

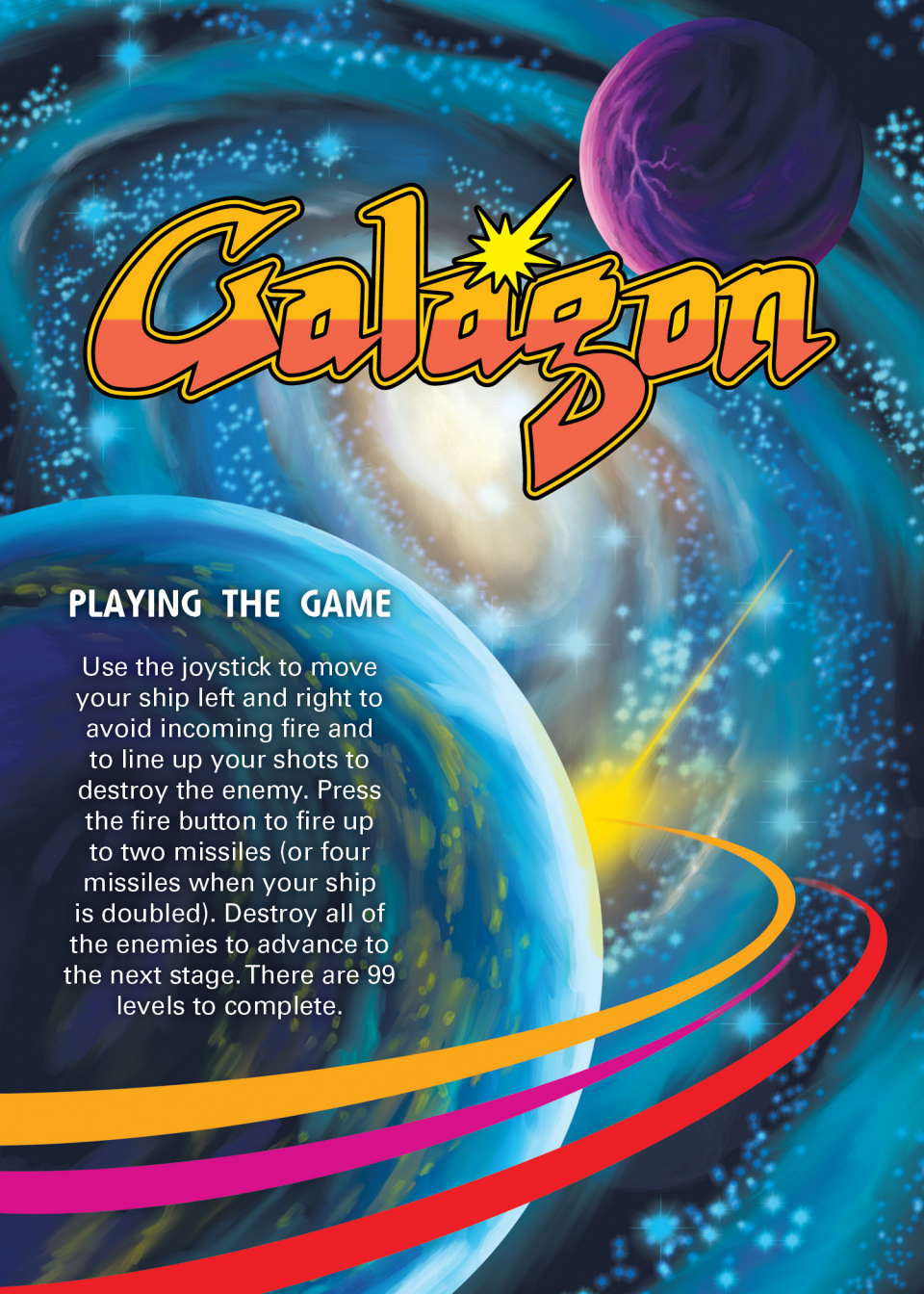
For the Atari 2600™

Galaxion



DAVE DRIES '19

CHAMP GAMES



Galagon

PLAYING THE GAME

Use the joystick to move your ship left and right to avoid incoming fire and to line up your shots to destroy the enemy. Press the fire button to fire up to two missiles (or four missiles when your ship is doubled). Destroy all of the enemies to advance to the next stage. There are 99 levels to complete.

