

Nintendo

GAME BOY COLOR



CGB-BGGE-USA

# Galaga

TM

DESTINATION:  
EARTH

ONLY FOR  
GAME BOY  
COLOR

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EVERYONE

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**THIS GAME PAK WILL WORK ONLY WITH THE GAMEBOY® COLOR VIDEO GAME SYSTEM.**

Thank you for purchasing GALAGA™ Destination: EARTH for the Nintendo® Game Boy® COLOR System.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference.

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# Introduction

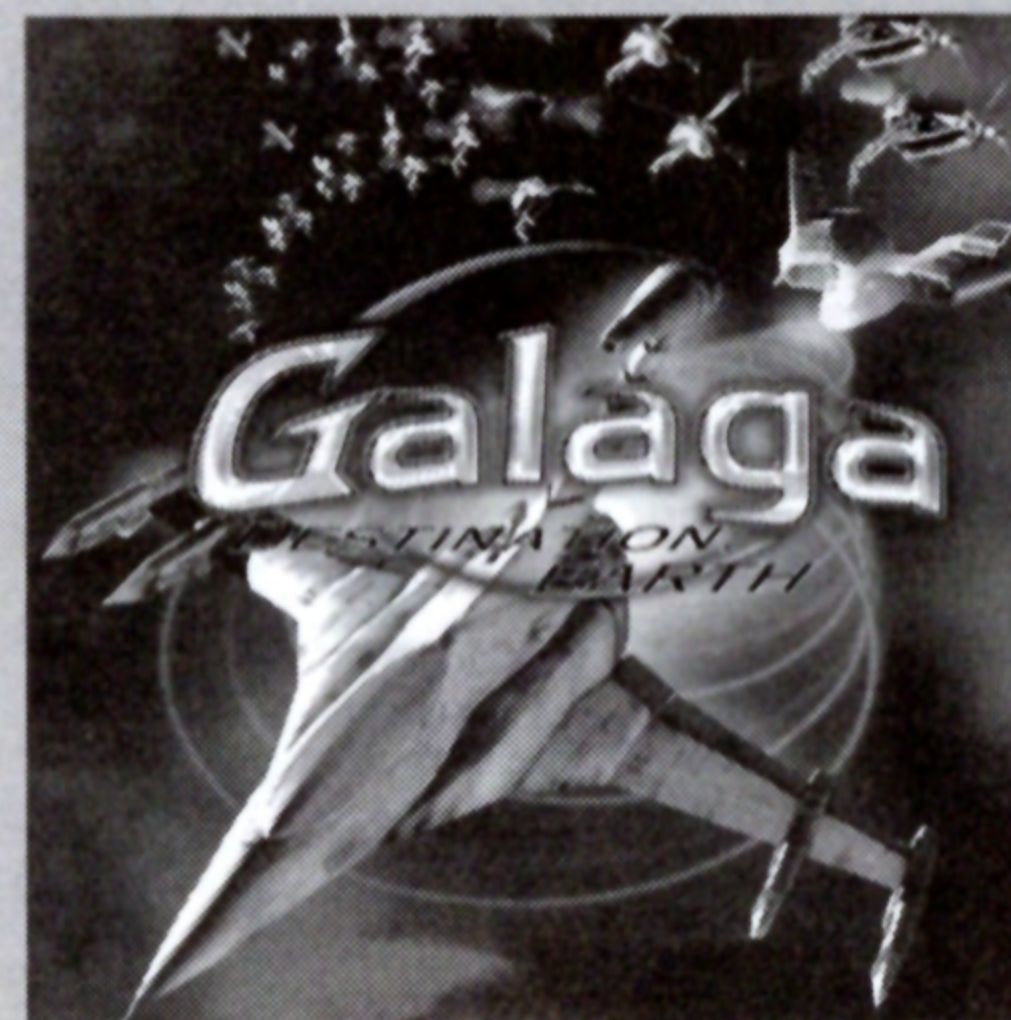
In the distant regions of our Galaxy, beyond the outer edges of our Solar System, something has gone deadly wrong with the human colonization of the universe - and it's heading straight for Earth. Your mission - to lead an elite group of deep-space fighters across light-years of uncharted space and defend the destiny of mankind. Get ready to travel forward to a time when the fate of the universe rests in the palm of your hand!

