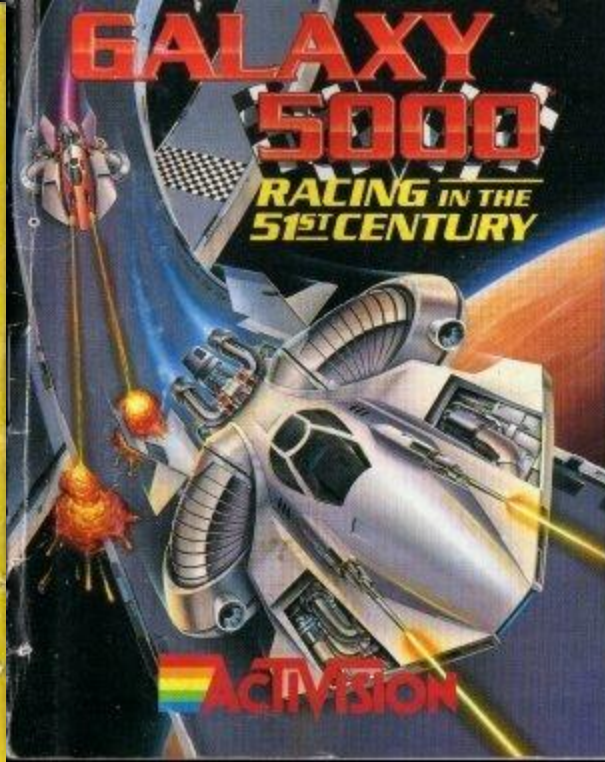


ACTIVISION

© 1990 MEDIAGENIC

Printed in Japan



NES-Y5-USA



002759

*Player's
Guide*



EmuMovies

*Galaxy 5000**

Programming by David Ross.

Design by Christopher Shen.

Art by Matthew Sarconi, Jean Xiong, and Ron Winnick.

Music by Russell Lieblich.

Sound and Music by Pete Mokris and Rick Boogar.

Additional Programming by John Vifian, Jeff Lefferts, Glyn Anderson, and Stephen Cox.

Special Thanks to Oscar Fnoob.

Produced by Steve Ackrich and John A.S. Skeel.

Technical Assistance by Luis Rivas.

Product Management by John Crompton.

Lead Testing by Tom Bellamy and Jeff Glazier.

Testing by Tom Teuscher, John Carlsen, Dwayne Lee, Steve Imes and Jason Sills.

Voices by Stew Perkins.

Player's Guide by Steve Englehart.



This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.*

Licensed by Nintendo®
for play on the



For a recorded message about gaming hints and our newest software, call 415 329-7699. For technical help, call Product Support between 8:00 AM and 5:00 PM Pacific time Monday through Friday at 415 329-7630.

For information about our products, write to:

Consumer Services
Activision
P.O. Box 3048
Menlo Park, CA 94025

For the best service, be sure to *note the subject of your inquiry on the outside of the envelope.*

Galaxy 5000 ©1990 Activision.

Player's Guide ©1990 Activision. All rights reserved.

Nintendo and Nintendo Entertainment System are trademarks of Nintendo of America Inc.

The Story


You're tough, smart, and hungry for fame. You live for speed and danger—you live for the race!

In the 51st century, armored turbocraft racing is just the thing for a kid with a mean streak. You'll start out in the minor leagues of Mercury, but if you're good, you'll move up. If you're good and *lucky*, you might race against the best in the Solar System on the icy wastes surrounding Pluto.

In turbocraft racing, beating the clock is the bottom line. If you don't finish in time, it's *over*. To race quickly, you need to exploit the track layout—find the shortcuts, knock out the defenses, make the tough jumps.

To win later races, you need an edge. Beating the competition provides that edge by earning you the prize money needed to repair your turbocraft and obtain better racing equipment. But watch out—competitors get better equipment, too, making them tougher and tougher in later races. So strap on your helmet, and get ready for the *ultimate racing thrill!!!*

Getting Started

1. With your game system and TV or monitor off, insert the *Galaxy 5000* cartridge into your Nintendo Entertainment System, as described in your owner's guide.
2. Turn on your game system and TV or monitor. Press **Start**.
3. At the selection screen, press either the up or down arrow keys on the  pad to choose a 1- or 2-player game. Press **Start** or **A**. Now use up and down arrows to select your control type (see **Alpha** and **Beta** controls below). Press **Start** or **A** again to begin the game.

Your Choice of Races

When you begin the game, you have a choice of two racing modes—

- 1 **Player**—you against three computer-controlled craft.
- 2 **Player**—you and a friend against two computer-controlled craft in the races of Mercury.