CONTROLLERS

Galagon is a one or two player game using the joystick controllers. The game also supports the AtariVox/SaveKey functionality to save high scores and game options. Additionally, Galagon has support for the QuadTari adapter that allows two joysticks to be plugged into the left controller port, freeing up the right controller port for the AtariVox/SaveKey to support two players with high score/game configuration savings. The controller options are:

 left port	 right port	options supported
Joystick	--	1 player, no high score saves
Joystick	Joystick	1 player, 2 player, 2 player-coop, no high score saves
Joystick	AtariVox* or SaveKey*	1 player, 2 player (players use same joystick), no co-op, high score saves
QuadTari*	--	1 or 2 player, 2 player co-op, no high score saves
QuadTari*	AtariVox* or SaveKey*	1 or 2 player, 2 player co-op, high score saves

*QuadTari, AtariVox and SaveKey sold separately

NOTE: Two player co-op is not available if the AtariVox/SaveKey is plugged into the right controller port and there is no QuadTari plugged into the left controller port. However, you can play a standard two player game with this configuration (one joystick in the left controller port and the AtariVox/SaveKey in the right controller port). In this scenario, both players alternate turns and use the left joystick. If there is no AtariVox/SaveKey, player one uses the left joystick and player two uses the right joystick.

GAME OPTIONS

From the title screen, press SELECT or Joystick 2 Button to select the number of players and play mode:

- **1 PLAYER**
- **2 PLAYER** (players alternate turns)
- **2 PLAYER CO-OP** (both players team up for one score).
Note that CO-OP is only available if two joysticks are plugged in.

From the title screen, move the joystick left/right to change the SKILL level:

- **NOVICE** (green): Player starts with a double-ship and three reserves. Difficulty ramp up is slower.
- **STANDARD** (blue): Most like the arcade. Player starts with a single ship and three reserves.
- **ADVANCED** (red): More difficult than STANDARD. Player starts with one ship and two in reserve. Enemies move faster, enemy missiles are faster, enemies take off more frequently, extra ships are added during the fly-in sequence, etc.
- **CHALLENGE MODE** (yellow): In challenge mode, the players attempt to get a high score by competing against only challenge stages. The rules of CHALLENGE MODE are described below.

Note that the color of the level number on the game screen will match the color of the skill level.

Move the joystick up/down to cycle through the Title, Scoring, High Scores and Credit screens. If you do not move the joystick or start a game, the screens will cycle after a certain amount of time.

On the High Scores screen, you can move the joystick left or right to switch between the different high score tables for each skill level.

DIFFICULTY SWITCHES

The left and right difficulty switches control the firing mode for Player 1 and Player 2, respectively:

- **A position:** Auto-fire is disabled. In this mode, you need to release the button between shots (this matches the arcade behavior).
- **B position:** Auto-fire is enabled. With Auto-fire, you do not have to press and release the button to fire multiple shots.

To start a game, either press RESET or Joystick 1 button.

THE ENEMIES



Bees (blue): These enemies fly in a loop pattern towards your ship when attacking. Be careful when they loop around to return back to the formation!



Butterflies (red): These enemies fly in more of a zig-zag pattern towards you and wrap around the screen when they pass your ship.



Flagships (cyan/blue): These flagship enemies fly alone or in packs protected by butterfly guards. The flagships require two hits to destroy them; after one hit they turn from cyan to blue. Hitting them when they are blue will destroy them.

Split enemies (multiple): Starting on level 4, at some point during the level a bee will flash and split into three other enemies! They will swoop towards you and circle your ship; destroy all three for bonus points.



Captured ship (red or blue): When your ship is captured by a flagship (see below), he is forced to fight for the opposition until he is freed. Although he can be destroyed, you should instead try to rescue him so that he may fight for your cause once again!

TRACTOR BEAM



Occasionally during a level, a flagship will fly to a particular spot on the screen and emit a tractor beam attempting to capture your ship. If your ship is captured in the tractor beam, it will turn red (or blue for player 2) and join the enemy! When he takes off from formation, shoot his captor to free him and double up your ship (and double your fire power!), but be careful not to shoot the captured ship. With double fire, your two ships will each fire a missile at the same time (up to two each).

