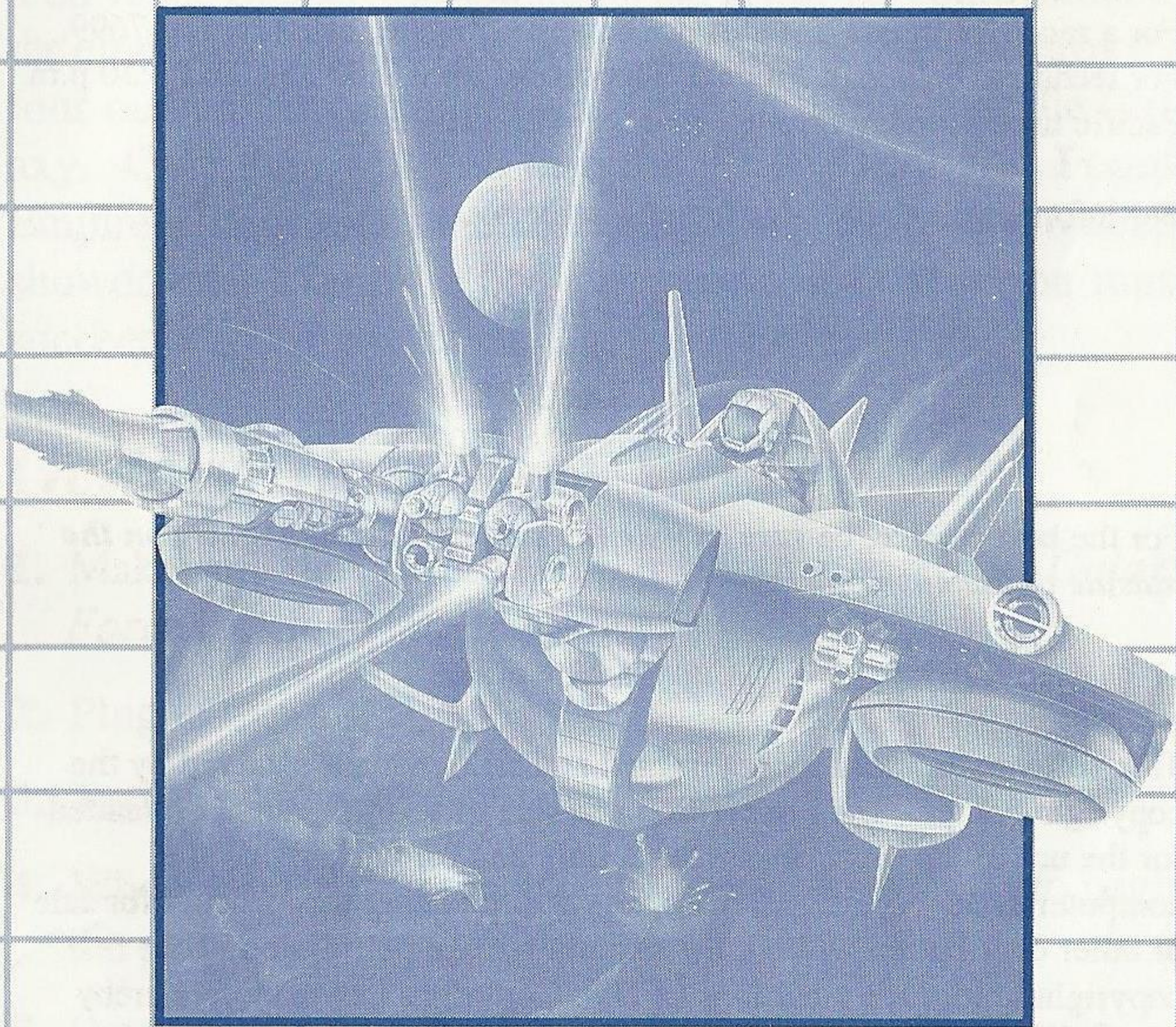


# GALAXY FORCE



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FOR PLAY ON THE

**SEGA**®  
MASTER SYSTEM

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## *Galaxy Force*

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## *The Galaxy is Doomed*

The future of the Junos Galaxy hangs by a thread. The evil Fourth Empire is intent on total domination, invading and conquering all planets in its path.

You're the Galaxy's last hope for survival. As commander of the elite Galaxy Force fleet, you must infiltrate and destroy the four main enemy strongholds scattered throughout the Galaxy. Only then will you face the Green Death, the Fourth Empire's monstrous mothership, in a final battle-to-the-death showdown. You'll be badly outnumbered. But you must succeed. The future of the Galaxy depends on it!

