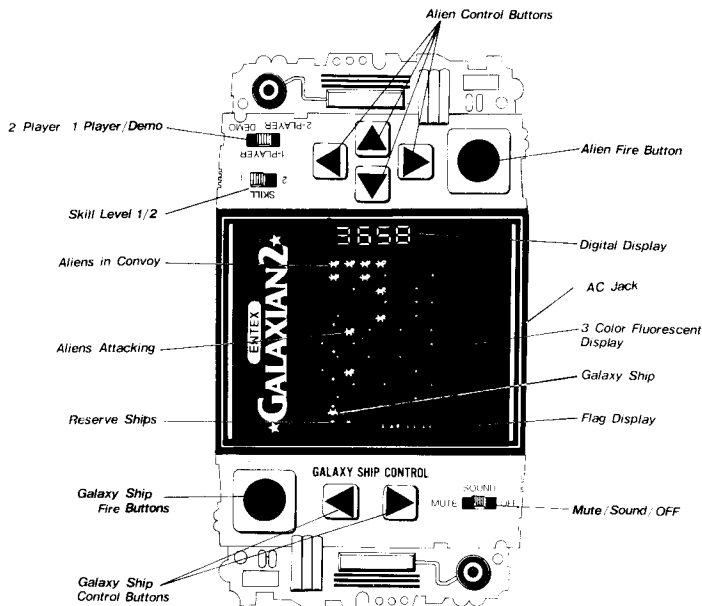


ELECTRONIC COLOR
★ GALAXIAN 2 ★TM
HAND-HELD GAME



- **Three Color Fluorescent Display**
- **One or Two Players**
- **Two Skill Levels**
- **Realistically Shaped Aliens, Galaxy Ship Reserve Ships Bombs and Missiles**
- **Silent Mode Option**

1

Insert Batteries

Batteries

Turn game upside down. Press tab towards cover and lift cover off. Insert 4 "C" batteries. (Alkaline type will last longer). Battery positions are indicated inside the battery box. Replace cover.

AC Adapter

This game can be played by using an AC adapter (use only Entex #6060 AC adapter — sold separately). To use adapter remove batteries from game, then insert AC adapter plug into AC jack on the side of the game. When not in use, remove AC adapter from wall socket.

2

Object of Game

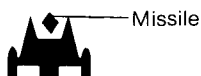
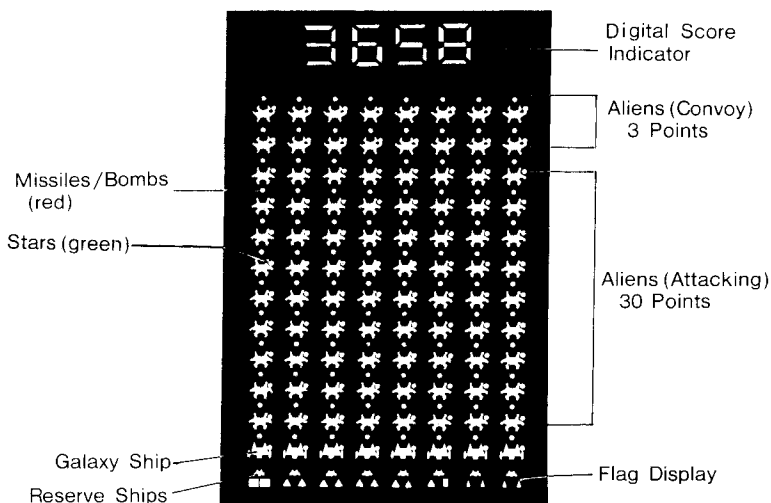
To score as many points as possible by destroying the fleet of attacking aliens with missiles fired from the Galaxy ship, **before** the aliens and/or their missiles can destroy the Galaxy ship and its reserves.

One Player — You command the Galaxy ship. The built-in computer commands the alien fleet against you.

Two Players — You command either the Galaxy ship or the alien fleet. Your opponent takes the other side in a One-on-One™ space battle.

3

Display and Scoring



- A. **Galaxy ship (red)** – The Galaxy ship can be maneuvered right and left with the control buttons. Pushing the Fire button will shoot a missile from the ship. The red missile at the top of the ship indicates a missile is ready to be fired. When this ship is hit by a bomb or alien, it will disappear and a new one will reappear unless there are no reserve ships (see 3e), at which time the game is over.



- B. **Aliens (Convoy) (blue)** – These aliens appear at the top of the screen. When each is destroyed by a missile 3 points are awarded to you. These aliens do not fire bombs at the Galaxy ship, as the attacking aliens do. (See 3c)



- C. **Aliens (Attacking) (blue)** – These are aliens that have left the convoy and start to attack the Galaxy ship. Upon leaving the convoy, they will begin to fire bombs at the Galaxy ship. When each is destroyed 30 points will be awarded to you.
-



- D. **Missiles/Bombs (red)** – These indicate missiles fired by the Galaxy ship or bombs fired by the attacking aliens. The aliens can fire a stream of bombs while the Galaxy ship can fire only one missile at a time.
-