With GALAGA™ Destination: EARTH, for the Nintendo® Game Boy® COLOR System, experience the arcade action of this timeless classic. Updated for the 21st Century, GALAGA™ Destination: EARTH places the player at the controls of a deep-space fighter against hordes of renegade aliens. Compete against the onslaught alone or in two player alternating mode. Either way, save the Earth, and you'll save yourself!

# Getting Started

To get started with GALAGA™ Destination: EARTH, please begin with the following:

1. Making sure your Nintendo® Game Boy® COLOR System is turned off, plug the GALAGA™ Destination: EARTH Game Pak into the Nintendo® GameBoy® COLOR System.
2. Turn on your Game Boy. In a few moments the Hasbro Interactive Logo Screen should appear.
3. When you see the GALAGA™ Destination: EARTH Title Screen, press START until the Main Option Screen appears.



**Title Screen**

# Main Options

On the Main Option Screen, the player may start a new game, or continue playing at the last completed level. To continue at a previous level, the player must enter the password obtained during the previous play.

- \* Press LEFT/RIGHT on the Control Pad to maneuver the ship icon to either Option.
- \* Press the A Button to select the desired Option.



Ship Icon

Main Option Screen

# Passwords

If the Enter Password Option has been selected, the Password Entry Screen will appear.

- \* Press UP/DOWN on the Control Pad to select the available characters.
- \* Press LEFT/RIGHT on the Control Pad to move the ship icon to the previous or next character position.
- \* Press START to enter the desired password.

If an invalid password was entered, the Game Option Screen will appear. If a correct password was entered, the Main Game Screen will appear.

Ship Icon



Password Entry Line

Password Entry Screen

# Game Modes

GALAGA™ Destination: EARTH offers two (2) Modes of play: One Player Mode, or Two Player Mode.

\* Press LEFT/RIGHT on the Control Pad to maneuver the ship icon to either Option.

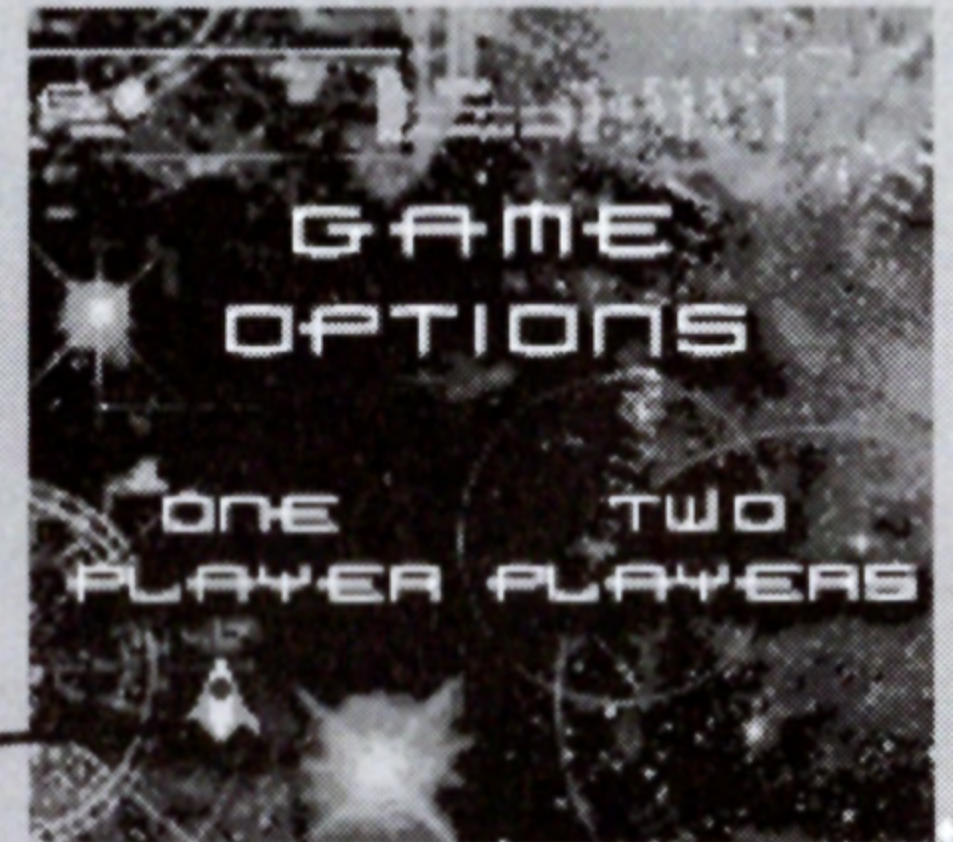
\* Press the A Button to select the desired Option.

