

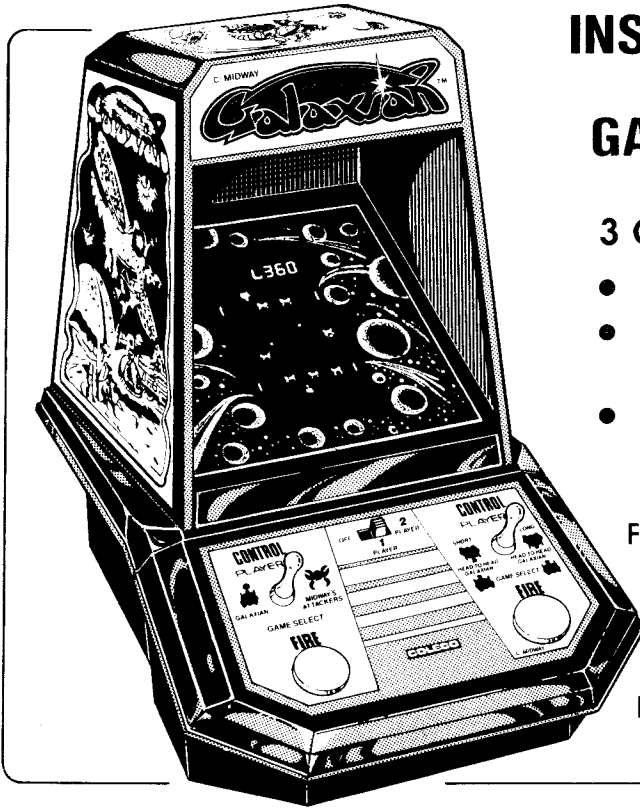
COLECO

Guide No. 76881

© MIDWAY



Plays, sounds and scores like the real Galaxian™ arcade game!



INSTRUCTIONS AND GAME RULES

3 GAMES IN 1

- Galaxian™
- Head to Head Galaxian™
- Midway's Attackers™

For Ages 8 to Adult

Model No. 2380

- Arcade style joy stick controls
- Multi-color display
- Records "best score"
- For 1 or 2 players

Requires 4 "C" Cell Alkaline Batteries (not included)

COLECO

MANUFACTURED FOR COLECO INDUSTRIES, INC.,
AMSTERDAM, NEW YORK 12010

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GAME DESCRIPTION

GALAXIAN™ (1 Player)

Fast-paced arcade action is yours as you use your defender to battle hostile alien fighters for high scores. The fighters hover in formation, then "break off" in solo attack flights, firing missiles as they dive, trying to ram your defender. Can you stop them? Attack, dodge, fire! Get the highest score you can, because the unit remembers **YOUR BEST SCORE** in all three games! You have three defenders per game.

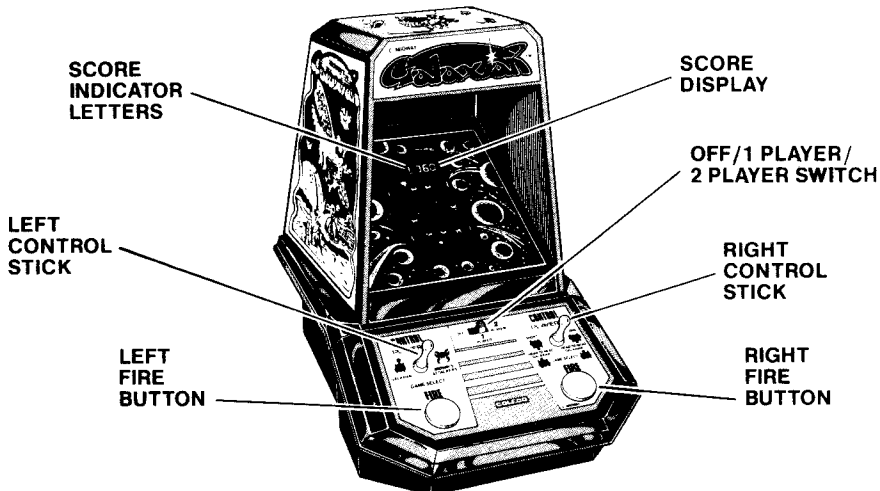
HEAD TO HEAD GALAXIAN™ (2 Players)

You control one attack fleet; your opponent the other. In an action-packed space battle for the highest score, both players fire missiles to destroy the opponent's fighters and defender. Use the computer-controlled fighters as defensive barricades before they are launched to attack your opponent. The game has a time limit — choose between the long and short version.