1-Player Racing

You're also racing against the clock. If you come within 10 seconds of running out of time, the track starts to disintegrate beneath you—but if you're lucky you can make a last-ditch leap to the finish.

There are nine planets in the solar system, with four races on each planet, and four laps per race. Each planet has different gravity. Each race on each planet offers more hazards and rewards than the one before.

You must cross the finish line to count a lap.

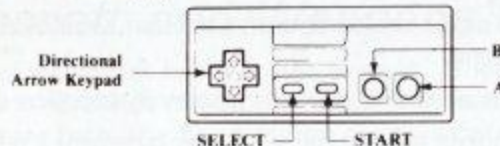
As you win cash with your racing, you can purchase better, faster turbocraft.

2-Player Racing


Selecting a 2-player game allows dual competition on the four races of Mercury. When one player gains a screen's length advantage, he earns a point bonus, the trailing racer is brought forward, and the race continues. A player wins by earning the

most money over four races. In all other respects, 2-player racing is the same as 1-player racing.

Controls



There are two ways to control your turbocraft—


Alpha: the  pad controls the movement as you see it on the screen.

up moves the turbocraft higher on the screen.

down moves it lower on the screen.

right moves it to the right on the screen.

left moves the turbocraft to the left on the screen.

Beta: the  pad controls the movement as if you were using a steering wheel.

up accelerates the turbocraft, whatever direction it's facing.

down slows the turbocraft's motion, whatever direction it's facing.

right makes a right turn, whatever direction it's facing.

left makes a left turn, whatever direction it's facing.

The **A** button causes the turbocraft to jump.

The **B** button causes the turbocraft to fire its weapon(s).

TURRETS



ZIPPERS



RAMPS



The **Start** button starts the game and selects between the turbocraft's weapons during the race.

The **Select** button pauses the game.

Turbocraft and Weapons



Each type of turbocraft has a built-in weapon. There is also an extra weapon, available for capture during the later races. Once you have both, the **Start** button chooses between the two. An icon of the chosen weapon will then flash above your car. No weapons will fire during the first ten seconds of the race.

There are five turbocraft models:

Tomahawk— a jammin' craft to start you down the warpath!


Standard Weapon: Rapid-burst machine gun.


Special weapon: Batter bombs

- Crusher**— this dude is crude and rude...a real bruiser!
 Standard weapon: Fireballs
Special weapon: Bolo bombs
- Phantom**— a fast and deadly stalker of the spaceways!
 Standard weapon: Laser
Special weapon: Mortar bomb
- Scorpion**— a futuristic predator that cuts a mean path!
 Standard weapon: Guided missiles
Special Weapon: Terminators
- Stiletto**— hands down, the ultimate speed machine!
 Standard weapon: Plasma bomb
Special weapon: Sidewinders

Press **B** to fire your weapons at other turbocraft and obstacles. Turbocraft are harder to destroy than obstacles, but you gain points for each thing you obliterate. Careful, though—some of them are firing at you!

You fire in the direction of your turbocraft's movement. When enemies are behind you, you can also fire backwards:

To fire backwards while using **Alpha** controls, release the  pad while pressing the **B** button.

When using **Beta** Controls, hold down the **B** button, then press the  pad down (when holding down the **B** button, your turbocraft doesn't lose speed).

LASER
GATE



BLACK
HOLES



STALAGMITES








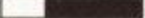
SPIKES



Turbocraft flash when damaged, and flash rapidly when heavily damaged. If your turbocraft is destroyed during a race, you revert to the next lower type of craft.

The Race Summary

After each race, there's a summary of your outcome—


	PLAYER:	SCORE:
	1	73500
FINISH POSITION	 1ST	25000
SECONDS LEFT — (SECONDS X 100)	 52	5200
BONUS STARS CAPTURED	 1	1000
NUMBER OF OBJECTS DESTROYED	 2	1500
NUMBER OF TIMES YOU GOT A SCREEN AHEAD OF ANOTHER TURBOCRAFT	 1	10000
<i>TWO PLAYER GAME ONLY</i>		42700
THIS RACE'S TOTAL CASH	RACE 2 MERCURY COMPLETED	
	DAMAGE:	MONEY:
		56200


Your total earnings for all races are shown as your **score** at the top right. Your current cash on hand (for making repairs and buying new craft) is shown on the bottom right. At the bottom left is the amount of damage you've taken.

When you're ready, press **A** to move to the Damage Repair Screen.

Damage Repair



You can use your cash to repair the damage to your current turbocraft by pressing the  key to the left (both your cash and your damage decrease).

If you change your mind or spend too much, pressing the  key to the right moves you back toward the credit and damage totals you started with.

As you make your repair decision, the price of the next turbocraft available to you is shown below your current turbocraft. If you have enough money, you automatically purchase the next craft.

