or run into an enemy), you lose one fighter.

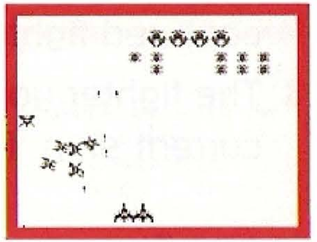
3 When all your fighters have been destroyed, the game is over. Your game will also end if your last fighter is captured in the tractor beam of a Boss Galaga.

4 Extra fighters are earned when you reach 30,000 points and then at 70,000 points. All fighters after that are awarded with each additional 70,000 points scored.



Power Up

The best way to rack up a high score in Galaga is to use the fearsome Dual Fighter! By joining up with another

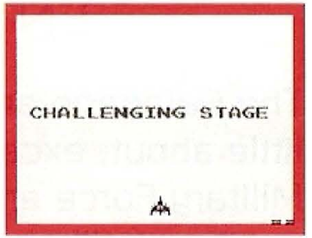


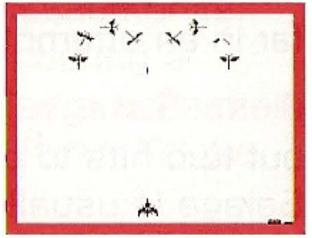
fighter, your firepower is doubled and you can mow down your enemies with lethal efficiency. To become the Dual Fighter, you must:

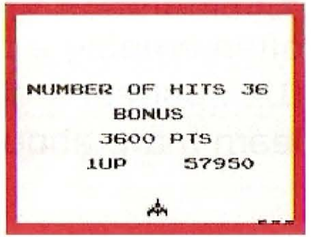
1. Let your fighter get captured in the Tractor Beam from a Boss Galaga (the large ships at the top of the screen).
2. Wait for the Boss Galaga towing the captured fighter to attack. DO NOT shoot if it isn't moving! Blast the descending Boss Galaga (be careful not to shoot the captured fighter!) to free your captive ship.
3. The fighter you released will now join up with your current ship, forming the Dual Fighter!

The Challenging Stages

As previously mentioned, you will have a chance to test your shooting skills after the first three rounds and then every four rounds from there on out. Forty Galagas will appear in several waves, flying in strange and erratic patterns. For each Galaga destroyed, you will earn 100 points. Should you shoot a perfect round (40/40), you will earn a hefty 10,000 points!







ENEMIES & SCORING

The Galagans are a mysterious alien race we know very little about, except that they possess a formidable Military Force and are constantly attacking us. In this section we'll share whatever intelligence we've gained so far in an attempt to help you achieve victory.

Boss Galaga-The strongest Galagan. It takes not one but two hits to destroy this fearsome foe. The Boss Galaga is usually accompanied by an escort of guards. Sometimes a Boss Galaga will attack alone, and it will often employ a tractor beam during these solo attacks. We suspect that they have been capturing our fighters to learn more about our technology and the human race.



Not attacking: 150 pts. Attacking with no escorts: 400 pts. Attacking with 1 escort: 800 pts. Attacking with 2 escorts: 1600 pts.

Zakko-These are the front-line Galagan assault units. Individually, they aren't very imposing, but during a unified attack they may detach themselves from the main group suddenly and assault you. *Not attacking: 50 pts. Attacking: 100 pts.*

Goei-The Goei serve as the escorts for the Boss Galaga. They will make feints during attack runs, so watch them carefully. Make sure you learn the difference between a fake attack and the real thing. *Not attacking: 80 pts. Attacking: 160 pts.*



TIPS AND HINTS

1 **Get the Dual Fighter!** This is a no-brainer. Two fighters are better than one. The sooner you get the Dual Fighter, the sooner you can double your firepower!

2 **Hold your fire**. Because you can only have two missiles on the screen at once, be careful when shooting. Although blasting your enemies while they are not attacking is a good way to reduce their numbers, you don't want to get caught unprepared during an attack run.



3 **Work systematically**. To avoid getting caught in a crossfire, you should systematically eliminate the enemies from one side to the other. That way, the threat will only come from one direction and you will have created some space to maneuver in during attacks.

4 **Get the Boss Galaga**. After you have acquired the Dual Fighter, you should get rid of the Boss Galaga right away.