MIDWAY'S ATTACKERS™ (1 Player)

With the rhythmic tick of an alien life form, the attackers advance toward your defender, dropping lethal missiles. You dodge to avoid the attackers — then fire back to hit them and score points. Stay alert — the formation of attackers moves relentlessly toward you. The only way to stop them is to eliminate them all. If a missile hits your defender, the defender is destroyed. Fire away as fast as you can, because if an attacker reaches the home base, the game is over! You have three defenders per game. How well can you survive in this scary space attack?

GAME CONTROLS AND FEATURES

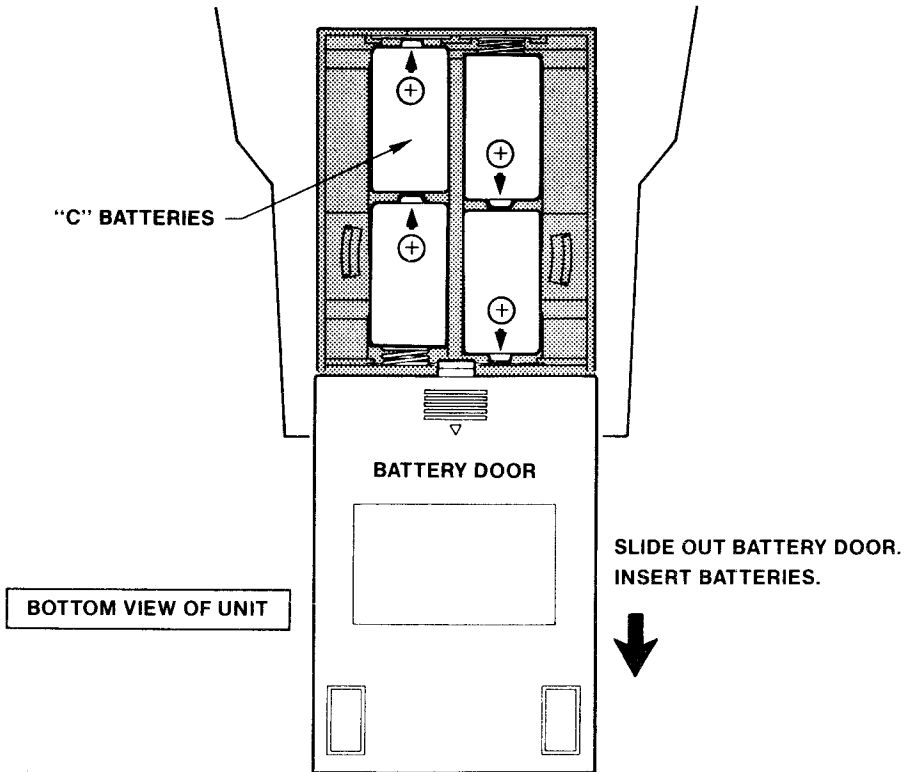


GETTING READY TO PLAY

INSERT GAME BATTERIES

IMPORTANT

Requires 4 "C" cell alkaline batteries (not included)



To insert batteries, slide out battery door and insert 4 "C" cell **alkaline** batteries in the order and direction shown. Replace battery door.

NOTE: Game will not operate properly if batteries are weak. Any erratic display or play action may be a symptom of weak batteries. Replace with fresh alkaline batteries.

