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GALAXXON: THE THIRD WAR

This official seal is your assurance that Bob Rost has reviewed this product and that it has met his standards for decency in functionality, non-glitchiness, and potentially even fun-ness. Always look for the Nintendo Seal of Quality when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System, but since that seal kinda costs money, this one will have to do.



All Nintendo products are licensed by sale for use only with other authorized products bearing the Official Nintendo Seal of Quality™. Feel free to play this game on any system you like while laughing at Nintendo for being so stuck up about their standards. Just don't complain if something breaks.

Thank you for purchasing **GALAXXON: The Third War** advanced entertainment cartridge for your Nintendo Entertainment System®.

Before you start play, please read this instruction manual thoroughly and adhere to proper software operation procedures. Be sure to keep this booklet in a safe place for future reference.

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Safety Precautions:

- 1) If you play for long periods, take a break every day or so. Then get a life.
- 2) This equipment is precision-built. Do not store it at temperatures outside 273.15K-335.15K. Do not subject it too shock, electrical discharge, or the public reaction to Bob Rost humor (see www.bobrost.com for further details).
- 3) Do not touch exposed cartridge contacts or expose them to water, benzene, or alcohol, even when using proper firebreathing technique.
- 4) Don't remove the game cartridge from the NES deck during play and still expect it to work. It won't.
- 5) Do not disassemble the cartridge. Unless you really want to. Geek.
- 6) When playing in a kilt, always remember to tuck, then sit.

The Story So Far...

Galaxxon: Back in 2996, a previously unknown and suicidally aggressive alien race attempted to establish a foothold in the Sol system. Armed with a hastily constructed prototype GalaxTec™ fighter, a single laser cannon and sluggish guided nuclear warhead, you somehow managed to fend off the initial wave of scouts.

Galaxxon 2: In 3002, the aliens show up again. This time it's clear they mean to be quite personal. You climb into your redesigned GalaxTec™ Mk. 2, and with the aid of new gadgetry including a local-area smart bomb and an experimental short-range teleportation unit, you successfully counter the threat a second time.

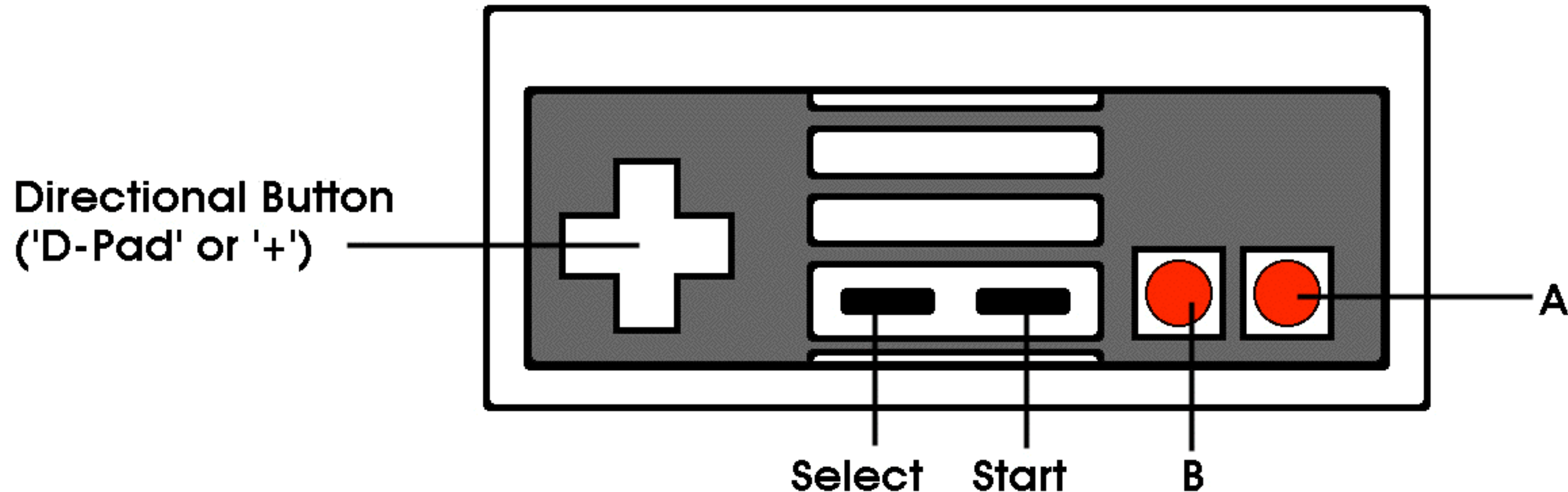
Today: The year is 3004. After confronting the vicious alien fleet twice, the Unified Countries of Earth decide to take the fight to them, liberating the worlds they have overrun and tracking down their own home system to put an end to them permanently. To do so, Earth's greatest engineers construct a weapons system capable of eradicating a whole fleet at a time. The catch? It needs to be