## One Player Mode

In One Player Mode, the player must successfully defend against the attacking aliens until all their reserve fighters are gone.

## Two Player Mode

In Two Player Mode, players alternate after each wave of aliens is annihilated.



Ship icon

Game Option Screen



# Name Entry

On the Name Entry Screen, the player can enter their initials for use on the High Score Screen.

- \* Press UP/DOWN on the Control Pad to select the available characters.
- \* Press LEFT/RIGHT on the Control Pad to move the ship icon to the previous or next character position.
- \* Press START to enter the desired initials.

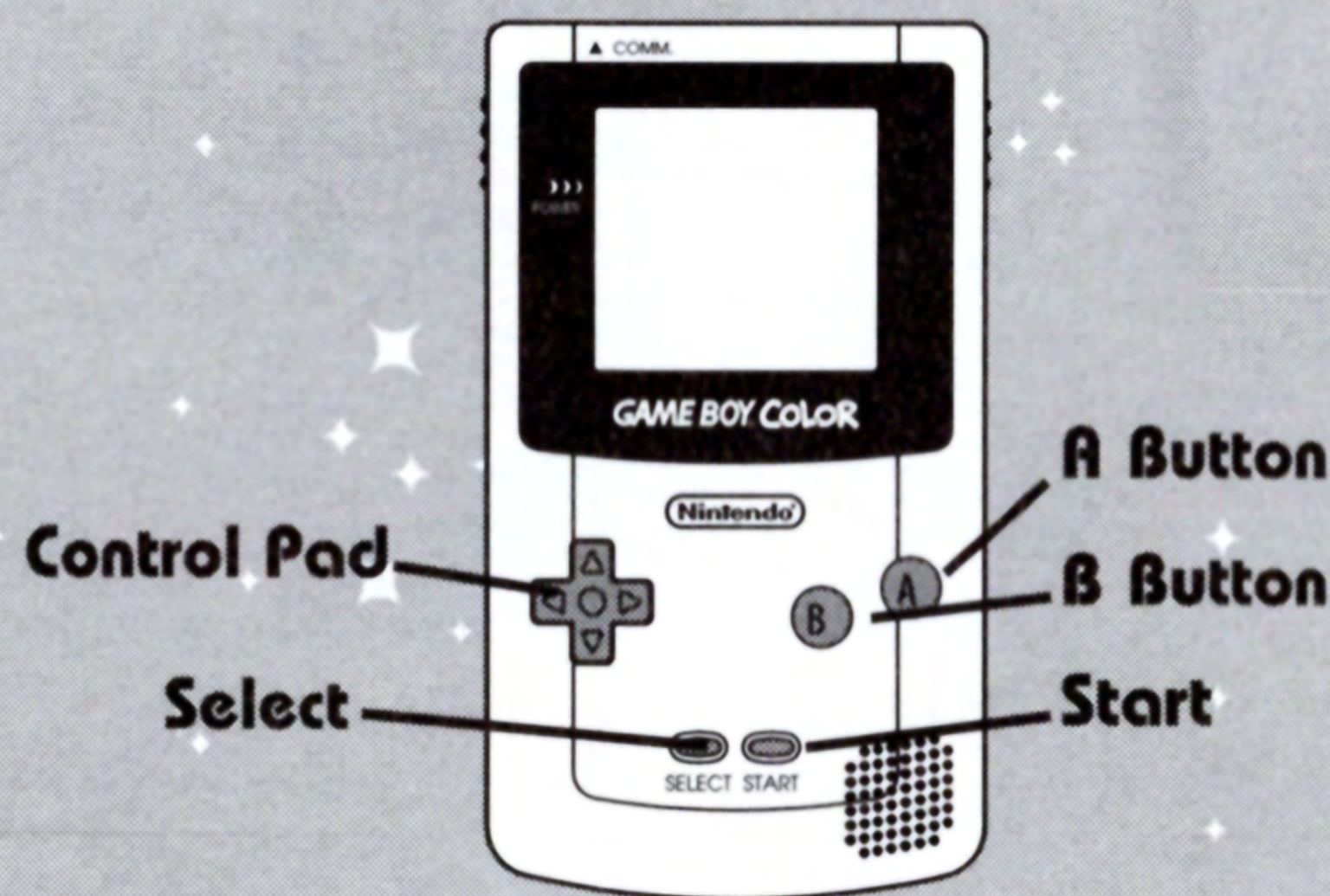


Name Entry Screen

# Controller Functions

To get started with GALAGA™ Destination: EARTH, the following details the basic controller functions:

- \* Control Pad LEFT - Move fighter toward the left
- \* Control Pad RIGHT - Move fighter toward the right
- \* A Button - Fire weapon
- \* START - Pause / unpause game



# Pause Mode

During Pause, the Continue / Quit Screen will appear.

\* Press LEFT/RIGHT on the Control Pad to maneuver the ship icon to either Option.

\* Press the A Button to select the desired Option.

Choose Continue to return to the current game.

Choose Quit to display the Game Over Screen. On the bottom of this screen appears the current password which represents the player's position in the game up to that point.

Note: Before exiting the Game Over Screen, remember to write down the displayed password for entry at a later time.



Ship Icon

Pause Screen



Password

Game Over Screen

# Playing the Game

The goal of GALAGA™ Destination: EARTH is to destroy all of the aliens in the current wave. During each onslaught, the player must destroy four waves of attacking aliens before moving onto the next Stage.

At the start of each wave, the Status Area will display the current Wave Number.



