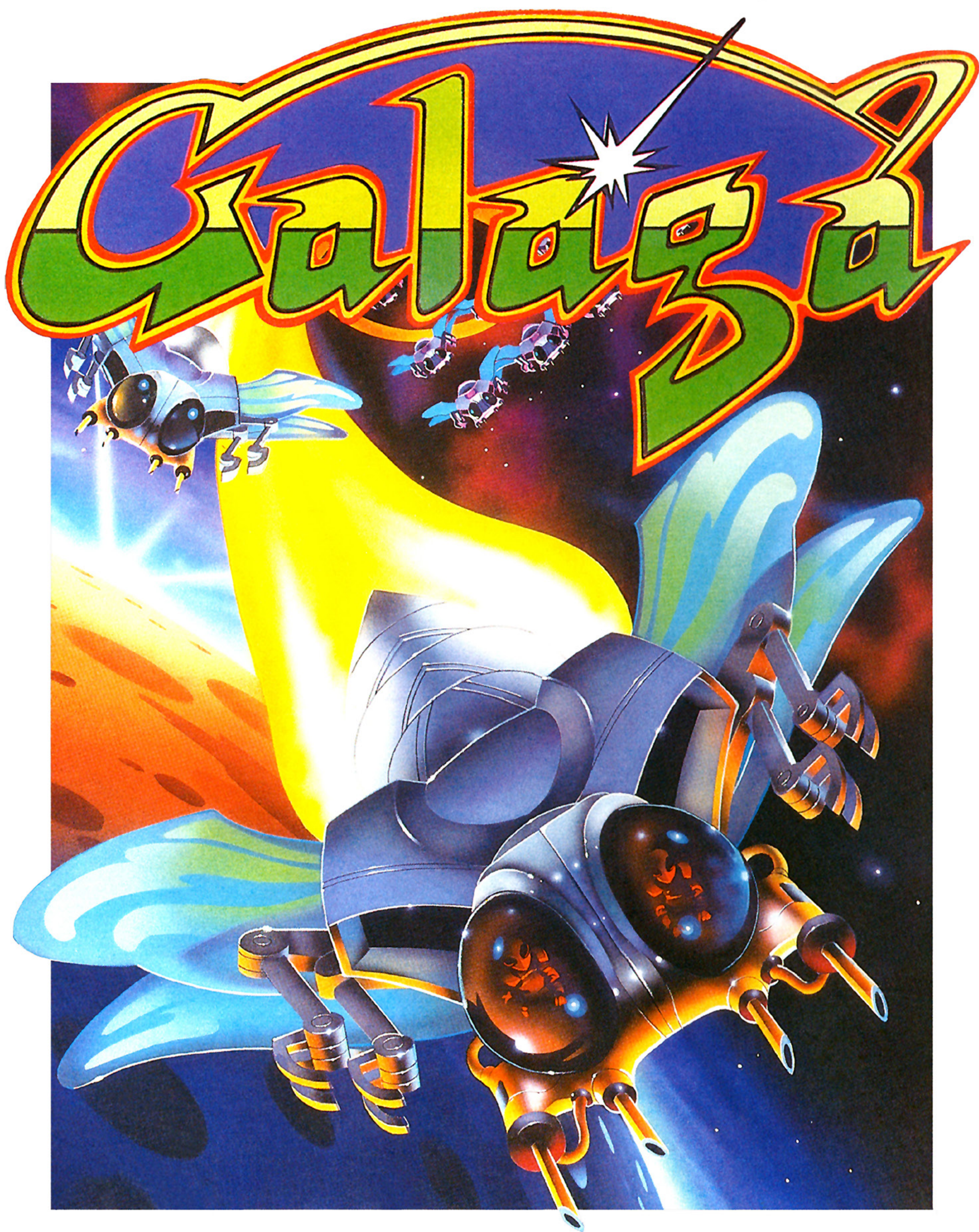


ATARI® 7800™ Game Manual



Save the

You're under attack! The Galagans are reclaiming planets they lost during a centuries-old interstellar war — and now they want yours! And you're ready to fight to the bitter end to protect it!

So you join the Intergalactic Warrior Fleet. Without training, you're assigned to your first combat mission — and on-the-job is the only way to learn. Shaking in your boots, you accept the assignment and board your Intergalactic Command Ship.

