

# GALACTIC ATTACK™



CAT. NO.  
26-3066

**Radio Shack**

**TRS-80**



**COLOR  
COMPUTER**

™



**CONFIDENTIAL:**

Do Not Open Until

# Galactic Attack

**Radio Shack®**

A DIVISION OF TANDY CORPORATION  
FORT WORTH, TEXAS 76102

Galactic Attack Program:  
©1981 The Image Producers Inc.  
Licensed to Tandy Corporation  
All Rights Reserved.

This applications software for the TRS-80 Color microcomputer is retained in a read-only memory (ROM) format. All portions of this software, whether in the ROM format or other source code form format, and the ROM circuitry, are copyrighted and are the proprietary and trade secret information of Tandy Corporation and/or its licensor. Use, reproduction or publication of any portion of this material without the prior written authorization by Tandy Corporation is strictly prohibited. The license for using this software is printed in the back of this manual.

Galactic Attack Program Manual:  
©1982 Tandy Corporation  
All Rights Reserved.

Reproduction or use, without express written permission from Tandy Corporation, of any portion of this manual is prohibited. While reasonable efforts have been taken in the preparation of this manual to assure its accuracy, Tandy Corporation assumes no liability resulting from any errors or omissions in this manual, or from the use of the information obtained herein.

## Scene 1- Friday

A scientist in a lab coat is seated at a desk, surrounded by books in a mahogany paneled library.

**Dr. Laserbum:** (voice) Satisfying the prediction of every believer in extra-terrestrial life, and much to the dismay of the skeptics, we have at last made contact with beings from a planet other than ours. No scientific discovery in the history of mankind can compare to this great occurrence.

The most impressive portion of this momentous event is that the aliens have been extremely friendly and anxious to learn the practices of civilized beings.

## Scene 2-Saturday

(Interior of spaceship) The walls are covered with flashing lights and indistinguishable dials. Four green beings scurry about with clipboards in hand. They wear silver lame uniforms and antennae protrude from their heads. The leader enters wearing a gold lame uniform with fringed epaulets. Several medals are pinned to its chest. The other beings salute as it enters the room.

**First Alien:** Faultless leader, these Earthlings appear to be extremely ignorant of our intentions. They have been taking us on tours and showing us all of their primitive ways. When are we going to fulfill our original intention of eliminating them and colonizing this small planet?

**Alien Officer:** They have treated us as if we are dignitaries — ticker-tape parades, talk show appearances, and supermarket openings. I have a guest appearance on one of their detective sitcoms Sunday. Perhaps we can schedule the attack for Monday.

### **Scene 3-Monday**

(Cheering heard in the distance)

**Mayor:** My fellow constituents, as Mayor of this fair city, I know I speak for us all when I say what an honor it is to be graced with the presence of Zirconian General Plactuk's visit today. Let's hear a big round of applause for this...

Suddenly, there is a great explosion as debris covers the Mayor.

**Mayor:** (incoherent) Run for cover!..to the nearest shelter...we've been had!!!!!!

## **Equipment Necessary to Save the Earth**

You will need a TRS-80 Color Computer with at least 4K RAM, a color television and Joysticks.

### **Loading Galactic Attack**

- 1 . Make sure your Color Computer is turned off.
- 2 . Connect the television to the Color Computer. (Make sure the television is tuned to channel 3 or 4.)
- 3 . Connect a Joystick to the connection marked LEFT JOYSTK at the rear of the computer.
- 4 . Insert the Galactic Attack Program Pak into the slot on the right side of the computer.
- 5 . Turn on the computer and television.
- 6 . Consult the TRS-80 Color Computer Operation Manual for detailed information.

**The screen will show:**

\*\* GALACTIC ATTACK \*\*

HIGH SCORE 000000

SCORE:000000

PRESS FIRE BUTTON TO BEGIN

## **Scene 4—Later that Day**

**Mission:** To destroy the alien ships. There has been worldwide destruction.

You've risked your life to find the only person on Earth who holds the key to destroying the aliens before they conquer the Earth, Nobel prize-winning physicist Dr. S.T. Laserbum.

After climbing through piles of rubble, you find Dr. Laserbum pinned under a beam. Occasionally, dust falls from overhead...Laserbum's house is about to collapse.

**You:** (Hysterical and breathless from the long journey) Dr. Laserbum, at last I've found you. The world is being destroyed. How can I save it? I've been told you hold the key.