5 **Seize the moment!** *'Nuff said.*





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TABLE OF CONTENTS

Introduction 16

Getting Started 18

Controller Functions 19

How to Play Galaxian 20
Rules 20

Enemies and Scoring 21

Tips and Hints 23

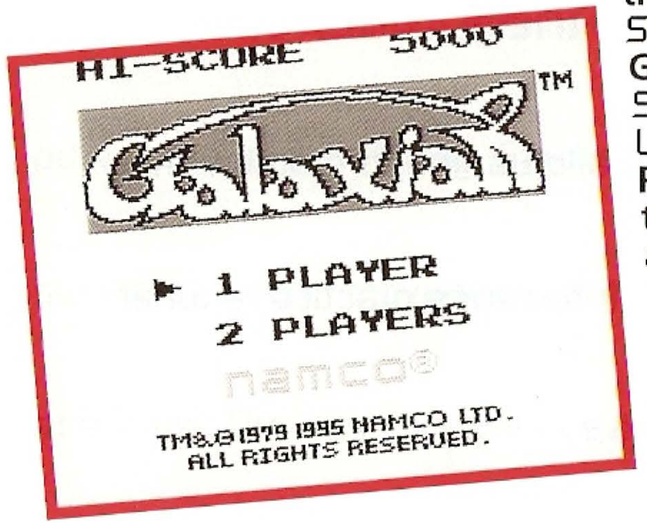
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Way back in 1979, the Galaxian, a pilot from the United Milky Way Federation, attempts a mission in the mid-size advance guard craft, the Galakship. The ship is specially suited for lateral movement, but can load only one missile at a time. The mission will not be an easy one! Limited

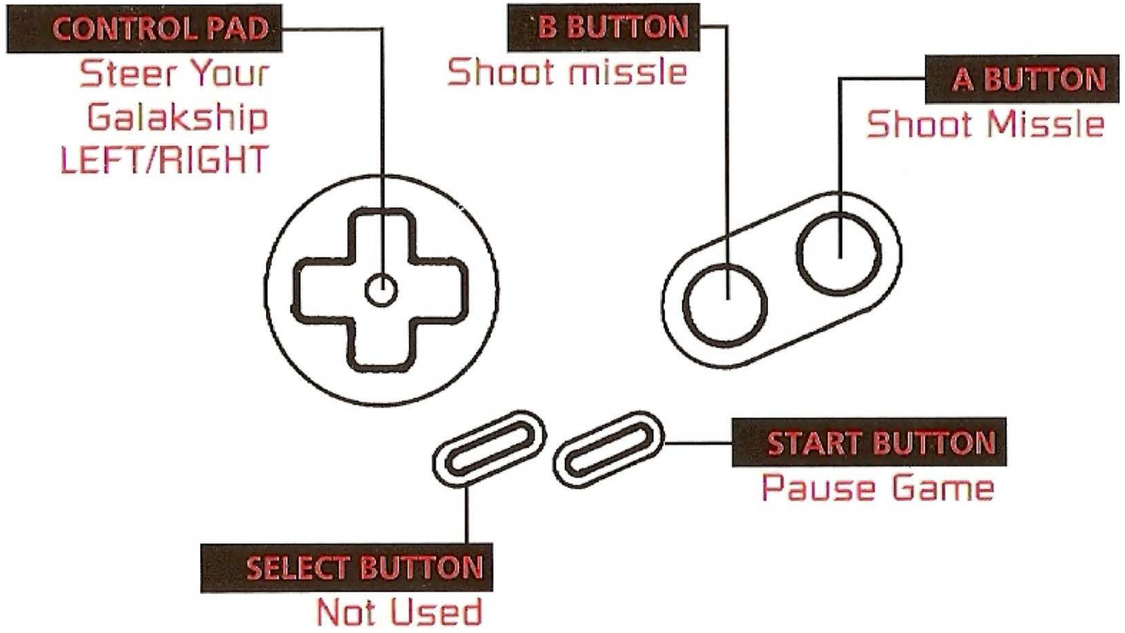
firepower will push your reflexes to the limit. **Mindless blasting will not get the job done!** It's a lucky thing that Game Boy allows you to practice this mission wherever you want because practice is what you're gonna need to survive.

GETTING STARTED

Insert the Galaga / Galaxian Game Pak (label side out) into the Game Boy unit and turn the power switch to the "ON" position. When the title screen appears, press UP/DOWN on the Control Pad (or the SELECT Button) to choose Galaxian, and press the START Button. Again, press UP/DOWN on the Control Pad (or the SELECT Button) to choose 1 or 2 players, and press the START Button to play.