Also, if you do not have any reserve ships and your current ship is captured, there will be no one left to perform the rescue and your game will end. Be aware that if you are caught in the tractor beam, you can still fire missiles and may be able to shoot the flagship and escape from the tractor beam as a last ditch effort.

If you shoot the captured ship's flagship while in formation, eventually the captured ship will attack solo; you should avoid shooting him and he will escape the level and return in the next stage (during fly-in, so be careful not to shoot him there, either!) where you will get another chance to perform the rescue.

CHALLENGE STAGES



Starting on level 3 and every 4th level after that is a CHALLENGE STAGE. In this stage, the enemies do not fire and your ship cannot be destroyed. The object is to shoot as many ships as possible (up to 40) to increase your score. Shooting all 40 will result in a 10,000 point bonus.

SCORING

- **Bee:** 50 points in formation, 100 points in flight
- **Butterfly:** 80 points in formation, 160 points in flight
- **Flagship:** 150 points in formation. In flight: 400 points with no guards, 800 points with one guard, 1,600 points with two guards
- Shooting all three 'split' enemies: 1,000 - 3,000 points
- Shooting all eight enemies during a wave of the challenge stage: 1,000 - 3,000 points
- Shooting all 40 enemies during a challenge stage: 10,000 points
- An extra ship is awarded at 20,000 points, 70,000 points, and every 70,000 points thereafter

CONSOLE SWITCHES

During a game the console switches do the following:

- **RESET:** Reset the game with the current skill/number of players/options.
- **SELECT:** End the current game and return to the title screen.
- **COLOR/BW (PAUSE on 7800):** Pause the game; press or flip the switch again or press the joystick button to resume.
- **LEFT/RIGHT DIFFICULTY:** Enable/disable Auto-fire for player 1 and player 2, respectively (A = disable, B = enable).

TWO PLAYER

In two player mode, player 2's ship will have a blue trim (player 1's trim is red) and player 2's score will be light blue (player 1's score color is white). Furthermore, when your ship is captured, player 1's captured ship is RED and player 2's captured ship is BLUE.

TWO PLAYER CO-OP

In two player co-op mode, two players are working together to achieve one score. Co-op mode plays very similar to a one player game with the following differences:

- The color of the ship is RED when the left player (PLAYER 1) controls the ship. The color of the ship is BLUE when the right player (PLAYER 2) controls the ship.
- When there is a single ship and no captured ship, the player that controls the ship will alternate every eight seconds. When control is about to change, four short beeps will sound and the ship will flash the color of the player that is about to take control (red for player 1, blue for player 2).
- Additionally, the player that controls the ship alternates when a single ship is either destroyed or captured.
- The color of the reserve ships matches the color of the player who will enter the game next if there is one ship active.
- When there is a double ship, BOTH players control one of the ships!
- Each player can move their ship and fire up to two shots independently.
- When playing ADVANCED skill, each ship cannot cross the path of the other ship. Instead, if you move your ship against the other ship, it will be nudged in that direction. The other player can resist being pushed and move their ship in the opposite direction.
- When the game is over, results for the hit/miss ratio are displayed for each individual player. Since both players are cooperating for one score, if a high score is achieved, only one set of initials is entered.

CHALLENGE MODE

Challenge mode is a special game mode where the players compete for a high score by attempting to clear just the challenge stages. The rules for challenge mode are:

- Players start with two ships.
- Game play begins by attempting the first challenge stage.
- If all 40 enemies are hit in the challenge stage:
 - ❑ If the player has double ships, another ship is added to their reserve.
 - ❑ If the player has a single ship, the player is awarded double ships.
- If less than 40 enemies are hit in the challenge stage:
 - ❑ If the player has double ships:
 - If 38 or more enemies are hit AND the player has a reserve ship, a reserve ship is lost. Otherwise, the player loses one of the double ships.
 - If 30 or more enemies are hit, the player loses one of the double ships.
 - If less than 30 enemies are hit, the player loses BOTH of the double ships.
 - ❑ If the player has a single ship, the player loses one reserve ship.
- Bonus reserve ships are awarded at 20,000, 70,000 and every 70,000 points.
- After all eight challenge stages are completed, they are repeated again with a few additional challenges:
 - ❑ Challenge stages will mix patterns from multiple challenge stages.
 - ❑ Additional flagships are added in other patterns.
 - ❑ Enemies fire missiles, making it harder to avoid them.

