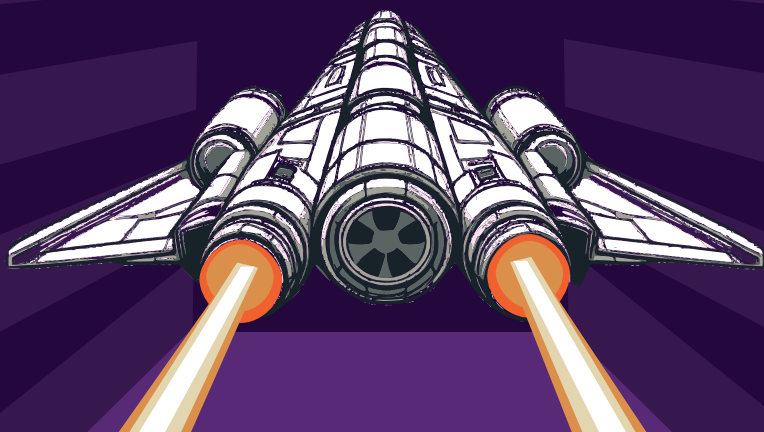


GALACTIC INTRUSION

FOR THE ATARI 2600



**INSTRUCTION
MANUAL**

Story:

In the distant reaches of the Andromeda Expanse, an abandoned megastructure known as Nexus drifts in the void. Once a bustling space city, it has now become a deadly fortress controlled by hostile alien fleets.

As an elite pilot of the Galactic Recon Corps, your mission is simple: navigate through enemy corridors and tunnels, and eliminate the commander overseeing Nexus.

Controls

- **Joystick: Moves** your spacecraft in all directions (left, right, up, down).
- **Fire Button:** Fires your weapon.

Gameplay

Navigate through enemy corridors and tunnels, avoiding enemy spacecrafts, walls, and projectiles. Use your weapon to destroy enemy spacecrafts.

At the end of the game (fifth level), you face the main commander. To destroy him, you must hit him four times. His energy is displayed on the energy bar.

You start with 3 reserve lives and 1 active life. When you lose them all, the game ends. Extra life at the end of level 3. Max reserve lives: 4.

Collect Pick-ups for:

- **Fuel Restoration:** If you run out of fuel, you lose a life.
- **Weapon Upgrade:** The first upgrade increases firing speed. The second upgrade adds a projectile that circles

around your spacecraft, destroying enemies—but it is not an absolute defense. Enemy projectiles cannot be destroyed in any way, so careful maneuvering is essential!

Losing a life removes all upgrades..

Switches

- **Left Difficulty Switch A:** After losing a life, you return to the beginning of the current level.

- **Left Difficulty Switch B:** After losing a life, you return to the last checkpoint (approximately halfway through the level).

Reset Switch : Pressing the Reset Switch resets the game.

Good luck, pilot!

Enemies and Scoring



Destroy
50 pts



Destroy
100 pts



Destroy
70 pts



Pass
25 pts



Destroy
100 pts



Destroy
200 pts



Destroy
200 pts



Main Commander
500 pts per hit

Pick-ups



Fuel Restoration



Weapon Upgrade

I S O



Fuel Gauge



Fully Armed

Game Design, Programming, Artwork: **Mirsad Sarajlić**

Testing & Suggestions: **James O'Brien, Kazdan R Azahn - K.R.A.Z. Productions, Jameel Debeers - JD Video Games Productions, Kiersten Leyhew - Mors Tenia, Uncle Flip**

Game Title: **Michael Escobar**

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