**Laserbum:** (dying) There's only one way to destroy the aliens. You must ...(passes out)

**You:** (slapping Laserbum) Yes, yes. How can I save the world?

**Laserbum:** The key is inside the left pocket of my lab coat. It's the key (gasping for breath)... to the basement.

**You:** (Grabbing and shaking Laserbum by the shoulders) What's in the basement?!?

**Laserbum:** Under a red blanket you'll find the Laserbum laser beam. That should do the trick, but be careful to follow the manual that comes with it.

After searching through piles of debris, you finally locate a locked door labeled "Basement." You insert the key into the lock and enter. You lift a blanket to unveil a gleaming laser. A manual is attached to the laser. On the outside of the manual is written: **CONFIDENTIAL: Do Not Open Until Galactic Attack.** Your shaking hands pick up the manual. Turning the first page you see...

## **How to Destroy Aliens**

You must learn to control the laser beam to destroy the aliens before they conquer the Earth. Press the red button on your Joystick to begin.

The alien ships attack from the upper part of the screen in groups of eight. The laser is located at the bottom of the screen. To emit a laser beam, press the Joystick button.

When the alien ships first appear on the screen, they will be in strict formation, moving from right to left. Don't trust them for one minute because they're sneaky!

After a ship is hit, the remaining ships might start making dive attacks toward you. You must evade them, or you'll be hit and lose a laser unit. The diving spaceships that fall to Earth without hitting you will appear again and make additional attacks. You're not safe until you have blasted all of them.

The aliens not only dive at you, but also drop bombs on you. The three most important things to remember are to avoid the falling bombs, watch out for the diving ships, and blast them out of the sky at the lowest possible altitude to get the maximum amount of points.

## **Reinforcements**

In the upper left corner of the screen, the status of your remaining reinforcements is recorded. You start with two laser reinforcements, which means you can be hit a total of three times before you lose. Extra laser units are earned as you progress. After destroying the first group of attackers, an

extra laser unit will appear with the others in the upper left corner of the screen.

You can get another reinforcement unit if you survive the third attack. If you are still around after the eighth attack, you will receive another laser reinforcement. From then on, you won't receive another reinforcement until you successfully defend yourself from another eight attacks.

If a laser located on the right side of the screen is destroyed, the reinforcement laser unit will enter from the left, and vice-versa.

## **Scoring**

Your score is shown in the upper right corner of the screen during the attack. Points for hitting spaceships can range from 10 to 160 points. You earn 10 points for hitting a ship that is in formation. The closer the ships are to your Earth station when you hit them, the more points you score.

Bombs can be stopped in mid-air by your laser beam, but you will not receive points for hitting them. Blasting the dropping bombs will make your situation less precarious.

## **Night Attack**

When you are skilled enough to destroy an entire group before a single ship reaches Earth, the aliens respond with a night attack. If you manage to destroy the night attackers without letting any get past you, all subsequent points scored during that night attack are quadrupled. If you let a diving spaceship get past you during a night attack, the next attack will be a regular one.

The more attacks you survive, the more evasive the alien ships become. They will flutter and dodge your laser rays, while dropping bombs.

## **Epilogue (Version 1)**

Smoke is rising from the ground. Remains of destroyed alien ships are scattered all over the area. You are leaning on the laser with perspiration rolling off your face. Dawn approaches and the sun begins to rise. You collapse from exhaustion but have completed your task.

## Epilogue (Version 2)

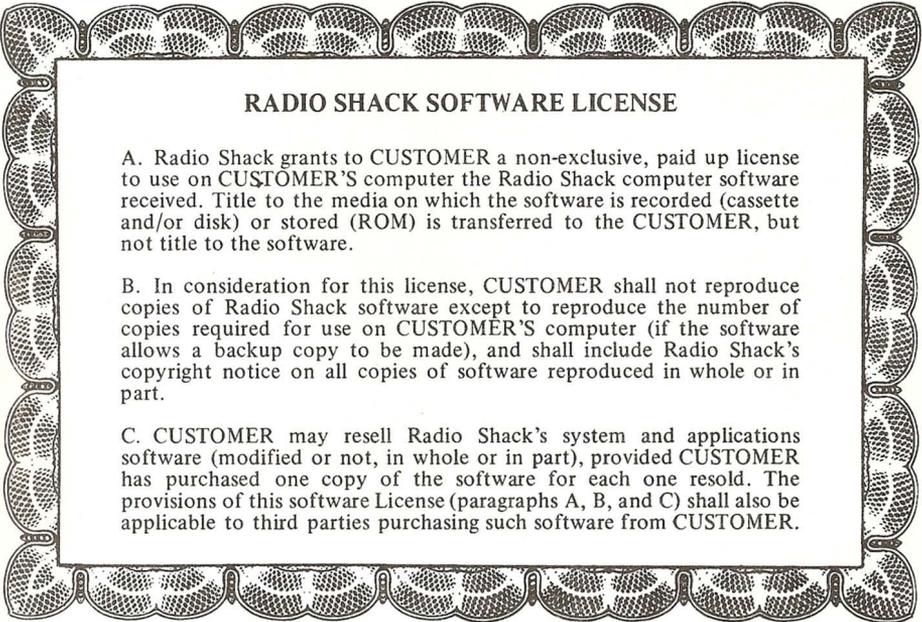
You are wearing a silver lame suit and are seated at a breakfast table. Bacon is sizzling.

