

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

GALACTICA

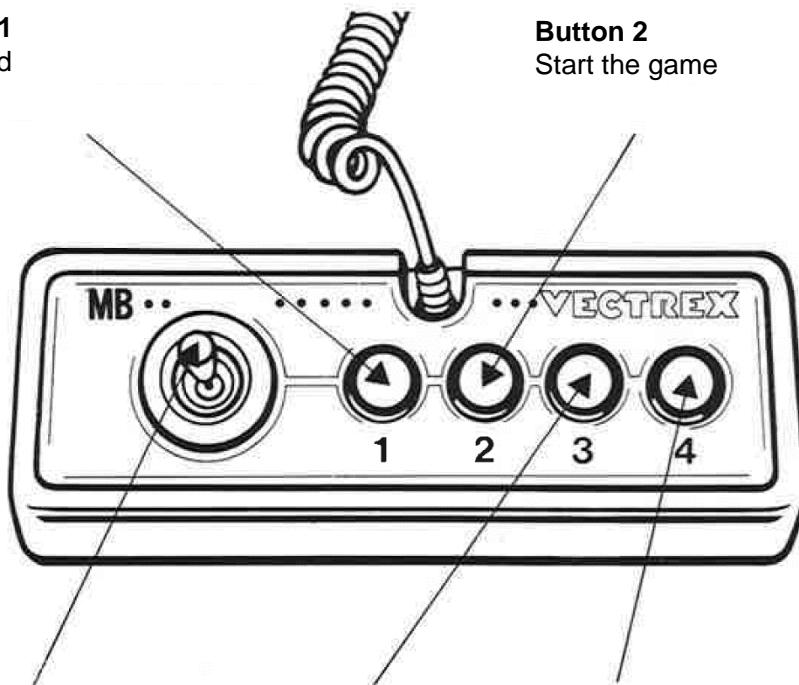
GALACTICA

GAME CONTROLS

Galactica is designed to be played with the built-in control panel only. The functions of the controls are:

Button 1
Not used

Button 2
Start the game



Joystick
Move Player Up/Down and
Left/Right

Button 3
Speed up your
ship

Button 4
Shoot

HOW TO PLAY

PLAYER SELECTION

Single player Game

OPTION SELECTION

Here you can choose two different game difficulties.

GAME PLAY

The point of the Game is to live as long as possible. For each enemy you will destroy you get an amount of high score points. For each level you will complete you get an additional multiplier to your points. If your ship is hit by an enemy, game over. If an enemy can pass the bottom of the screen, game over.

With the joystick you can fly your ship left, right, up and down. With button 4 you can fire your shoots, but only 5 shots at the same time are possible. If necessary, you can boost the speed of your ship by pressing button 3.

You will face different enemy types with different behavior so watch out and be prepared.

SCORING

For each enemy you will destroy you get 10 points standard.
If you reach on in levels or if you choose the second difficult for the game,
you will be rewarded with a score multiplier.

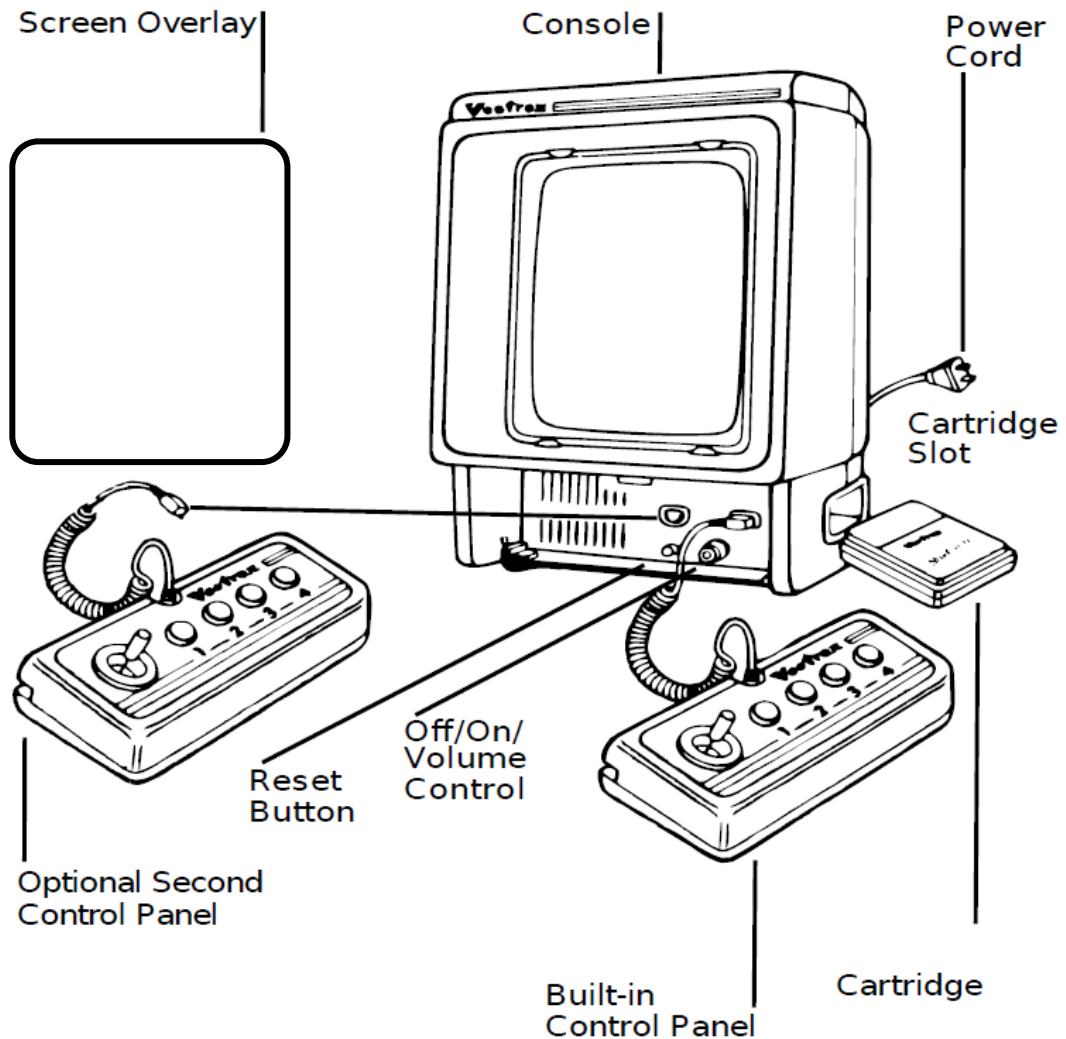
HIGH SCORE MEMORY

No high score memory.

RESTARTING THE GAME

To restart a game, press the reset button.

SETTING UP



CREDITS

This game was developed by **Firstname Lastname** and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course “Advanced hardware-oriented C and Assembly Language Programming” at Pforzheim University, Germany, in spring term 2021, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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