calibrated. In order to unleash its full potential, its targeting computer must receive sufficient information on the local conditions and effective attack strategies. To that end, you have been called back one last time, not to defeat the alien fleets single-handedly, but rather to pilot your trusty GalaxTec™ Mk. 2 into the fray and stream back data from your own combat style with which to seed the targeting system. The fact that Earth isn't expecting you to handle the threat yourself, however, somehow fails to be reassuring as soon as you see what you're still up against...

Objective Of Game

Your mission is simple. You must destroy enough alien fighters quickly enough to give Earth's weapons system good targeting data. There are 6 worlds across which you will fight, with increasing numbers of aliens per world. Each world contains three waves of aliens at increasing speed. You must destroy ten times the world number of aliens in one minute in each wave to progress (otherwise the wave resets automatically). Good luck!

Controller Operation



Directional Button- used to maneuver your GalaxTec™ fighter.

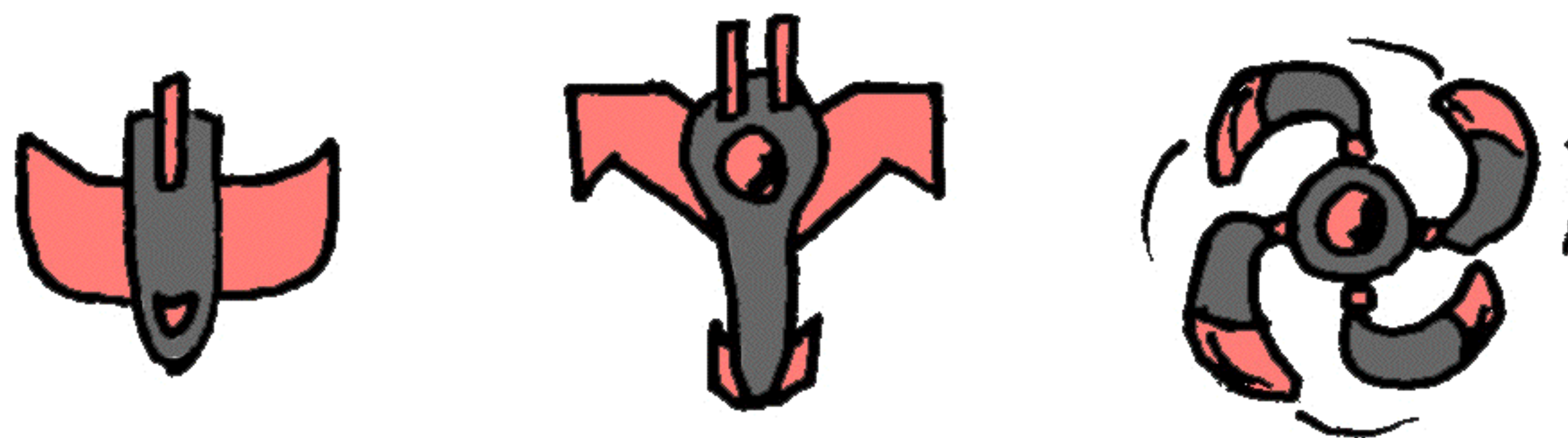
Pressing the corresponding point of the '+' will move the fighter up, down, left, or right. You cannot move up or down past certain points, but if you move off the left side of the screen, you reappear on the right!

B Button- used to fire laser burst. Your GalaxTec™ fighter has been retrofitted with the capacity to mount up to six laser cannons. While you start with only one, collecting certain items will allow you to fire multi-shot spreads! Careful, though, each cannon can take up to a couple seconds to cool between shots, so firing a burst may leave you momentarily defenseless!