## *Getting Started*

1. Make sure the power switch is off, then insert the *Galaxy Force* cartridge into the Power Base.
2. Plug in Control Pad 1.
3. Turn on the power switch.
4. When the Title screen appears, press **Button #1** to begin the game.
5. Press the **PAUSE** button on the Power Base to pause gameplay and again to resume; press the **RESET** button to quit a game and start a new one.

# Attacking the Enemy Strongholds

After you press Button #1 at the title screen, you see the Scene Select screen. The Scene Select screen shows all four stronghold planets, and a scene of the planet and entrance to the stronghold tunnel.

You can choose which stronghold you want to attack first: Nebula (the green planet), Solaria (the red planet), Fauna (the blue planet), or Gobi (the white planet). You must conquer each stronghold to rid the Junos Galaxy of the Fourth Empire.

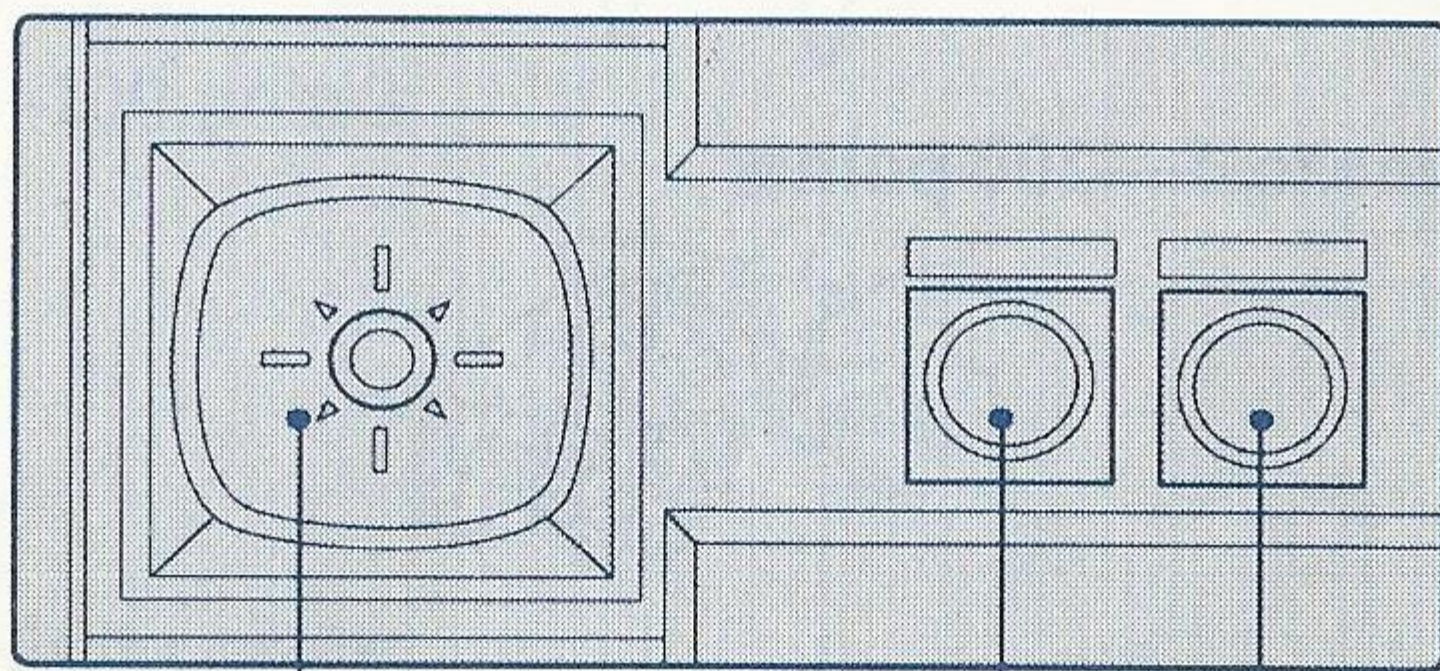


Scene	Planet Name	Planet Color	Difficulty Level
A	Nebula	Green	1
B	Solaria	Red	2
C	Fauna	Blue	3
D	Gobi	White	4

To choose a planet, revolve the planets' orbit by pressing the right or left directional arrows. When the planet you want to attack is closest to you, press either button.

The Galaxy Force carrier ship launches your fighter into the thick of battle. Be prepared for action—the enemy immediately engages you in a blazing dogfight.

## *In the Pilot's Seat*



Directional Arrows

Button #1 Button #2

To control your fighter plane, use the directional arrows on the control pad.

To activate your weapons, use Button #1 to fire your machine gun and Button #2 to fire your missiles. You have an unlimited supply of both types of fire power. Your machine guns fire in the direction you're flying. When you see the lock-on indicators, shoot your missiles for a direct hit.

