

# GALAXIAN\*



# THE GALAXIAN INVASION!

## INSERTING THE CARTRIDGE

Turn on your ATARI® Home Computer by pressing the power switch on the right side of the console to ON. Pull the release lever towards you to open the cartridge door. (Whenever you do this, the computer automatically turns itself off.)

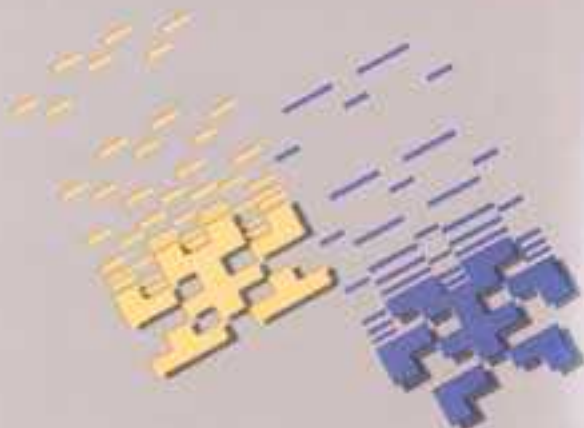
Insert the GALAXIAN game cartridge in the cartridge slot (the left cartridge slot in the ATARI 800™ Home Computer) with the label facing you. Press down carefully and firmly. Close the cartridge door and the computer turns on again.

## THE JOYSTICK CONTROLLERS

For one player, plug a joystick controller into Controller Jack 1. For two players, plug a second joystick into Controller Jack 2. Hold the joystick so that the red button is in the upper left corner.

## THE OPTION KEY

Press the OPTION key on the computer for a two-player game. Press it again to return to a one-player game.



The galaxies are endless . . . and from some distant quadrant come things never seen or even dreamt of by humankind! From the dark between the stars, driven on the ether by their pounding wings, come . . . . .  
**THE GALAXIANS!**

#### **THE SELECT KEY**

Press the SELECT key to change the level of GALAXIAN difficulty. Keep pressing SELECT till you get to the level you want. The blue numbers 0 through 9 represent increasing levels of difficulty in the standard game, while the blue letter B indicates a special Beginner's level.

**NOTE:** Pressing the SELECT or OPTION keys during the game ends the game.

#### **THE START KEY**

Press the START key to begin the game or restart the game at any time.

#### **THE SYSTEM RESET KEY**

Press the SYSTEM RESET key to return to a one-player game at the lowest level of difficulty. The high score from any previous game is displayed on the screen until the computer is turned off.

#### **THE SPACE BAR**

Press the SPACE BAR on your computer keyboard if you want to pause in the middle of a game. Press it again to pick up where you left off.

**NOTE:** When using this pause feature, do not leave the game for more than 15 minutes or you may damage your TV screen. If you will be away for a long time, turn off your TV.





## LAST CHANCE FOR PLANET EARTH!

When you joined the Intergalactic Warrior Fleet, you never bargained for this! Your Earthship is soaring over the vast blue horizon—suddenly an entire fleet of Galaxians comes winging in from deep space! There's no time to get other ships in the air—you're the only one who can stop the Galaxians! But behind the first wave is another, and then another—each faster and more powerful than the last! Can you do it? Can you stop them? You bet you can!

Slide your ship right and left to dodge Galaxian fire while you blast the invaders to stardust. If you're hit, you'll get a second ship—hit again, you'll get a third. But that's your final chance until you score 5000 points.



### Stationary



30

Drones



Emissaries

### In Flight



60

Drones

### In Flight



150

Commander  
with no Escorts



200

Commander  
with one Escort









**R**emember, the Galaxian Commanders who direct the attack are colored bright yellow—but protecting them are their Red Hornets, Purple Emissaries and Blue Drones. Blast them in their formation and score points as shown below.

**S**ome Galaxians come plunging down at you from the extreme right or left of their formation. Zap the Drones, Emissaries or Hornets in flight and double your score.