CONTROLLER FUNCTIONS



HOW TO PLAY GALAXIAN

The Aliens floating above you will start flying down and attacking you. Move your Galakship from left to right and fire missiles at the approaching enemies. Points vary by the type of enemy you hit. You can often increase those points if you attack the right way. If you press "Start" during play you will see the current High Score, the round number and your remaining Galakships.

RULES

1 When you have destroyed all of the enemies on the screen, you will go on to the next round.

2 If an enemy or enemy missile hits your ship, that ship is destroyed.

3 When all of your Galakships have been destroyed, the game ends.

4 When your score reaches 5000 points, you get an extra Galakship

ENEMIES AND SCORING

Boss Alien - The General of the Alien forces. When it is accompanied by Red Aliens, kill the Red Aliens first and then shoot the Boss. You'll earn extra points.

Boss Alien Scoring

- In inactive mode: 60 pts.
- In flying attack mode, alone: 150 pts.
- In flying attack mode with one guard: 200 pts.
- In flying attack mode with two guards: 300 pts.
- In flying attack mode with two guards, if you kill the Red Alien guards first: 800 pts.

Green Alien - The problem with this enemy is quantity! There's just so many of them! They don't have any habitual patterns of motion, but they often mount group attacks in the second half of the round, so don't let yourself get careless.

Green Alien Scoring

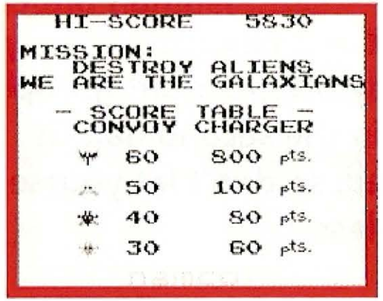
- *In inactive mode: 30 pts.*
- *In flying attack mode: 60 pts.*

ENEMIES AND SCORING

Yellow Alien- **These pesky adversaries like to approach quickly and attack suddenly from unexpected angles. If you're wise, you'll get them while they're still inactive.**

Yellow Alien Scoring

- *In inactive mode: 40 pts.*
- *In flying attack mode: 80 pts.*



Red Alien - **These foes guard the Boss Alien. They generally follow the Boss's movements, but they're not as strong as the Boss.**

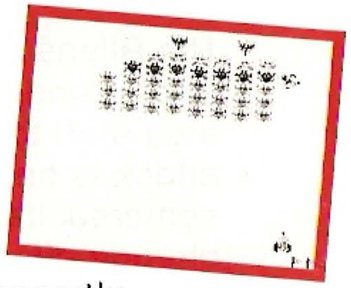
Red Alien Scoring

- *In inactive mode: 50 pts.*
- *In flying attack mode: 100 pts.*

TIPS AND HINTS

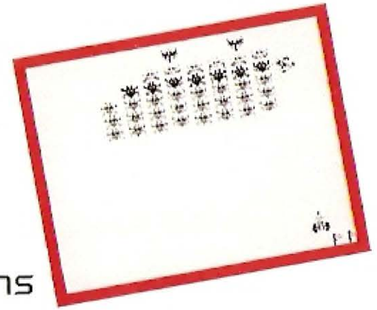
1 The Aliens only attack one at a time at the beginning of each round, but as fewer and fewer of them remain alive, they start to get nervous and seem to think that a unified attack is best. They fly in zigzag patterns, turn somersaults, attack from odd angles and use all sorts of strange offensive patterns. The Aliens really start storming you in the final stage. Gear up for it!

2 You can only fire one missile at a time in Galaxian. This means that, even more than in Galaga, you have to make sure each shot counts. It's easier to hit the Aliens when they are close to you, so try to draw them in and only shoot at them when you are sure your aim is true. There is a considerable delay after you launch a missile during which you can't fire again.



3 Everyone has their own pattern of attack, but the basic rule is to start attacking from one side. If you fire at the Aliens randomly, they will spread out and occupy a wider area. This means you have to fend off attacks from more angles. What's more, the Aliens are also likely to attack more frequently when they are spread out.

4 Have you ever been trapped at the edge of the screen by successive attacks? The Aliens watch your movements and if you stay at the edge they will start attacking more aggressively. To avoid this, you should stay towards the center of the screen and keep moving left to right as much as possible when you shoot.



5 After you shoot the Boss Alien the other enemies stop firing for a while. Use this break in the fray to your advantage and pick off some of the outer Aliens. This is especially useful during the unified attacks at the end of each round.

6 One of the tricks made by attacking Aliens in the final stage of each round is the somersault. Luckily, the Aliens can't fire while they are somersaulting. Shoot them while they're turning.

7 Don't give up! Ever!



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