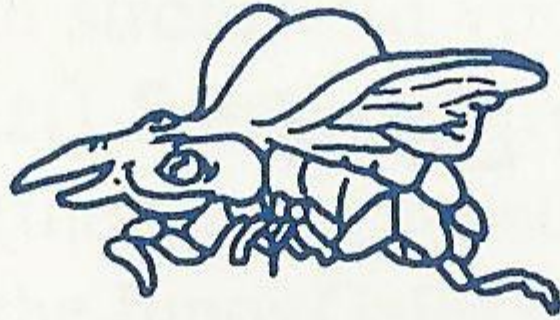
Besides dodging and returning enemy fire, you have to maneuver your way through other dangerous obstacles that can cripple your fighter.

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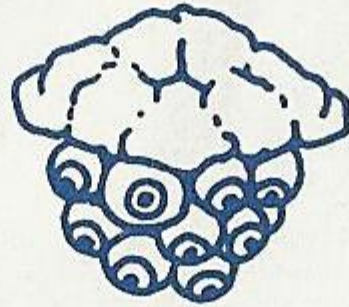
## *The Enemy Horde*

Below is a list of some of the dangerous enemies you'll encounter in your quest to free the Junos Galaxy, and the points you earn when you destroy them.

**Buzz—200 points**



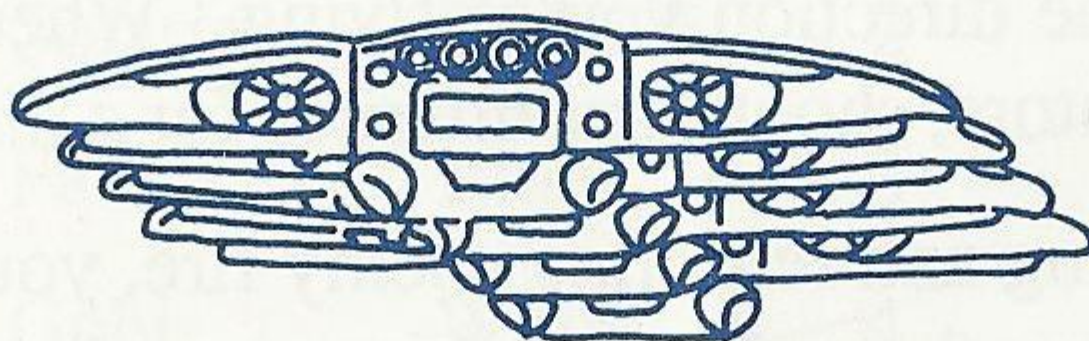
**Schroomazoid—200 points**



**Larva Leech—1, 400 points**

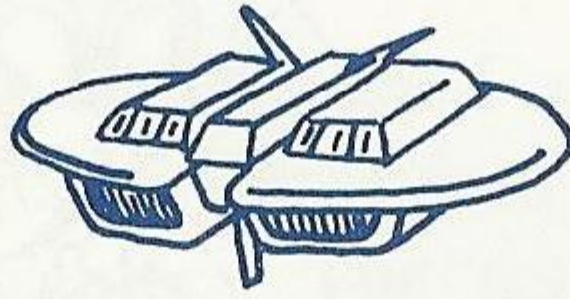


**Termitron—800 points**

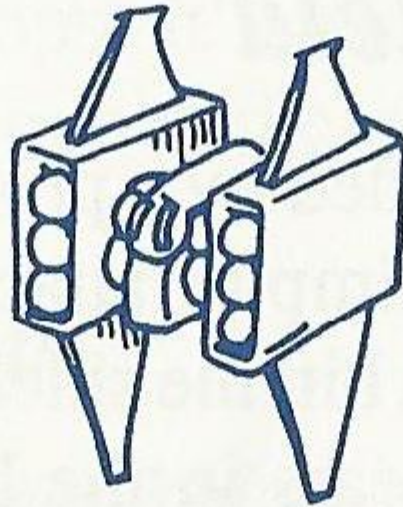


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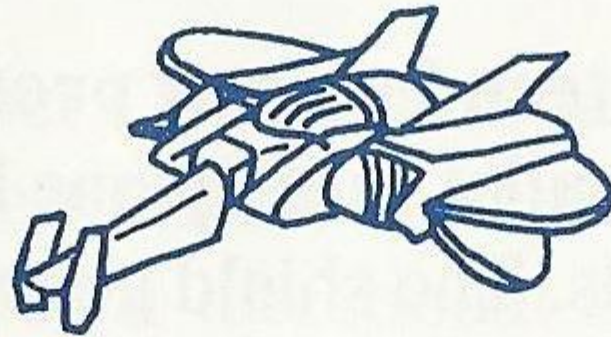
**Danaran—200 points**