**You:** Honey, do we have any marmalade?

Two children with antennae protruding from their skulls are sitting at the aforementioned table. A person in a silver lame suit, with the same funny antennae, is cooking bacon.

You determine the end!!



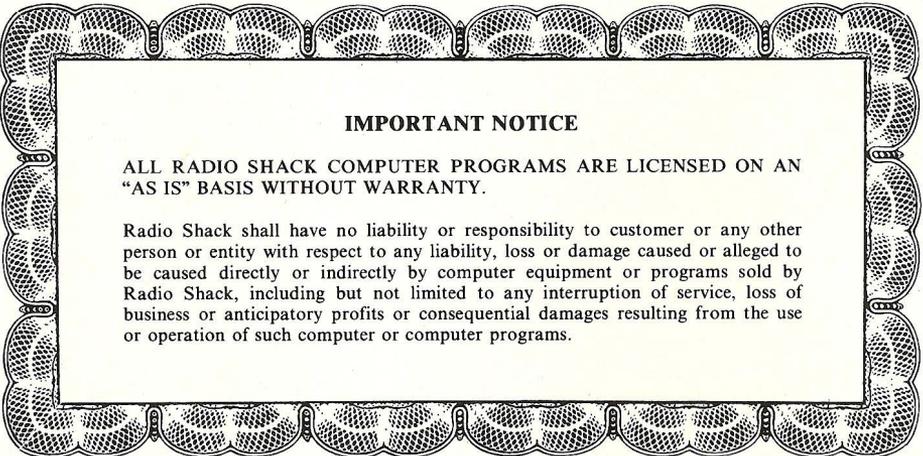


## RADIO SHACK SOFTWARE LICENSE

A. Radio Shack grants to CUSTOMER a non-exclusive, paid up license to use on CUSTOMER'S computer the Radio Shack computer software received. Title to the media on which the software is recorded (cassette and/or disk) or stored (ROM) is transferred to the CUSTOMER, but not title to the software.

B. In consideration for this license, CUSTOMER shall not reproduce copies of Radio Shack software except to reproduce the number of copies required for use on CUSTOMER'S computer (if the software allows a backup copy to be made), and shall include Radio Shack's copyright notice on all copies of software reproduced in whole or in part.

C. CUSTOMER may resell Radio Shack's system and applications software (modified or not, in whole or in part), provided CUSTOMER has purchased one copy of the software for each one resold. The provisions of this software License (paragraphs A, B, and C) shall also be applicable to third parties purchasing such software from CUSTOMER.



### IMPORTANT NOTICE

ALL RADIO SHACK COMPUTER PROGRAMS ARE LICENSED ON AN "AS IS" BASIS WITHOUT WARRANTY.

Radio Shack shall have no liability or responsibility to customer or any other person or entity with respect to any liability, loss or damage caused or alleged to be caused directly or indirectly by computer equipment or programs sold by Radio Shack, 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 such computer or computer programs.

RADIO SHACK  A DIVISION OF TANDY CORPORATION

U.S.A.: FORT WORTH, TEXAS 76102  
CANADA: BARRIE, ONTARIO L4M 4W5

---

TANDY CORPORATION

AUSTRALIA

280-316 VICTORIA ROAD  
RYDALMERE, N.S.W. 2116

BELGIUM

PARC INDUSTRIEL DE NANINNE  
5140 NANINNE

U. K.

BILSTON ROAD WEDNESBURY  
WEST MIDLANDS WS10 7JN

PRINTED IN U.S.A.