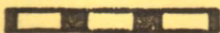
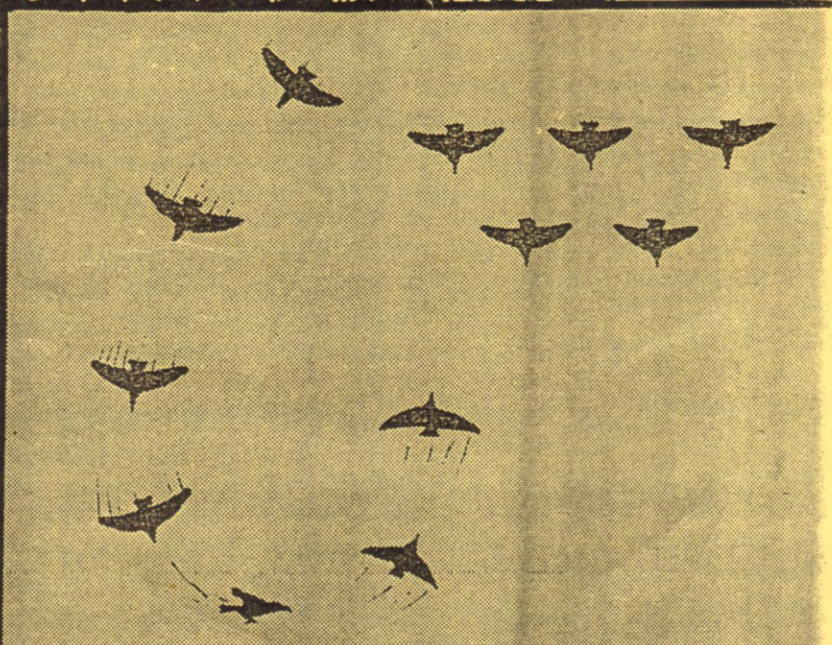


Cat.No.260-9645

TANDY



**COLOR
COMPUTER**



GALAGON

GALAGON

LOADING INSTRUCTIONS:

CASSETTE: Load the program into the computer by typing CLOADM (enter).

DISKETTE: Type RUN"GALAGON" (enter).

MEMORY REQUIREMENTS: 32K RAM required. Extended BASIC not required. Joysticks are required.

TROUBLE: If you encounter an I/O error when loading from a cassette, try loading another copy of the program; there are multiple copies of the game on both sides of the cassette. Adjusting the volume of the recorder may also prove helpful. If using a disk, try to load the game on another disk drive if possible. Often disk I/O errors are caused by drives which are out of alignment and need to be adjusted.


SPEECH CAPABILITY: GALAGON will talk to you if you have a Tandy SPEECH/SOUND Cartridge installed in your Color Computer system.


METHOD OF PLAY: You control a ship that moves horizontally across the bottom of the screen, with the groups of aliens appearing, one by one, from the top, left, and right of the screen moving to a formation overhead. The aliens then dive toward the bottom of the screen, firing missiles as they descend.


When you have destroyed several waves, a challenge stage is presented. During this stage the aliens do not fire missiles. There are several different paths utilized by the aliens during the challenge rounds.


CAPTURED SHIPS: A Boss will periodically dive down and set out a "tractor beam". If the ship is caught in the beam, it is taken to the top of the formation. The captured ship then flies in tandem with the capturing Boss. If that Boss is hit while diving, the captured ship returns to the ground and links to the existing ship. You now have two ships with double firepower. If your last ship is captured, the game is over.


The number of the board is kept in the lower right corner of the screen; Military insignia are used to indicate the number of the board as follows:





 Indicates one board

 Indicates five boards

 Indicates ten boards

 Indicates 20 boards

 Indicates 50 boards

Thus  is board 17.

SCORING:

Blue Aliens: 50 Points in formation
100 while diving

Red Aliens: 80 points in formation
160 while diving

Boss Galagon* 150 points in formation
400 with no escort
800 with 1 escort
1600 with 2 escorts

*Points for hitting bosses are not awarded until the second time they are hit; the first hit changes the color of the boss.

Scorpions, Sting Rays, and Birds: Bonus of 1000, 1500, 2000, or 3000 points, depending upon which stage is being played.

Challenging Stages: Each challenging stage consists of 5 flying groups:

Destroy each group entirely: 1000 bonus for stages 3 and 7
1500 later stages

Partial destruction of 40 aliens in all 5 groups: 100 points per alien hit.

Total destruction of 40 aliens in all 5 groups: 10,000 bonus

Extra ship at 20,000 and 50,000, each 50,000 thereafter.

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