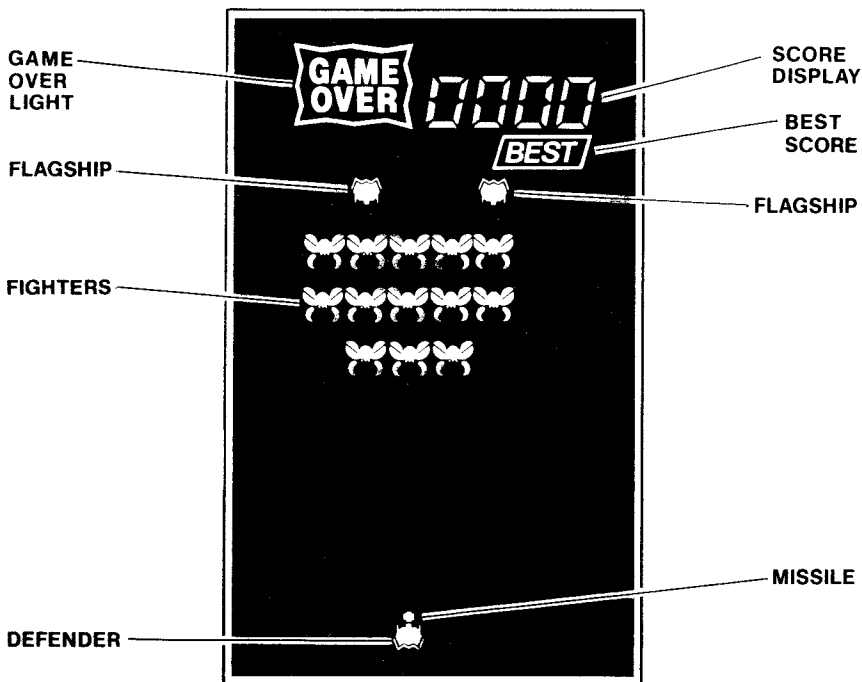
GALAXIAN™ (1 Player)

OBJECT OF GAME



Eliminate the fighters. Move your defender ship right or left to aim — then shoot!

STARTING DISPLAY FOR GALAXIAN™



HERE'S HOW TO PLAY

STEP 1: Battle stations!

Start the game by moving the **Off/1 Player/2 Player** switch to **1 Player**. Next, the game will go into a **DEMO MODE** automatically. To end **DEMO**, press the **left control stick** toward the left to select **GALAXIAN™**.

STEP 2: Fighters in the stratosphere.

After the opening song, a group of fighters emerge in the top portion of the display, and a single defender appears at the bottom. You are in control of the defender. To move the defender left or right, press the **left control stick** in the direction you wish to go. (The defender always stays at the bottom.) The fighters begin to dive and fire immediately; if you don't dodge, your defender will be destroyed in seconds! Remember; you can't destroy the missiles, so stay clear!

STEP 3: Survival!

To fire, press the **left fire button**. It is possible to move and fire at the same time. Hit and destroy as many enemy fighters as you can. For extra points, eliminate flagships which occupy the top row of the display's play area.

STEP 4: "May-day, May-day — damage report . . ."

If a missile hits your defender, or a fighter "rams" your defender, the defender is eliminated and disappears from the screen. Each time, a new defender appears, until all three have been destroyed.

STEP 5: Relentless attack.

Each time you eliminate all enemies on the screen, the screen refills and fighters shoot more rapidly.

STEP 6: Aftermath . . .

When your third ship is destroyed, the game ends immediately. 'Game Over' lights, then the display shows the remaining fighters in the attack squadron. Next, the display reveals your score, then the BEST SCORE EARNED at **GALAXIAN™** since you started playing.

STEP 7: But the fight goes on!

To start another one-player game, press the **left control stick** toward the game you want to play. To start a two-player game, move the **Off/1 Player/2 Player switch** to **2 Player**; then press the **right control stick** toward the two-player game length you want to play.

SCORING

You score points for hitting fighters in formation, break-off fighters and flagships.

SCORING CHART

OBJECT HIT	POINTS AWARDED
Flagship	50
Fighter in formation	10
Break-off fighter	50