**Z**apping the Commanders in flight earns you much more.

**I**f you miss them, the Galaxians fly back into formation to give you another chance. With enough chances you'll get them all . . . but then the next wave arrives. Get past the tenth wave and you've more than earned your wings. You may also see a few surprises.

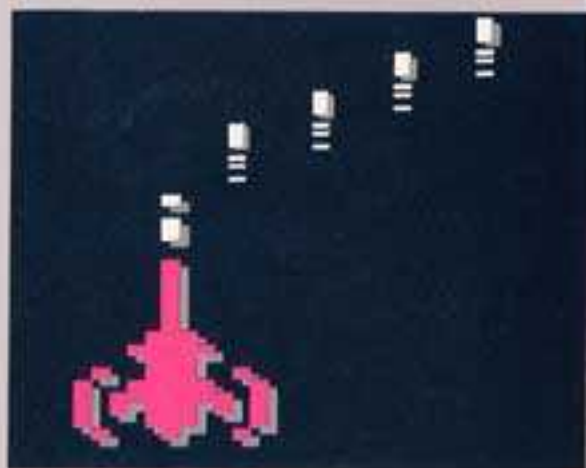
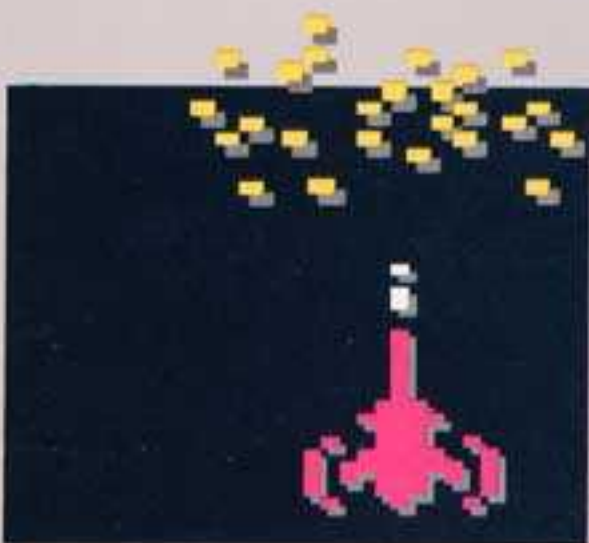
**W**hen you score 5000 points, you'll earn a fourth Earthship.

40		50		60
	Hornets		Commanders	
		80		100
	Emissaries		Hornets	
00		300		800
	Commander with two Escorts		Blast both Escorts, then the Commander	

# STRATEGY



**F**ire as often as possible, and shift back and forth beneath the Galaxians so as not to waste a shot.



**B**etween shots, your next missile sits on the nose of your ship. You can destroy an onrushing attacker just by touching him with it.

**S**hoot Hornets only when they're escorting a Commander, and Commanders only when they're attacking—you'll earn more points that way.





**W**hen a Commander is destroyed while attacking, the Galaxians cease firing for a few seconds to mourn his loss. This is your chance to blast the escorts and any other warriors you can.

**N**ever forget the Galaxians' bombs. You can blast an attacker and still be destroyed by the charges he's already released.



**I**f you need a breather while fighting off the early waves, go to the extreme right or left of the screen.

# SKILL LEVELS & SCORING DISPLAY



**G**ALAXIAN includes 10 skill levels, 0 through 9, and a Beginner's version for new players.

**I**n the Beginner's version, you can destroy the first 16 waves of Galaxians without their firing back at you. The only way you can lose a ship during this time is by colliding with a Galaxian.

**I**n levels 0 through 9, the Galaxians fire at you from the start—and they fire more and more missiles, faster and faster, as the level of difficulty increases. In some games they fire in patterns, while in others they fire randomly.

**A**cross the top of the screen, reading from left to right, is the following information:

- the level of difficulty (0 through 9, or B)
- the current player's score
- the number of ships the player has left
- the number of the Galaxians' attack wave (shown by small flags)

**A**t the bottom left corner of the screen is the highest final score earned since the current round of play began.

**I**n a two-player game, the current player is identified just to the right of the high score. His opponent and the opponent's score are shown to the far right.



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