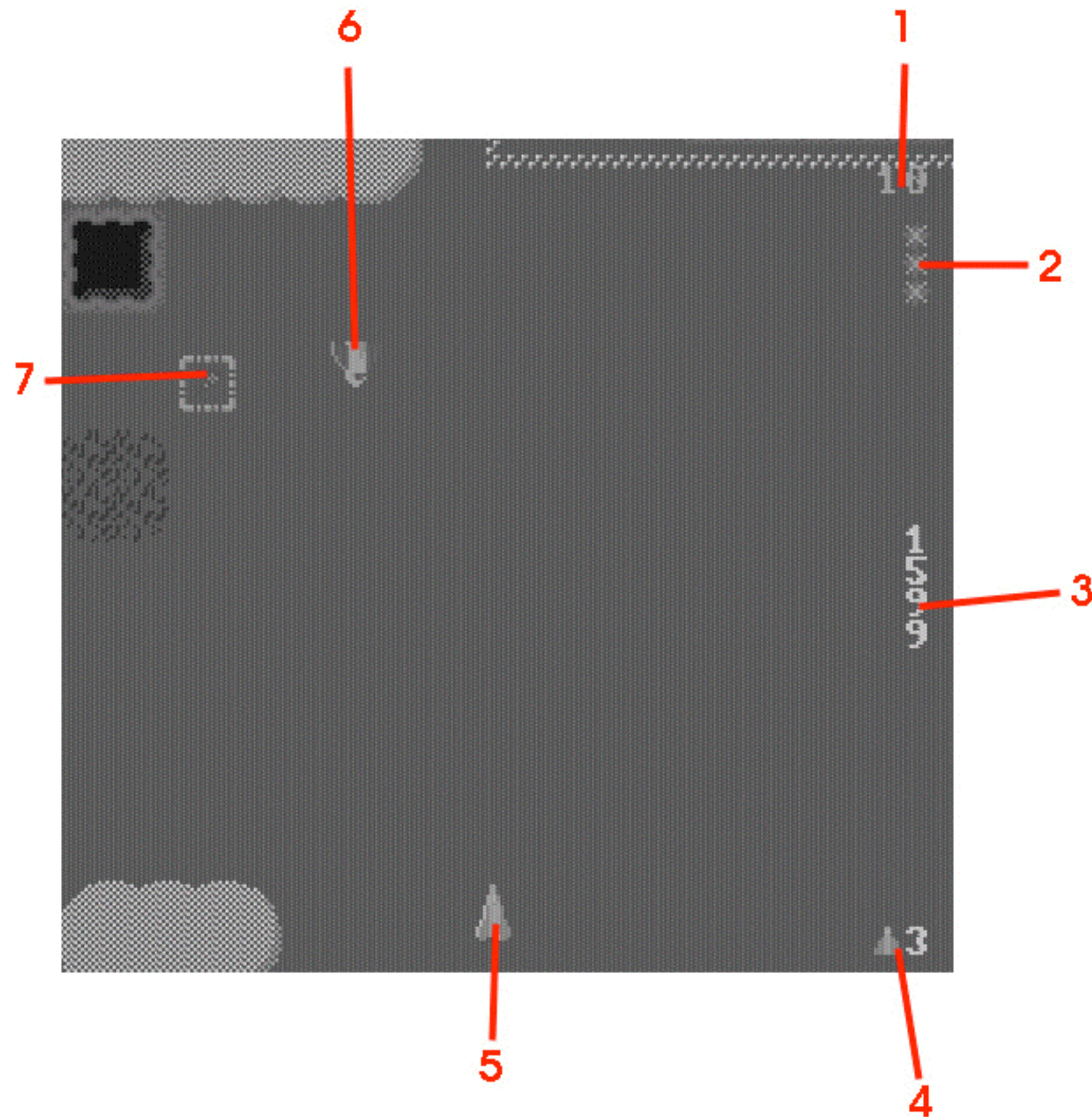
A Button- used to fire single shots. Once you have the capacity to fire multiple shots, the B button will fire all available cannons at once. Use the A button to fire if you want to fire only one shot at a time.