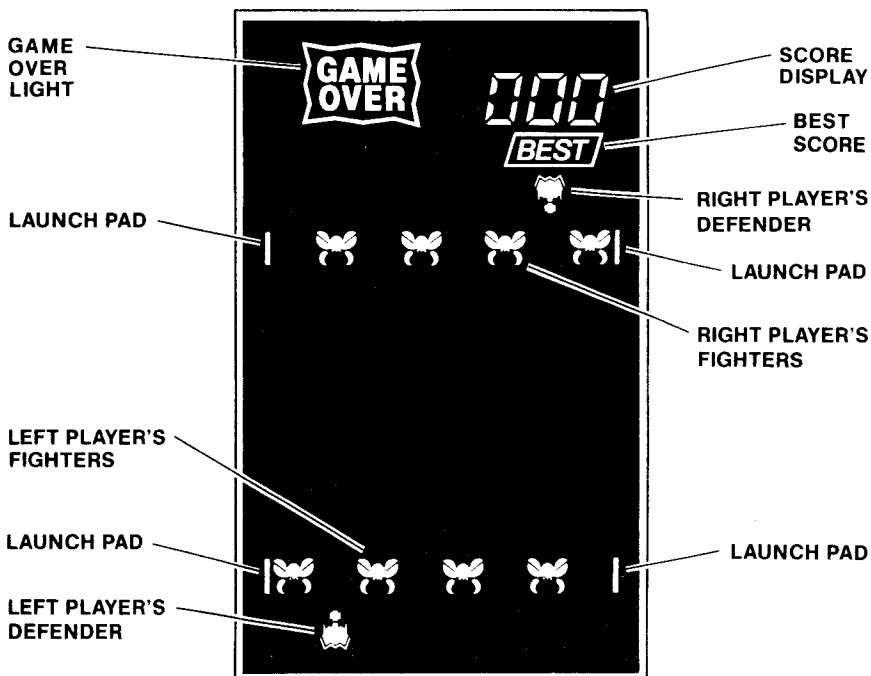
Head to Head GALAXIAN™ (2 Players)

OBJECT OF GAME



You defend one base — your competitor the other. Your mission is to destroy the opponent's fighters and defender!

STARTING DISPLAY FOR HEAD TO HEAD GALAXIAN™



HERE'S HOW TO PLAY

STEP 1: Sound the alarm!

Move the **Off/1 Player/2 Player** switch to **2 Player**. Next, tilt the **right control stick** toward either **short** or **long** **Head to Head GALAXIAN™**.

STEP 2: Dodge!

One player uses the **left control stick** to move the defender which starts in the **bottom left corner**. The other player uses the **right control stick** to move the defender which starts in the **top right corner**. Press your control stick **left** or **right** to move the defender in that direction. **DEFENDERS WILL ONLY MOVE LEFT OR RIGHT.**

STEP 3: Fighter Squadron: “Break off to Attack.”

Guarding each defender is a row of fighters. Each row of fighters automatically begins moving toward the launch pad at the end of the row. When a fighter reaches a launch pad, it may “break off” into flight, zooming in to “ram” the enemy defender.

NOTE: The flying fighters which belong to the right (upper) player always have missiles attached to them, just so you can tell them apart from the ones which belong to the left (lower) player. Careful — don’t hit your own fighters!

STEP 4: Sharpshooter!

To score points, fire missiles to destroy enemy fighters and defenders. To fire, press the **fire button** on the same side of the console as your control stick. You get points for hitting enemy fighters or defenders — but if you hit one of your own fighters, your opponent scores points!

STEP 5: Defender hit!

If a defender is destroyed, it blinks and disappears. Soon another defender appears. If a defender is destroyed, all its break-off fighters become de-energized and disappear. Defenders have a limited number of reserve fighters. When these are used up, your defender is on its own!

STEP 6: And the winner is . . .

The game ends when the selected time period (short or long) is over.

The difference between the two players’ scores is shown. The symbol “**L**” or “**R**” (to the left of the score) tells you whether the player on the left or the one on the right is the winner. Finally, you see the **BEST SCORE EARNED at Head to Head GALAXIAN™** since you started playing.

STEP 7: Another battle!

To start another two-player game, press the **right control stick** toward either **short** or **long Head to Head GALAXIAN™**. To start a one-player game, move the **Off/1 Player/2 Player switch** to **1 Player**, then press the **left control stick** toward **GALAXIAN™** or **MIDWAY’S ATTACKERS™**.

SCORING

Players score points for firing missiles which hit fighters in formation, break-off fighters or defenders belonging to the opponent. If you hit one of your own fighters, your opponent scores! Players also score points when their automatic break-off fighters ram opposing defenders.