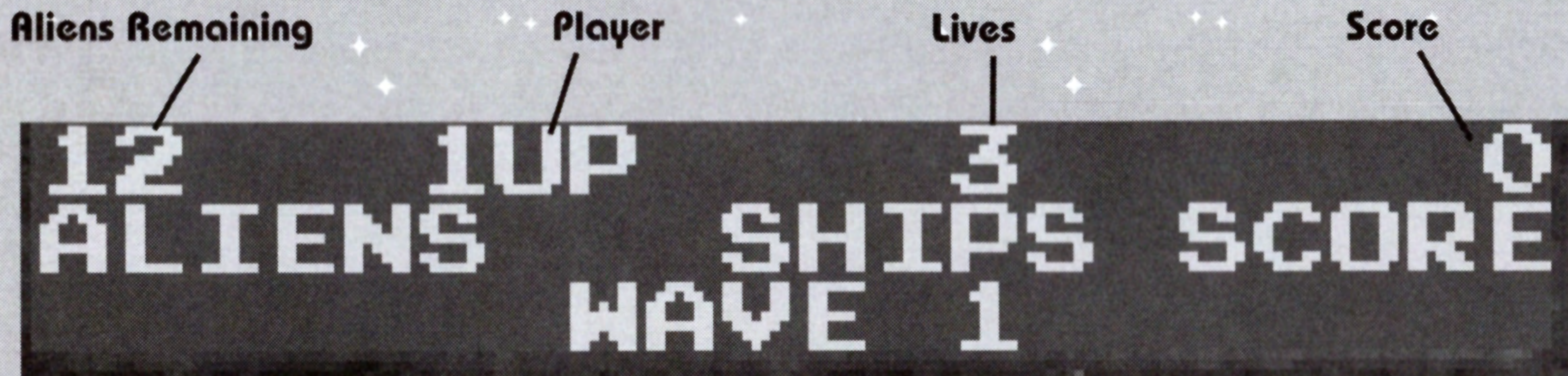
Wave Number

Main Game Screen

# Status Area

At the bottom of the Main Game Screen is the Status Area. Here, the player can keep track of the following information:

- \* Aliens Remaining: This indicator represents the number of aliens remaining in the current wave.
- \* Ships: This represents the number of fighters the player has in reserve. When this number reaches zero, the player has lost all available fighters.
- \* Score: This represents the player's current score.
- \* Player: This indicates which player is currently playing.
- \* Wave: This indicates the current wave of aliens.



Status Area

# Weapons

The player's fighter is equipped with the following two (2) weapon systems:

## Laser Cannon

At the start of the game, the player's fighter is equipped with a Laser Cannon. With this weapon, the Combat and Recon Aliens can be annihilated with one shot. Scout Aliens however required two hits from this Laser.

## Ion Cannon

Occasionally, when a Scout Alien is destroyed, it will release an Ion Pod. If this Ion Pod collides with the player's fighter, the fighter's weapon system will be upgraded to utilize an Ion Cannon. With this Cannon, every kind of alien can be eliminated with one shot. Once the player's fighter is destroyed, the use of the Ion Cannon will be discontinued until another Ion Pod is captured.

# Tractor Beam

From time to time the Scout Aliens will dive at the player's fighter and emit a tractor beam. If the player's fighter is caught in the beam, the Scout Alien will capture it and return to the top of the screen. When this occurs, a new fighter will be issued to the player.

If during combat the player is able hit the aliens that captured their fighter, the fighter will return to the bottom of the screen. The player will now be able to maneuver two fighters against the alien terror.

Tractor Beam



# Aliens

Throughout the various regions of the Universe, the player will encounter the following alien adversaries:



## Scout Aliens

These purple aliens, who require two hits from the Laser Cannon, look for any opportunity to capture the player's fighter in their Tractor Beam and hold it until released.



## Combat Aliens

These yellow aliens are the first-line of defense for the intruders. They will quickly dive at the player's fighter in an attempt to destroy it at all costs.



## Recon Aliens

These green attackers are the aliens second-line of defense. These begin to attack after orders from the Scout Aliens.

