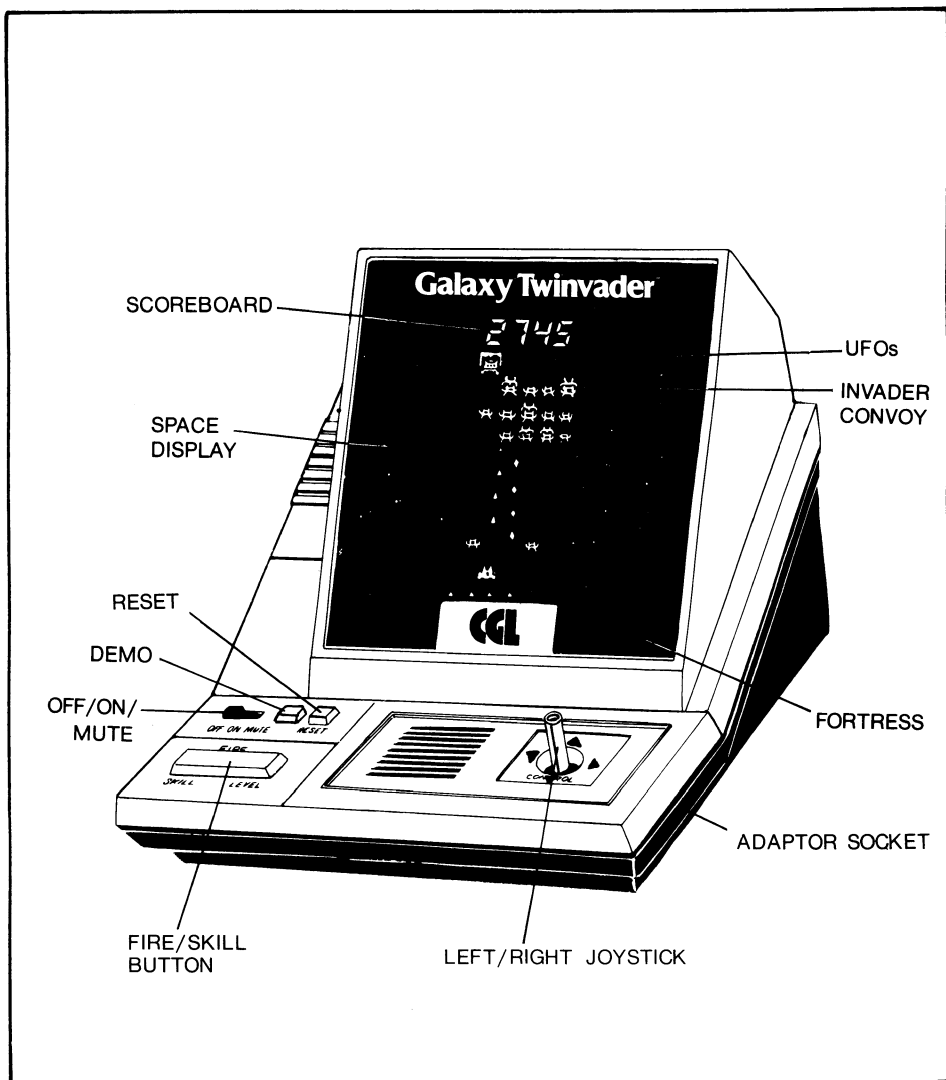


GL Galaxy Twinvader



1. BATTERY INSTALLATION

Press down on cover on under side of game and slide in the direction of arrows until cover is removed. Insert 4 'C' batteries in positions indicated inside battery compartment and replace cover. Alkaline batteries last longer giving you more playing time.

When playing indoors you can use a CGL Adaptor, available from your retailer or from CGL direct, at £4.95 inc. P & P. Before inserting the Adaptor into socket on side of game be sure to remove batteries. Remove Adaptor when play is finished.

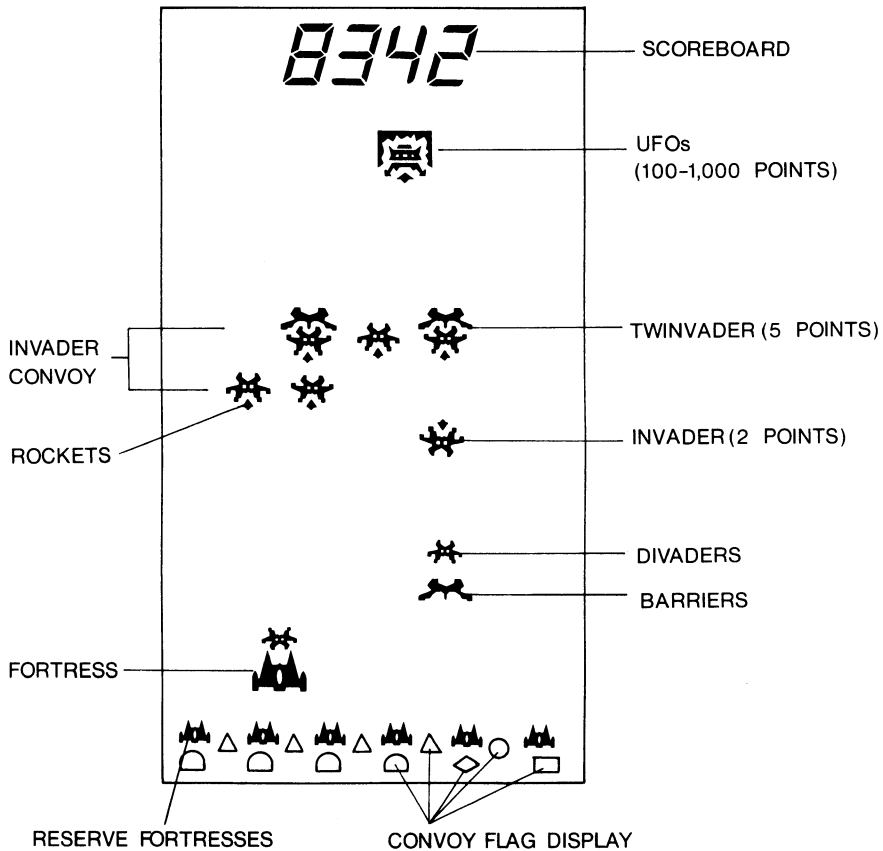
2. OBJECT of the GAME

To score as many points as possible by destroying InVaders, TwinVaders & UFOs with Rockets fired from your Fortress while avoiding Alien DiVaders.