- E. **Reserve Ships (red)** – This indicates the number of remaining Galaxy ships. At the start of the game, there are three ships (one active and two in reserve). For each 2,000 points scored, an extra ship is awarded to you which will appear as a reserve ship. Up to 8 ships can be kept in reserve.
-

- F. **Flag Display (blue)** – When ever all the aliens on the display are destroyed, a new fleet will appear. The flag display indicates how many fleets have been destroyed. These flags have four different values (small triangle (4)▲—1 fleet, rectangle ■(1), 5 fleets, large triangle (9)▲▲10 fleets, square (2)■100 fleets).
EXAMPLE: If the display indicated the following ■▲▲▲▲ then the number of destroyed fleets would be $100 + 30 (3 \times 10) + 5 + 3 (3 \times 1) = 138$. This display can, therefore, indicates up to a total of 299 fleets destroyed.

▲— 1 Fleets 5 Fleets—■ ▲—10 Fleets 100 Fleets—■

- G. **Digital Score Indicator** – Displays score up to 9,999 points. IF YOU SCORE MORE THAN 9,999 points, the score indicator returns to 0.

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- H. **Stars (green)** – The stars move across the screen in a random pattern to simulate traveling through space. They do not affect the game play.



Controls

- A. **OFF/SOUND/MUTE** – Switch to **SOUND** (sound effects) or **MUTE** (no sound effects) to start game. After game is over, switch to **OFF**, then back to **SOUND** or **MUTE** to reset game.
- B. **SKILL/1 or 2 (one player only)** – Select skill level. At Skill Level 1, there will be, at the most, only three attacking aliens at any one time. At Skill Level 2, there can be up to eight attacking aliens at any one time.
- C. **1 PLAYER/2 PLAYER/DEMO** – Select single player (1 Player), two players (2 Player) or demonstration mode (Demo).
- D. **GALAXY SHIP CONTROL BUTTONS (Player 1)** These buttons move the Galaxy ship right and left to fire missiles with the Fire button, and/or to escape being hit by aliens or bombs. By holding down either button the Galaxy ship will continue to move in the direction indicated until it encounters the edge of the screen.
- E. **FIRE BUTTON (Galaxy ship)** When the Fire button is pressed, a lighted blip representing a missile will move toward the aliens in a straight trajectory. When an alien is hit and destroyed, it will disappear. Also any bombs that appear in that row will be intercepted and will disappear.
- F. **ALIEN CONTROL BUTTONS (Player 2)** These buttons are used to control the movement of an attacking alien. Holding a particular button down will move the alien in the direction indicated until it disappears off the sides or bottom of the screen. The alien can also be moved on a diagonal path by holding down the forward or backward button while simultaneously holding down the left or right button. (See Fig. 2)

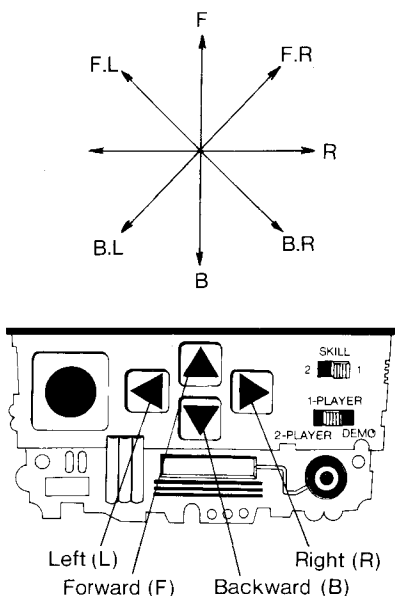


Fig. 2 – By holding down two buttons at the same time, the alien can be made to move on a diagonal. For example by holding down the Forward (F) and Right (R) buttons, the alien will move forward and diagonally to the right. Therefore, there are eight possible directions the attacking aliens can move.

- G. FIRE BUTTON – (Alien) –** This button has two functions:
- 1.) When two people are playing, the Fire button is used to bring one Alien out of the convoy and bring it into the attack mode. When the Fire button is pushed, one Alien will move forward one space. At this point, it is controllable by the Alien control buttons and can be moved in any of eight directions. If this Alien is destroyed, or goes off the screen, it will disappear. To bring another alien into the attack mode you must push Fire again. Only one Alien at a time can be in the attack mode.
 - 2.) Once an Alien is in the attack mode, the Fire button is used to fire bombs at the Galaxy ship. By pressing the Fire button, the attacking Alien will shoot one bomb on a straight trajectory along the screen. The Fire button can be pressed repeatedly to send a stream of bombs along the screen.

5

Audio/Visual Displays

- A. Digital Scoring – Maximum score of 9,999 points. Automatic reset to 0000.
- B. Three color fluorescent display with shaped figures that represent: Galaxy ship, Aliens in convoy/attacking Aliens, reserve Galaxy ships, Missiles/Bombs, Flag markers and Stars.
- C. Audio signal for start of game, missile fired, Alien movement, Alien destroyed, fleet destroyed, Galaxy ship destroyed and game over.