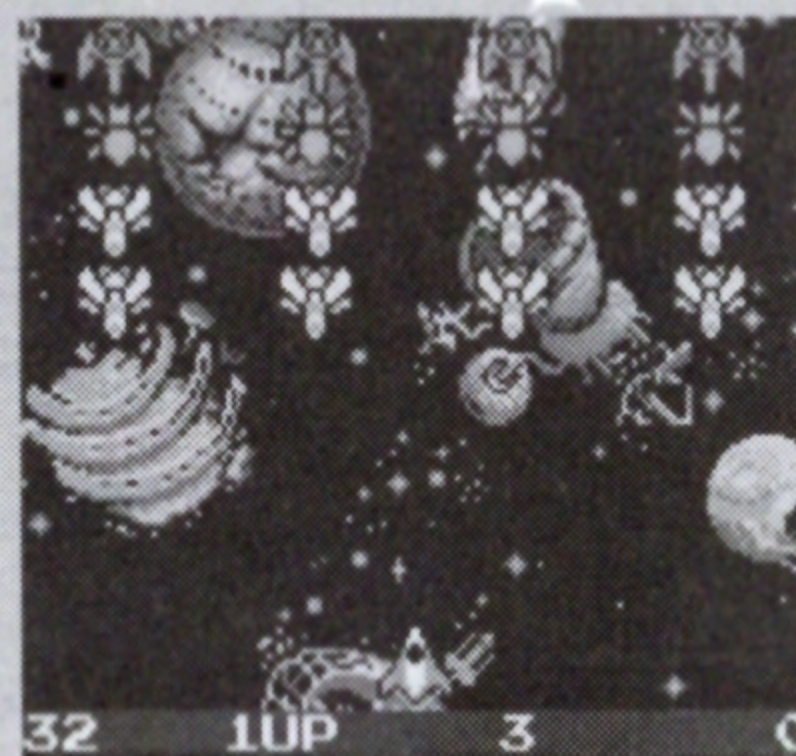


# Stages

The battle to save mankind will take place at four (4) different locations throughout the Universe. These battlefields are:

## The Explorer Fleet

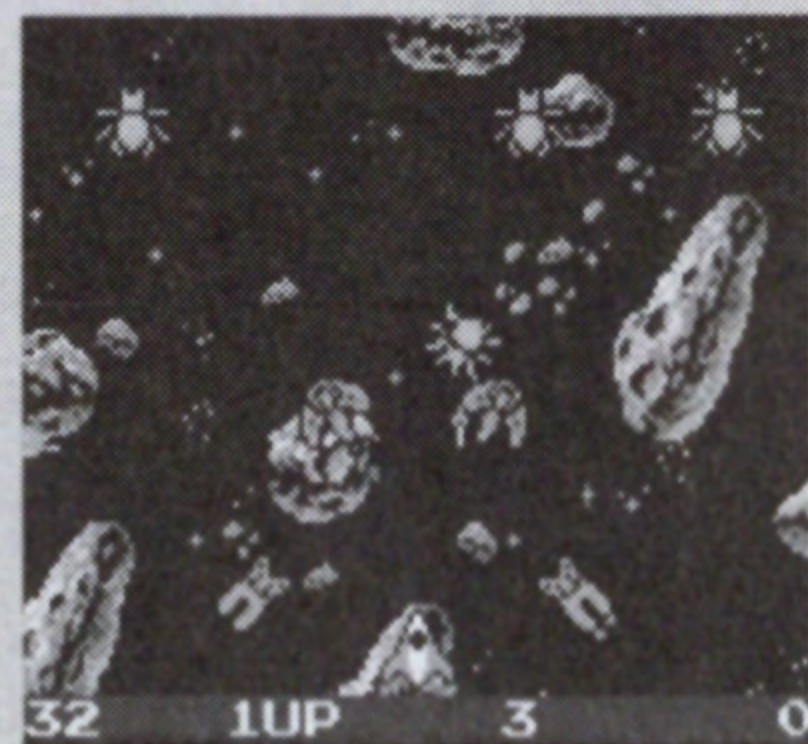
Hovering over the devastation of a doomed mission, these aliens wander amidst the space wreckage of Earth's Explorer Fleet.