- If your ships are destroyed by enemy fire during a challenge stage, the stage ends and no bonus points are awarded.
- The game ends when all ships are destroyed and there are no reserve ships left or all 99 challenge stages are cleared.
- Note that you can play a CHALLENGE MODE game combined with CO-OP. The rules for both modes apply; player one controls the left (RED) player and player two controls the right (BLUE) player, with control of the single ship changing either every eight seconds or when a ship is destroyed.

GAME OVER

When all of a player's ships are destroyed and there are none in reserve, GAME OVER will be displayed followed by the shooting ratio results. This includes the number of shots taken, number of hits, and the hit ratio. Note that when you have double fire power, firing two simultaneous shots only counts as one shot taken since both missiles can only hit one target (the other missile is disabled once one of the missiles hits a target).

HIGH SCORES

If a high score is achieved at the end of the game, the high score screen will be displayed. Each player with a high score can enter up to three initials.

The current initial will be flashing.

- Joystick UP/DOWN to cycle through available letters, numbers and special characters.
- Joystick LEFT/RIGHT to select the initial to change.
- Press the BUTTON to accept the current initial and move onto the next. Press the BUTTON on the third initial to complete the entry.
- The current initials are used after one minute with no input.
- The top five scores for each skill level are displayed.
- To reset the high scores for the current skill level: From the HIGH SCORES screen, press and hold RESET and then press SELECT.

With SaveKey/AtariVox:

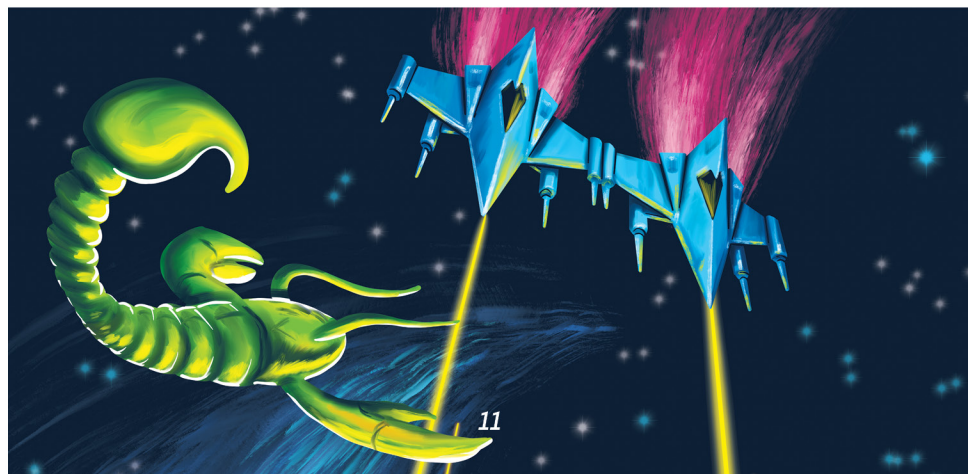
- Up to five high scores are saved for each skill level. Current skill level, game mode, and number of players are also saved.
- To reset all scores for all skill levels, hold down RESET while powering on the game.

Without SaveKey/AtariVox:

- Scores are reset when the game is powered off.

TIPS & TRICKS

- In the early stages, move your ship to the corners to avoid incoming fire.
- Hit the flagships once before being captured to make the rescue mission easier.
- When you have a single ship, be sure to avoid shooting all the flagships when they fly in so there are some left to capture your ship and double your fire power!
- Keep an eye on your reserves and don't let your last ship get caught in the tractor beam or it's GAME OVER!
- To maximize your score, shoot enemies while they're in flight.



CREDITS

Code & Design: John W. Champeau

Graphics & Design: Nathan Strum

Music & Sound Effects: Ross Keenum

Packaging, Illustration & Design: Dave Dries

Game Testing: James O'Brien, Steve Ramirez & Glenn (Gray Defender)



WWW.CHAMP.GAMES

© 2019, 2023 Champ Games LLC
Published by Champ Games