GALAXY INVASION

Mission: Destroy Invaders

INCLUDES
SOUND EFFECTS!

BIG FIVE
SOFTWARE

GALAXY INVASION©
© 1980 by Bill Hogue & Jeff Konyu

GAME INSTRUCTIONS

Cruel and crafty invaders have been spotted in battle formation warping towards Earth at an incredible speed! You must act quickly to save the Earth from these terrifying creatures!

Use either the left and right arrows or "<" and ">" to move your ship right and left. Use either the spacebar or "F" to fire. Points are doubled for hitting an alien that is swooping down and attacking. When a Flagship (with the rotating eye) and two escorts attack together, maximum points will be awarded for hitting the escorts before hitting the Flagship. During a "Flagship Attack Alert", destroy any Flagship quickly or suffer the consequences.

Each player is initially given three ships, which are shown at the top of the screen next to each player's score. The game is over when all ships are destroyed. An extra ship is awarded at each 10,000 points. For computers without a CLEAR key, hold the spacebar and the "I" and "O" keys together to start the game. To abort a game in progress, hold BREAK and CLEAR together. If a lower-case mod is installed, switch it on after loading the game.

LOADING INSTRUCTIONS

Model 1, Level 2: Turn computer off. Hold down the BREAK key and turn on the computer. Press ENTER in response to the MEMORY SIZE? question. Type SYSTEM and press ENTER. Type GALAXY and press ENTER. Set recorder volume between 4 & 6 and play in the tape. If a "C" in the upper right corner of the screen appears (checksum error), rewind tape and start over using a different volume. If problem persists, try loading in the second copy of the program (usually located on the same side of the tape immediately following the first copy.) Unplug the earplug and play the tape until you hear a gap in the recorded material. Stop the tape at that point, reinsert the earplug and attempt to load the tape from this point. After a successful loading type a slash and press ENTER to start the game.

Model 3, Level 2: Use the Model 3 side of the tape (the Model 1 version is not compatible) and follow instructions for Model 1 above, except press ENTER in response to the Cass? question during power-up.

Model 1, Level 1: Turn computer off for 15 seconds and then back on again. Type CLOAD and press ENTER. Set volume between 7 & 8 and load tape. Game will begin after tape loads.

Disk-on-Tape (Model 1 only): Follow instructions for Model 1, Level 2 but load in side that says "Disk Version". After a successful loading and before typing the slash, insert a TRSDOS or NEWDOS system diskette with ample free space into drive 0. Type /0 (slash zero) and press ENTER to boot your diskette. When DOS READY appears, type:

DUMP GALAXY/HIS (START=X'8000',END= X'A59B',TRA=X'A4A6')

and press ENTER. The transfer is now complete. To start the game simply type GALAXY/HIS when DOS READY appears. To erase any old high scores that you wish to kill, type KILL HISCORES/GAL when DOS READY appears before starting the game. Always leave the diskette in the drive while playing the game because it will be accessed after each game to save the high scores.

Disk-on-Disk (Mod1/Mod3): Insert the diskette into Drive 0 and press the reset button to boot it in the usual fashion. Both the Mod 1 and Mod 3 versions are on the same side of the diskette. To erase any old high scores that you wish to kill, hold down the clear key on the keyboard while the disk is booting and until the message "Erase High Scores?" message appears. Always leave the diskette in the drive while playing the game because it will be accessed after each game to save the high scores.

Cover artwork by Don Dixon, "Galaxy" logo by Chris Dellorco, represented by Creative Associates, Canyon Country, CA
"Big Five" logo by Gray Photographics, Canoga Park, CA

BIG FIVE
SOFTWARE

0115A-BFM-04 (05/81)

BIG FIVE SOFTWARE

P.O. Box 9078-185 · Van Nuys, CA 91409 · (213) 782-6861

USE WITH JOYSTICKS

All versions of our games that bear the stamp "Joystick Version" or "JSTK VER" on the label have been written to be compatible with the joysticks that are available from us. The keyboard and the joystick are both read at the same time so either may be used while playing the game. All the game functions may be played by using the corresponding joystick command. In some games be sure not to push the joystick in a diagonal direction where one is not intended because the program may be unable to determine which direction you indeed want. The red button is always the equivalent of the fire key on the keyboard.

COPYRIGHT

The enclosed product is copyrighted. The packaging, artwork, name, and game programming are part of this copyright. Purchasers are licensed to make backup copies only for their own personal use in case the original is destroyed. Please note that some of our products may be protected against backups and we are unable to supply information to duplicate them or transfer them to disk. Any unauthorized distributing or selling of this product is in violation of United States Copyright laws and is expressly forbidden.

CARE & HANDLING

The enclosed product is extremely sensitive to heat and magnetic fields. Keep it far away from any type of magnetic field such as power supplies, transformers, motors, speakers, and airport X-Ray machines so that it will not be accidently erased.

TRADEMARKS

TRS-80 and TRSDOS are trademarks of the Tandy Corporation & NEWDOS is a trademark of Apparat, Inc. which have no connections with Big Five Software in any way.

SOUND

This game contains programming which produces sound effects that leave the computer through the AUX plug in the cassette cable. To hear the sound follow these instructions: First, load in the game. Remove the tape from the recorder if you loaded the game from cassette. Insert the large gray plug on the cassette cable into the AUX jack on the recorder. Insert an earphone into the jack labeled EAR on the recorder. Pop open the cassette door on the top of the recorder and reach in and hold in the interlock switch that is located in the left rear corner. Now press Record & Play together and then release the interlock switch. Sound should now come through the earphone. A better method for hearing the sound is to connect the AUX plug on the cassette cable to an amplifier, such as Radio Shack's mini amplifier, part# 277-1008. This will allow more people to hear the sound while the game is being played.

LIMITED WARRANTY

The enclosed product is guaranteed to be loadable on the specified system for a period of 90 days from date of purchase. Any defective products may be sent back to us along with a copy of the sales receipt for free replacement. After 90 days also include $5.00 handling charge per item. This warranty applies only to the original purchaser and the sale or subsequent use of this program is without warranty. Big Five Software shall not be held liable or responsible to purchaser or any other person or entity with respect to any loss, liability, 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 or anticipatory profits or consequential damages resulting from the use or operation of this product.

0115A-BFM-07A (05/81)