**Proteon—200 points**



**Colzak—200 points**



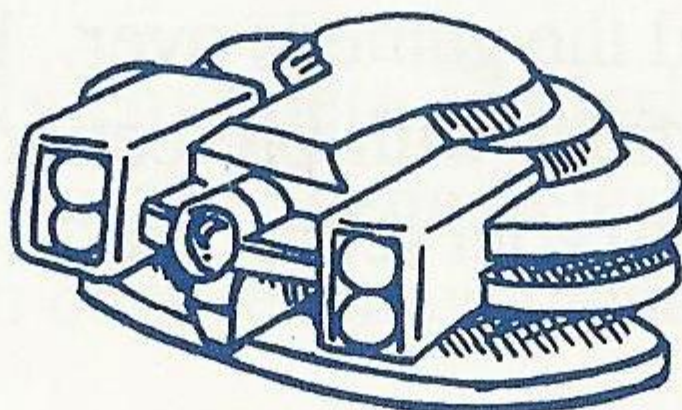
**Claws—200 points**



**Grunt—200 points**



**Sinistron—200 points**



**Thornhead—800 points**



## ***Protective Shield***

Your fighter is surrounded by a protective shield to help you withstand the Fourth Empire attacks. It is *not* invincible. Every time you suffer a hit, the shield is drained of protective power. The shield appears in the bottom left corner of the screen.

Your shield has sixteen levels of protection: collision with an obstacle or bullet uses up one level; a missile hit uses up two levels. The shield goes through a progressive color change (see chart below) to show how much protection is left.

### **Color**

white and blue  
blue and green  
green and yellow  
yellow and red  
red and black

### **Protection**

maximum  
high  
medium  
minimum  
none

If you get hit after your shield is drained of protection, your ship is destroyed, and the game is over. If you infiltrate and annihilate the stronghold with protection levels remaining, you add bonus points to your score (see “Bonus Scoring” later in this guide).



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## *Stronghold Tunnel*

If you blast your way through the Fourth Empire fleet surrounding the planet, you're drawn into the tunnel leading into the planet's Nerve Center. The walls of this tunnel are constantly shifting and twisting, and it's guarded by more of the Fourth Empire's troops. It'll take all your piloting skill to negotiate your way through to the end.

## *Ending a Mission*

If your fighter is destroyed before you complete a mission, you'll see the **Game Over** screen and your score is displayed.

You can choose either **Continue** to keep playing the game you've started, or **New Game** to start over and begin a new game. Use the **up/down** directional arrow to choose your option, and when your choice is highlighted, press either button. (**Continue** is automatically highlighted; just press a button to keep playing.) You have only a few seconds to choose; if you don't press a button in time, the game will automatically change to the demonstration mode.

If you choose **Continue**, any missions you've completed so far will be saved, and you'll get another chance to conquer the planet that defeated you.

If you choose **New Game**, *no* missions you've completed so far will be saved, and you'll start over from the beginning.

If you successfully complete a mission, the **Bonus Score** screen appears. Then, the **Scene Select** screen automatically appears so you can choose a new planet.

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## *Bonus Scoring*

After you've completed a mission, the bonus score is displayed.

**The Number of Hits** shows in equation form the number of times you've hit Fourth Empire enemy forces and creatures.

- For less than 30 enemies hit, multiply the total hits by 100 points.
- For more than 30 enemies hit, multiply the total hits by 200 points.
- For more than 40 enemies hit, multiply the total hits by 300 points.
- For more than 50 enemies hit, multiply the total hits by 400 points.

**The Shield Bonus** rewards you for the protection levels (of the original sixteen levels) left in your shield after a completed mission. The fewer levels you've used up, the bigger your bonus. Each remaining level is worth 1,000 points. Your shield's protection is replenished for your next mission, depending on how well you've fought.

**The Score Bonus** is the numerical result of the equation next to **Number of Hits** (see above). If that equation is  $47 \times 300$ , for example, the **Score Bonus** amount will be 14,100.

**The Shield Indicator** shows by its color how much protective power in the shield remains after you've completed the mission.

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## *Battle Strategy*

- It takes a quick hand on your fighter's controls to survive the stronghold tunnels. Pay close attention to the directional arrows, don't oversteer, and be ready to countersteer when coming out of a turn.
- Keep a close watch on your shield to see how much protection you have left. When you're getting low, fly with more caution.
- While you're still a beginner, fly defensively; avoid enemy fire and obstacles so you can save shield strength for the treacherous stronghold tunnels. Once your ability increases, fly more aggressively; raise your score by destroying more enemy craft and creatures.
- As you improve your skill, work on conquering all the planets without getting destroyed (and having to use the Continue option). You'll be handsomely rewarded for your advanced skill.

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3. Enclose a note explaining the problem you've had with the product, and stating your return address, typed or printed clearly, *inside* the package.

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