Start Button- used to advance and pause gameplay. Press the Start Button at the title screen to begin the first wave of world 1. When the wave timer reaches 0 and the wave ends, press Start to begin the next wave. Press Start in the middle of a wave to pause the action, press it again to resume.

Select Button- used to trigger a smart bomb. Your GalaxTec™ fighter has the capacity to carry up to three 'smart bombs.' Using a smart bomb instantly destroys all aliens in the immediate vicinity. You start world 1 with a full load of smart bombs, but if you use them, collecting certain items will replenish your stock.



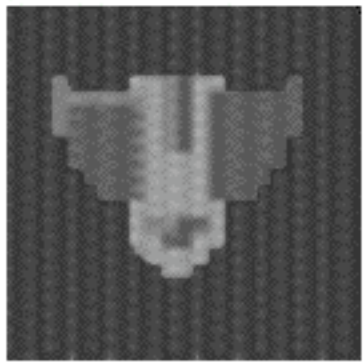
The Game Screen



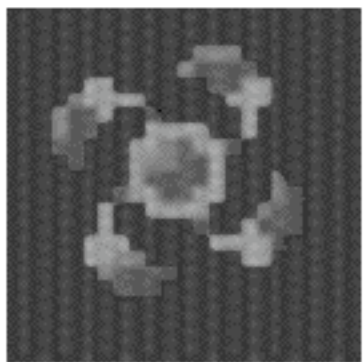
1. **Kill Counter**- shows how many aliens you've destroyed this wave
2. **Smart Bombs**- your remaining smart bombs. Orange stars are bombs ready for use.
3. **Level Timer**- starts at 3600 clicks. You need to destroy a sufficient number of aliens before it reaches 0.
4. **Remaining Ships**- you start with 3 ships in reserve. If an alien collides with you, you lose one. If you have no remaining ships, the game is over.
5. **You**- your GalaxTec™ ship
6. **Alien**- one of 3 varieties that dive-bomb you.
7. **Power-Up**- collect this!

Enemy Overview

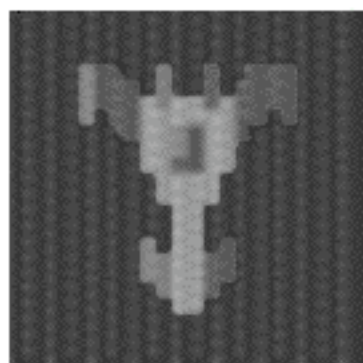
As opposed to previous confrontations, there are now three varieties of alien ship you need to watch out for. Earth observers have given them nicknames according to their flight patterns.



Wavers- The star of past attacks, these simple craft swoop left and right in a sinusoidal pattern as they approach. Hitting them can be more difficult than it first appears!



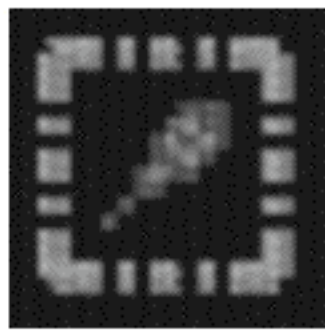
Spinners- This unusual ship is thought to be an unmanned scout probe. Four spinning arms gyroscopically stabilize it as it makes repeated lateral scans of the area. Be careful to destroy spinners before they get too close!



Divers- The most advanced alien craft, divers come at you with unprecedented speed. As soon as they spot you, they will veer to a collision course. Fortunately, their maneuverability leaves much to be desired.

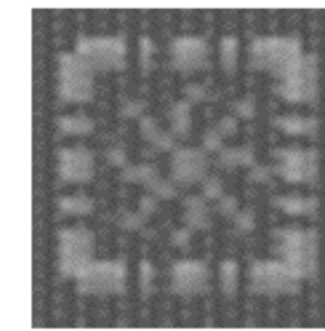
Power Up!

Your GalaxTec™ fighter, while a generic base model, has been modified to accept in-flight retrofits and system enhancements. To obtain these benefits, you must collect parts bundles dropped by defeated aliens. The following icons represent the upgrades available:



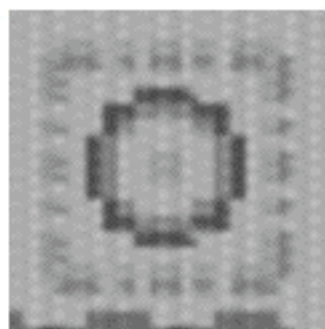
Laser

installs an additional cannon at 5th level, 6 shots are available!