**The Explorer Fleet**

## The Rings of Saturn

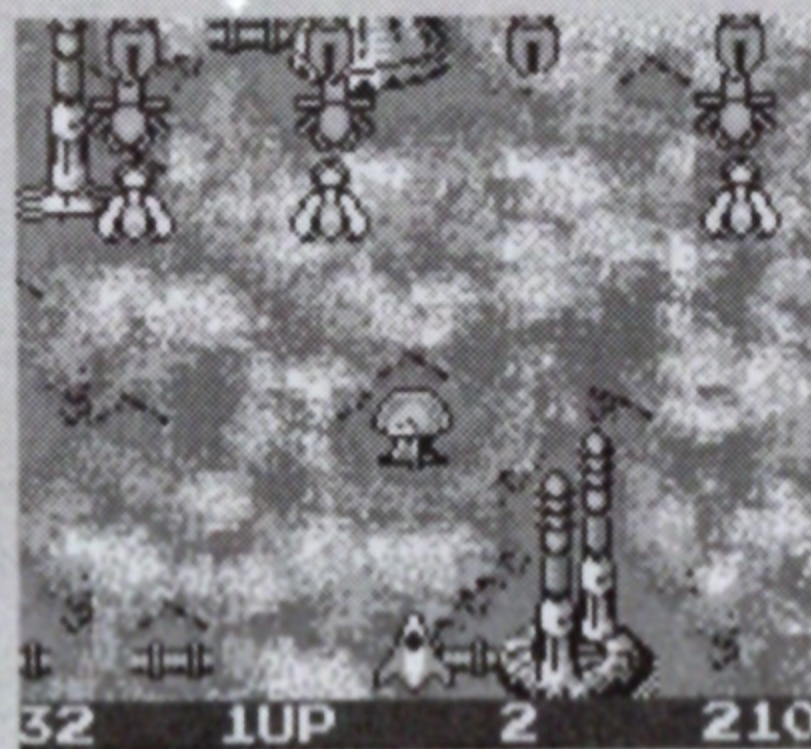
While protecting an Explorer Outpost orbiting the other regions of Saturn's Rings, the player must engage and destroy the alien menace, which continues its quest toward Earth.



**The Rings of Saturn**

## The Alien Planet

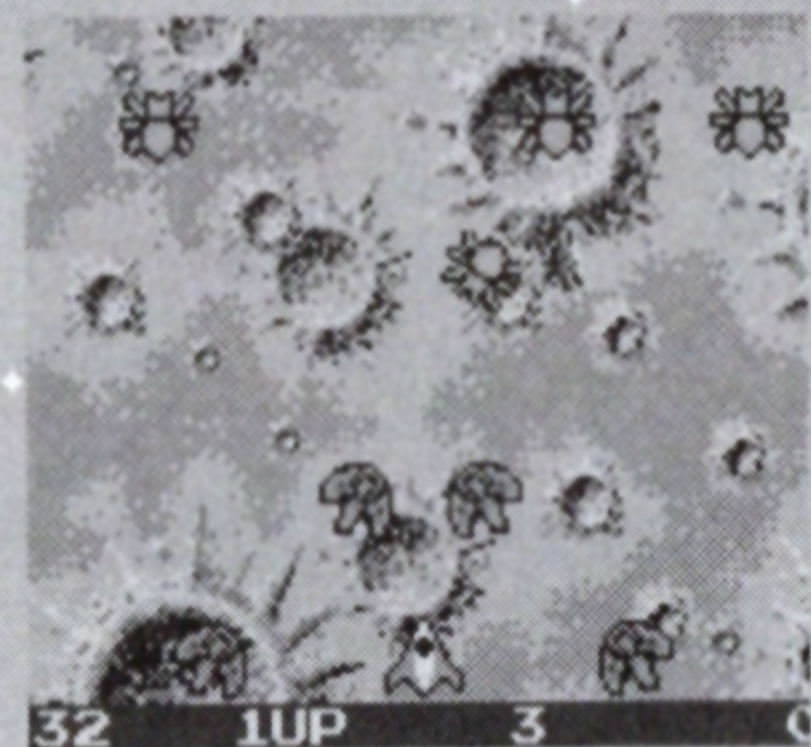
Flying high over the alien's planetoid, the player battles against the flying terror.



**The Alien Planet**

## Battle on the Moon

Back on the Earth's own satellite, the Moon serves as the final backdrop for the player's quest to save mankind.



**Battle on the Moon**

# Credits

Executive Producer  
Dan Kitchen

Programming  
Ned Ludd

Graphics  
Frank Lam

Testing  
Rai Iodice

Music  
Scott Marshall

Creative Director  
David Walls

Manager, Creative Services  
Steve Martin

Director, OEM & Licensing  
Kim Schillinger

OEM & Licensing Coordinator  
Jo Ann Goldsmith

Senior Product Manager  
Mark Goodreau

Product Manager  
Matt Collins







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3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, freight prepaid and insured for loss or damage, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.  
160 Raritan Center Parkway (Suite 1)  
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

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