Getting Started

1. Insert the Galaga™ cartridge into your ATARI® 7800™ Pro-System as explained in your Owner's Manual, and turn on your console.
2. Plug a controller into the left controller jack for one player; another into the right controller jack for two players.
3. Press **[Select]** to choose a one- or two-player game, or move the controller handle down for one player, up for two players. Move the controller handle to the left or right to choose one of three

difficulty levels: Novice, Advanced, or Expert.

4. Press **[Reset]** or either controller button to start the game.
5. Press a controller button to fire intergalactic missiles. Hold down the button to rapid fire.
6. Press **[Pause]** to pause a game; press it again to resume play.

Playing the Game

Defending the Planet

You start the game with four Command Ships: one at the line of battle and the others in reserve at the bottom of the screen. Slide your Command Ship right and left to dodge Galagan fire. At the same time, fire intergalactic missiles to protect your ship. You lose a ship when it is hit by a Galagan missile or collides with the enemy.

Galagans attack in a series of waves, each fiercer than the one before. Waves are identified with numbers at the lower right of the screen. The number of ships you have in reserve is shown at the lower left.

Galagan Flagships never fly alone: they are always flanked by protective Escorts in colorful

e Planet!

uniforms. Escort rank is easy to identify: Drones, the lowest rank, wear blue; Hornets are outfitted in red; and Flagship Commanders, the highest rank, wear yellow.

The Galagan invasion starts off with a bang! An entire fleet of invaders begins flying in formation, then instantly plunges towards you, bombarding your ship, then rushing back to the lineup—that is, if you don't shoot them first!

The Galagans attack faster and faster with each wave. They swoop downward, firing laser cannons. They charge in single file, or blitz in groups. The enemy's special radar lets them dodge your intergalactic missiles. They use tricks to divert your attention. Their ability to pull off unexpected maneuvers forces you to quickly learn caution, cunning, and skill.

You thwart the initial attack, but the battle isn't over. The Galagans will be back, stronger than ever. And you'll be waiting. The longer you survive, the more surprises you're in for!

To win, use your accurate aim and quick reflexes. Plan your strategy. Think ahead. A foolish move could cost you the battle—and the planet!

Strategy

Try a few games at the Novice level first while you're learning to play Galaga. This will help you develop skill and strategy.

When Galagan Flagships are hit the first time, they turn blue; if hit a second time, they explode.

Galagan Flagships deploy blue macro-beams that can capture your Command Ship. To rescue the hostage, hit the Flagship only while it's attacking, or you will destroy your own ship as well. Once you regain your ship, you will have two ships, moving and firing in sync, to attack with.

When a Galagan Flagship is destroyed in flight, the rest of the fleet stops firing for a few seconds of mourning. Move in quickly to blast the Escorts before they can retaliate.

After two waves of attack, then after every third wave, you face a Challenging Stage. Five groups of eight ships fly in various attack patterns. Shoot as many ships as you can before the ships leave. Hit all 40 ships for 10,000 bonus points.

Always have a strategical escape planned to avoid patterns of enemy missile attacks. Scan the screen and think fast to outsmart the Galagan fleet.

Scoring

You score points when you destroy Galagans. Scores appear at the top of the screen: Player 1's score is on the left; Player 2's score is on the right. If all your Command Ships are destroyed, the game is over. At the end of a game, the player with the most points wins.

Point values are listed below:

Flagships: first hit in line	0 points
second and more hit in line	150 points
Hornets: lined up	80 points
attacking	160 points
Drones: lined up	50 points
attacking	100 points

Destroying a Flagship in flight earns bonus points:

Flagship with two Escorts	1600 points
Flagship with one Escort	800 points
Flagship with no Escorts	400 points

Challenging Stages earn bonus points:

Bonus for destroying groups of 8 ships	1000-3000 points
Bonus for destroying all 40 ships	10,000 points
Bonus for destroying less than 40 ships	100 points per ship



Reproduction of this document or any portion of its contents is not allowed without the specific written permission of Atari Corp.

Every effort has been made to ensure the accuracy of the product documentation in this manual. However, because we are constantly improving and updating our computer software and hardware, Atari Corp. is unable to guarantee the accuracy of printed material after the date of publication and disclaims liability for changes, errors, and omissions.

ATARI is a registered trademark and 7800 is a trademark of Atari Corp. Galaga is a trademark of Namco Ltd., manufactured under license by Atari Corp.

Copyright © 1987, Atari Corp. Sunnyvale, CA 94086
All Rights Reserved.

Printed in Taiwan
CO24857-05 Rev. B
K.1. 2. 1987