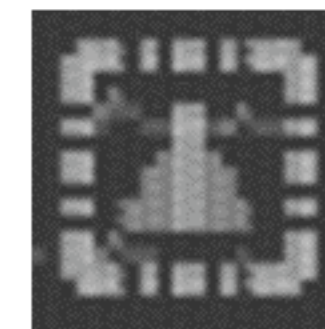
Smart Bomb

restores one expended smart bomb



Shield

this protective field dissipates a couple seconds after absorbing one alien collision



Extra Ship

if you already have a shield, this parts bundle allows an entire ship to be constructed and added to your reserve!

Ace Pilot Hints

- Because of their movement patterns, if you shoot at a waver or a spinner when it's directly in front of you, you'll probably miss it!
- When your fighter is destroyed, you lose all extra cannons, but regain one smart bomb. You also get 2 seconds of protective shield. Use this to your advantage!
- If a spinner reaches the bottom of the screen, you have just enough vertical movement range to dodge up or down.
- Don't let the aliens get too close! Even their exploding wreckage can damage you!
- In later worlds, if you die it is sometimes wise to let a wave reset while you collect power-ups. That way you'll be better equipped to handle it the second time around.

Notes

World Info

World 1: Tër- The first planet slated for liberation is, at first glance, quite a bit like Earth. Fly through puffy white clouds and catch site of stone ruins dotted among the fields of waving grass, shimmering lakes and streams, dense forests and great swaths of... plaid?

World 2: Santra- The rolling purple oceans that cover the majority of this world look unnatural to even frequent visitors. Santra's sandy islands are dotted with palm-esque trees and great dunes. Fly low enough, and you might catch sight of the great Loch Llama!

World 3: Ydjipt- Ydjipt is a near-barren desert moon. Why the aliens want it is anyone's guess. Nonetheless, it's near enough to inhabited space to cause concern. Desiccated shrubs and the bleached bones of some great bovine species are all that remains to be seen here, that is if you can see at all through the choking dust storm.

World Info

World 4: Puyng- One of the great wonders of the universe, while devoid of life, Puyng sports rare geoluminescence visible from space. Don't let the shining crystal and flashy pools distract you, though- the aliens are here in force!

World 5: Spacepost- as you pursue the aliens further abroad, you encounter this apparently derelict outpost built around a collection of strange spherical asteroids. Some security beams are still active, but it's unlikely that there's anyone left to care...

World 6: The Rift- Could this be the ultimate source of the alien threat??

(poorly) Illustrated Guide to Proper Firebreathing Technique!

1. Do not try this! It is dangerous!

moving right along...



2. Practice with water first. It doesn't burn if you mess up. Also, have plenty of water in easy reach generally. Just because you're trying something inherently stupid doesn't mean you can't do it safely!

3. Start with half a shot* of fuel in your mouth (initially water, then upgrade to 151 rum, or "real" fuel if you're so insane, this document does not cover appropriate fuel choices, so use others at your own risk)

4. Create a fine spray of fuel by buzzing your lips while quickly ejecting the fuel from your mouth. Keep corners of mouth tight. **DO NOT PROCEED FURTHER UNTIL YOU CAN DO THIS RELIABLY WITH WATER!**



13 * 1 shot is ~1.5 oz, half is ~.75 oz. An experienced firebreather *can* breathe a full shot.

5. Obtain a source of ignition.

Matches burn briefly and close to your hand, but can be quickly concealed in emergencies.



Tiki torches are good for multiple fireballs, especially the stick-in-the-ground variety.



Cigarette lighters are good fuel in a flimsy shell in your hand. **BAD IDEA!**



6. Check the area. Flames go up. There should be no remotely combustible items in front of or above you. **Have someone nearby to help if something goes wrong.**

7. Spray the fuel forwards/**upwards** into your flame (**fire rises**). Use common sense. **Don't spray into wind or other people.** Inhale initially through nose, don't inhale again until flame is gone.



For more details and advanced techniques, see the

"Supplemental Life Skills" PDF in the March 3 98-026 lecture notes at www.bobrost.com!