The score display records the difference between the players’ scores, and shows an “**L**” if the leader is on the left, or “**R**” if the leader is on the right.

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The score display shows the following symbol (□ □ □ □) when the difference between player scores is greater than 990 points. The number score returns when the difference drops below 990 points.

SCORING CHART

OBJECT HIT	POINTS SCORED
Defender ship	200
Fighter in formation	10
Break-off fighter	50

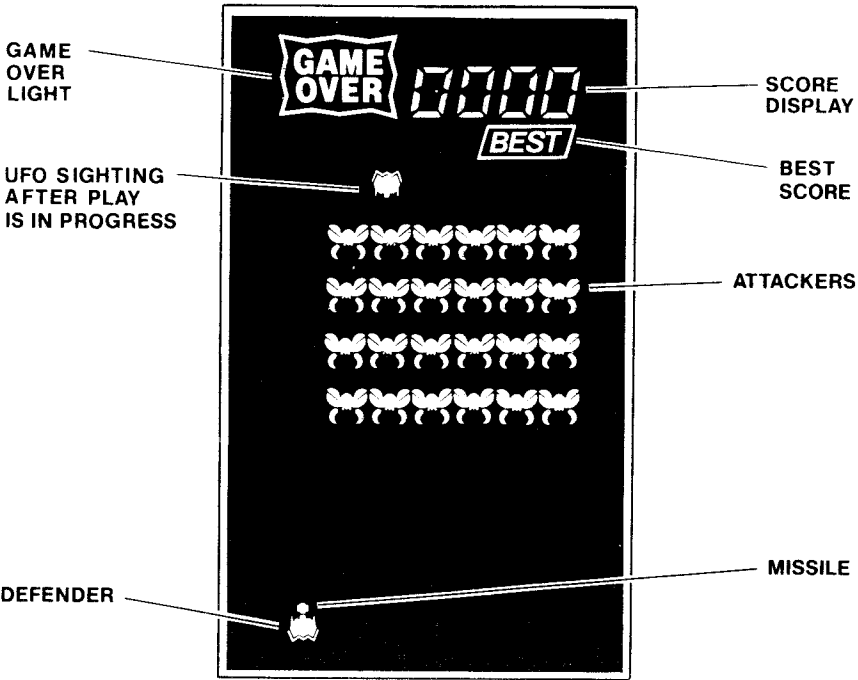
MIDWAY'S ATTACKERS™ (1 Player)

OBJECT OF GAME



Fire missiles to destroy the steadily approaching attackers from space. Stay out of the enemy firing line — if you can! The more hits you make, the more points you get!

STARTING DISPLAY FOR MIDWAY'S ATTACKERS™



HERE'S HOW TO PLAY

STEP 1: Start!

Start the game by moving the **Off/1 Player/2 Player switch** to **1 Player**. Next, press the **left control stick** toward the right to select **MIDWAY'S ATTACKERS™**.

STEP 2: Aliens attack in waves!

After the opening song, the attackers march steadily across the play area. As they move, they fire lethal missiles at your defender! To move, press the **left control stick** in the direction you want the defender to go. It stops as soon as you release the control stick. The defender always stays at the bottom. Stay clear of missiles!

STEP 3: Fight Back!

Press the **left fire button** to hit and eliminate attackers. It is possible to move and fire at the same time. Remember — attackers at the top of the formation are worth more than those in lower rows.

IF AN ATTACKER DROPS INTO THE BOTTOM ROW(THE SAME ROW AS YOUR DEFENDER), THE ATTACKERS WIN IMMEDIATELY AND THE GAME ENDS! Missiles do not destroy each other.

STEP 4: UFO Sighting.

Sometimes a UFO will travel across the top of the display. Fire at it for extra points.

STEP 5: Endless waves of attackers!

If you clear the display of all attackers, a new formation of attackers appears. And the new attackers are more lethal.

STEP 6: You can't hold out any longer!

If your defender is hit by a missile, it is destroyed. A new defender appears and the battle resumes where it left off.