6

Playing Instructions

- A. SINGLE PLAYER
 1. 1 PLAYER/2 PLAYER/DEMO – Switch to 1 PLAYER.
 2. SKILL 1 or 2 – Select skill level.
 3. OFF/SOUND/MUTE – Turn game on, selecting sound effects (SOUND) or silent (MUTE).

Player controls Galaxy ship control buttons and Fire button. When the game starts, the player has three Galaxy ships. For every 2,000 points scored, a bonus ship is awarded and will appear in the reserve ship display. Once all the Galaxy ships have been destroyed, the game is over.

Whenever the player manages to destroy all the Aliens on the screen, a new fleet will appear and a flag marker is awarded when the new fleet appears. When a Galaxy ship is destroyed, it is important to note that a new one will not appear until ALL the attacking Aliens have moved off the screen and only the convoy Aliens remain. In this way, the Aliens can not attack the Galaxy ship before the player has a chance to defend it. When the game is over, the final score will be displayed until the game is turned OFF. To reset game, turn to OFF, then back to SOUND or MUTE.

B. TWO PLAYER

1. 1 PLAYER/2 PLAYER/DEMO – Switch to 2 PLAYER.
2. OFF/SOUND/MUTE – Turn game on selecting sound effects or silent (MUTE).
3. First player uses controls and plays the game the same as in the single Player game. The second player uses the Alien control buttons to maneuver his attacking Alien while using the Fire button to shoot bombs at the Galaxy ship or crash the Alien into the Galaxy ship to try to destroy it. When the game starts, the second player must push the Fire button to start an Alien attacking. Once an Alien is attacking, the control buttons can be used to maneuver it and the Fire button is used to shoot bombs at the Galaxy ship. When an attacking Alien is destroyed, the Fire button must be pressed again to bring another Alien into the attack mode. Only one Alien can attack at any one time.

When the second player destroys a Galaxy ship, the ship will disappear. A NEW GALAXY SHIP WILL NOT REAPPEAR UNTIL THE SECOND PLAYER HAS MOVED HIS ATTACKING ALIEN OFF THE SCREEN. In this way, the attacking Alien can not destroy the Galaxy ship before there is a chance to defend against an attack.

When all the Galaxy ships are destroyed, the game is over. To reset, turn to OFF, then back to SOUND or MUTE.

C. DEMONSTRATION

1. 1 PLAYER/2 PLAYER/DEMO – Switch to DEMO.
2. Hold **single player Galaxy ship Fire button** down while sliding the **OFF/SOUND/MUTE switch** to **SOUND** or **MUTE**.
3. When the game is set in the DEMO mode, all the figures will light up in one column, the next column to the right will light up in a sequential pattern. This will occur three times, each time lighting up different shapes. Then the game will play a continuous and automatic single player game with the computer controlling the Aliens and the Galaxy ship. When the game is over, it will reset automatically, but the score will restart from the point at which the previous game ended.

This feature can aid you when you first start playing, as it will help you to understand how the game operates.

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Note On Batteries

BATTERY LIFE : Be sure to turn your game off whenever it is not in use. We have done all we can to make your game economical, but micro-computers get hungry.

If Fluorescent display lights or scoring device become erratic, replace the batteries with fresh ones.

IMPORTANT

Do not leave your game in very hot locations such as a car window on a sunny day, a fire or any heating device for long periods of time, as this could distort the case.

Always store in a dry place.

Turn game off when not in use to save batteries.

www.handheldmuseum.com

LIMITED WARRANTY

Entex Industries warrants to the original owner that this hand-held electronic game will be free of defects in material and/or workmanship for 90 days from the date of purchase.

During this 90-day warranty period a defective game will be either repaired or replaced (at our option) without charge to the owner, when returned either to the dealer with proof of date-of-purchase, OR when returned postage prepaid and insured, with proof of date-of-purchase, to Entex Industries, Repair Center, 303 West Artesia Blvd. Compton, California 90220.

Units returned without proof of date-of-purchase, or out-of-warranty units returned will be repaired or replaced (at our option) for a service charge of \$15.00. Send check or money order made out to Entex Industries. Units must be returned postage prepaid and insured.

This warranty gives you specific legal rights and you may have other rights which vary from state to state.

Packing and returning instructions:

1. Pack in the original carton, or use a good carton with plenty of crumpled paper to protect the unit.
2. Address to:
Entex Industries Repair Center
303 West Artesia Blvd.
Compton, CA 90220
3. Apply correct postage stamps and insure the unit; then mail.

ADAPTER JACK

This electronic game has a built-in adapter jack. When the adapter is used, no batteries are required. It accepts Entex #6060 6V AC adapter. Use of other adapters with improper connectors or incorrect voltage output may void your warranty and cause permanent damage to your electronic game.

If your dealer does not stock the Entex adapter, you can obtain one by sending in the coupon below:

**Helen Parts
Entex Industries, Inc.
303 West Artesia Blvd.
Compton, CA 90220**

Please send the following for my Entex # 6023 Galaxian 2™

Quantity	Price	Total
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# 6060 AC adapter _____	\$7.00	_____
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(Cost includes handling and postage)

California residents add 6% _____

Total _____

Check Enclosed _____

Send to:

Name: _____

No./Street: _____

City/State/Zip: _____

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