When you buy a new turbocraft, any others you currently have are kept in reserve (so if you lose, say, your Crusher, you can attempt to complete the race in your Tomahawk). Be careful, though—if you don't repair the damage to your previous turbocraft, it will still be damaged when you use it again.

When you've done what you want to do, press **A**.

BAZOOKA
BOMBER



LIGHTNING
RODS



LASER
CANNON



Bonuses

Bonus Stars—Drive over Bonus Stars to pick them up. There are three kinds—



Money Stars (Green)—Add to your money.

Weapon Stars (Blue)—Give you your special weapon. A second Weapon Star gives you Rapid Fire until you're severely damaged.

Repair Stars (Red)—Help repair your turbocraft.

Continues—Continues are awarded for successfully completing all four races on any planet (one Continue per planet). If a Continue is available when the game ends, you have the option of using it. Once you use a Continue, you can't earn any more Continues. If Continue is selected you'll be placed on the first race of the planet where you died, with the crafts you had when you started the planet's races.

Invisible Roads—The only way to find these roads is to risk driving out into space. As your craft passes over the road it will magically appear beneath you.

Warps & Bonus Levels— Keep your eyes peeled for hidden fun.

Hints

- The **Beta** controls are harder to get the hang of at first, but easier to use once you master them.
- Use the jump (the **A** button) to get out of any tight spots.
- Cut corners by jumping through space.
- Destroy everything. It's a great way to get extra cash and uncover secrets.
- You can control your car while it's in the air.
- The riskiest stunts can give the greatest rewards.
- Try repairing your old craft before buying a new one— you never know when you'll need it again.

Activision Limited 90-Day Warranty

Activision warrants to the original consumer purchaser of this video game that the recording medium on which the program is recorded will be free from defects in material and workmanship for 90 days from the date of purchase. If the recording medium is found defective within 90 days of original purchase, Activision agrees to replace the product, free of charge, upon receipt at its Factory Service Center of the product, postage paid, with proof of date of purchase, as long as the video game is still being manufactured. In the event that the video game is no longer available, Activision retains the right to substitute a similar product of equal or greater value.

This warranty is limited to the recording medium containing the program originally provided by Activision and is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect has arisen through abuse, mistreatment, or neglect. Any implied warranties applicable to this product are limited to the 90-day period described above.

To receive a replacement, you should enclose cartridge *and the manual* in the original product package or other protective packaging accompanied by

- a brief statement describing the defect,
- your name and return address, and
- a photocopy of your dated sales receipt.

Please see the special "RETURNS" information for further instructions. If you have any questions, you may call Activision Consumer Services at the number shown in the front of this manual.

EXCEPT AS SET FORTH ABOVE, THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES, WHETHER ORAL OR WRITTEN, EXPRESS OR IMPLIED, INCLUDING ANY WARRANTY OF MERCHANTABILITY OR FITNESS FOR A PARTICULAR PURPOSE, AND NO OTHER REPRESENTATION OR CLAIMS OF ANY KIND SHALL BE BINDING ON OR OBLIGATE ACTIVISION. IN NO EVENT WILL ACTIVISION BE LIABLE FOR SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGE RESULTING FROM POSSESSION, USE, OR MALFUNCTION OF THIS PRODUCT, INCLUDING DAMAGE TO PROPERTY AND, TO THE EXTENT PERMITTED BY LAW, DAMAGES FOR PERSONAL INJURY, EVEN IF ACTIVISION HAS BEEN ADVISED OF THE POSSIBILITY OF SUCH DAMAGES.

SOME STATES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSION OR LIMITATION OF LIABILITY MAY NOT APPLY TO YOU. THIS WARRANTY GIVES YOU SPECIFIC LEGAL RIGHTS, AND YOU MAY HAVE OTHER RIGHTS WHICH VARY FROM STATE TO STATE.

RETURNS

Cartridges must prove defective within 90 days of purchase in order to be eligible for replacement under warranty. Certified mail is recommended for returns. For best service, please be sure to—

1. Send the cartridge and the manual in the original packaging, if available, or other protective packaging.
2. Enclose a photocopy of your dated sales receipt.
3. Enclose your name and return address, typed or printed clearly, *inside* the package.
4. Enclose a brief note describing the problem(s) you have encountered with the software.
5. Write the name of the product and the brand and model name of your game system on the *front* of the package.

Send to:

WARRANTY REPLACEMENTS
Activision
P.O. Box 3047
Menlo Park, CA 94025

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturers' instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that the computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio - TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

**⚠ WARNING: DO NOT USE WITH FRONT
OR REAR PROJECTION TV ⚠**

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.