THE GAME ENDS WHEN YOUR THIRD DEFENDER IS DESTROYED OR WHEN AN ATTACKER DROPS INTO THE SAME ROW AS YOUR DEFENDER. The display will then feature a "frozen replay" of your defender's last moment, then your score and the **BEST SCORE EARNED** at **MIDWAY'S ATTACKERS™** since you started playing.

STEP 7: Ready for more?

To start another one-player game, move the **left control stick** toward the game you want to play. To start a two-player game, move the **Off/1 Player/2 Player switch** to **2 Player**, then press the **right control stick** toward either **short** or **long Head to Head GALAXIAN™**.

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SCORING

You score points by hitting attackers and UFOs with missiles. Points awarded for hitting an attacker depend on what row the attacker was in when the formation first appeared (see chart below).

SCORING CHART

OBJECT HIT	POINTS SCORED
UFO	200
Top row attacker	50
2nd row attacker	10
3rd row attacker	10
4th row attacker	10

SPECIAL INFORMATION

1. **TO AVOID BATTERY DRAIN**, always be sure game is **turned off** when **not in use**.
2. **IF GAME FAILS TO OPERATE** after prolonged play, your batteries are probably worn out or dead. Replace with **fresh "C" cell alkaline batteries**.
3. **DO NOT ATTEMPT TO OPEN GAME**. This game does not contain any serviceable parts.

CARE OF YOUR GAME

- TREAT YOUR GAME WITH CARE.
- DO NOT DROP OR BANG ON GAME.
- DO NOT BANG OR FORCE CONTROL BUTTONS.
- KEEP GAME AWAY FROM HEAT AND MOISTURE.
- DO NOT STORE OR LEAVE GAME IN AUTOMOBILE WHERE IT MAY BE SUBJECT TO HEAT BUILD-UP.

**PLEASE RETAIN THIS GUIDE
AND ALL LITERATURE FOR FUTURE REFERENCE**

LIMITED WARRANTY

Coleco warrants to the original purchaser only, each Game against factory defect in material and workmanship for 90 days from the date of purchase.

If your Game fails to operate properly DURING THE FIRST 90 DAYS AFTER PURCHASE, return it postage prepaid, together with your check or money order for \$5.00 for handling and inspection, and your **name, address, proof of the date of purchase and a brief description of the problem**, to the Factory Service Station as listed. If your unit is found to be factory defective during the first 90 days, it will be repaired or replaced at no additional cost to you. If the unit is found to have been consumer damaged or abused and therefore not covered by the warranty, then you will be advised, in advance, of repair costs.

SERVICE POLICY

If your game requires service after expiration of the 90 day Limited Warranty period, Coleco will service the game and put it in working condition or replace it with a reconditioned model (at our option), on receipt of your game, postage prepaid, with your check in the amount of \$15.00. Coleco's service obligation does not apply to defects arising from abuse, misuse or alteration of the unit and Coleco shall not be obligated to service any game after 1 year from the date of purchase.

All returns must be directed to: **Coleco Industries, Inc.**
Customer Service Department
35 Willow St., Bldg. # 5
Amsterdam, New York 12010

Coleco's sole and exclusive liability for defects in material and workmanship shall be limited to repair or replacement at an authorized Coleco Service Station, and Coleco shall in no event be liable for incidental, consequential contingent or any other damages, (some states do not allow the exclusion or limitation of incidental or consequential damages, so the above limitation or exclusion may not apply to you). This warranty does not obligate Coleco to bear the cost of transportation charges in connection with the repair or replacement of defective parts.

This warranty is invalid if the damage or defect is caused by accident, act of God, consumer abuse, unauthorized alteration or repair, vandalism or misuse.

This warranty is made in lieu of any other express warranty, and except for the foregoing warranty which is exclusive, there is no other express warranty being made.

This warranty does not cover any claim concerning worn out or defective batteries.

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

NOTICE

This game generates and uses radio frequency energy and if not installed and used properly, that is in strict accordance with the instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this game does cause interference to radio or television reception, which can be determined by turning the game off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

Reorient the receiving antenna.

Relocate the game with respect to the receiver.

Move the game away from the receiver.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

“How to Identify and Resolve Radio TV Interference Problems”.

This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.

www.handheldmuseum.com

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