Game ends when all your Fortresses including Reserves are destroyed, or when InVader Convoy breaks through Barriers and enters Fortress Row.

3. CONTROLS (See diagram on cover)

- A. OFF/ON/MUTE switch – Slide this switch to ON (with sound effects) or MUTE (without sound effects).
- B. FIRE/SKILL button – This button has two functions. It is used to select the Skill Level at which you play the game and to fire Rockets from the Fortress to shoot down the attacking InVaders, TwinVaders & UFOs.
- C. LEFT/RIGHT joystick – Use this joystick to move the Fortress to left or right across Fortress Row at the bottom of the playing field.
- D. DEMO button – With this button depressed, slide the power switch to ON or MUTE to see an instructive demonstration game.
- E. RESET button – Push this button to start a new game, or to start playing a game after watching a demonstration game.



4. DISPLAY

- A. Fortress/Fortress Row — Your green Fortress appears at the bottom of the playing field and moves right and left along Fortress Row.
- B. Rockets — The green Rockets are launched from the Fortress by pushing the FIRE/SKILL button and can destroy InVaders, TwinVaders and UFOs, but not DiVaders.
- C. InVader Convoy — The 12 member InVader Convoy appears at the top of the playing field. There are two types of alien InVaders in the Convoy.
 - 1) InVaders — InVaders can send DiVaders down to destroy the Fortress. But when hit by Fortress Rockets, they are destroyed.
 - 2) TwinVaders — TwinVaders can also send down DiVaders, but when hit by the Fortress Rockets, they split into two InVaders when the space to either their left or right is open.
- D. DiVaders — These are deadly diving InVaders that split away from the InVader Convoy. Once they start their mission, the Fortress Rockets are powerless to destroy them.
- E. UFOs — These appear from time to time at the top of the playing field. They cannot send DiVaders down to destroy the Fortress, but shooting them down adds valuable bonus points to the Fortress Commander's score.
- F. Barriers — There are two barriers on the playing field between the InVader Convoy and Fortress at the beginning of the game. Neither Fortress Rockets nor DiVaders can penetrate these Barriers. As the game proceeds, these Barriers disappear. When InVader convoy passes these Barriers and enter Fortress Row, the game ends.
- G. Reserve Fortresses — These appear in green at the lower right of the display below the Fortress on the playing field. A Fortress is added to the Reserve for each 1000 points you score, with a maximum number of 6.

- H. Convoy Flag display – This display is at the very bottom and records the number of InVader Convoys the Fortress has destroyed, maximum of 199.

Flag Type		Number of Convoys
Triangle	△	1
Circle	○	5
Large Half-Circle	◐	10
Diamond	◇	50
Square	□	100

- I. Scoreboard – The scoreboard is at the top of the display and has two functions. At the beginning of the game it displays the Skill Level count. After the game begins it records the total score of the Fortress and also displays the number of bonus points received when a UFO is destroyed.

5. SKILL LEVELS

You can play on any one of the following 5 Skill Levels, from Beginner to Space Ace.

Level \ Feature	1	2	3	4	5
InVader Attack Speed	normal	normal	normal	normal	fast
Position of InVaders at Start of 1st Game	top 3 rows				
Position of InVaders at start of 3rd Consecutive Game	top 3 rows		2nd-4th rows from top		
Do TwinVaders Appear?	NO	YES	YES	YES	YES
Do last 2 InVaders release DiVaders?	NO	YES	YES	YES	YES
Max. DiVaders at one time	1	1	1	3	3
UFO Speed	normal	fast	fast	fast	fast

6. DEMONSTRATION GAME

The Demonstration Game is helpful in showing beginners how the various combatants move and fire.

With the DEMO button depressed, slide the OFF/ON/MUTE button to ON or MUTE. An instructive Demonstration Game will begin after all the figures on the display light up in sequence. To change from the Demonstration Game to a regular game, push the RESET button.

7. HOW TO PLAY

You are the Fortress Commander.

When you slide the OFF/ON/MUTE switch to ON or MUTE, the Skill Level count begins in the Scoreboard. Press the FIRE/SKILL button when the Skill Level at which you want to play appears in the Scoreboard. Scoreboard then resets to 0 and your two Reserve Fortresses appear in the lower right. Then the 12 member InVader Convoy appears at the top of the display and your green Fortress appears at the bottom with the two red Barriers in the field between.

Fire Rockets at the InVaders or UFOs by pushing the FIRE/SKILL button and manoeuvre your Fortress from right to left with the RIGHT/LEFT joystick. Remember to keep out of the way of the deadly DiVaders and that UFOs mean extra bonus points.

When you have destroyed all of the InVaders in one Convoy, the game resets automatically with a new InVader Convoy and new Barriers, and a Convoy Flag is added to the display at the bottom. When you score 1,000 points, one Fortress is added to your Reserves.

When your Fortress is hit by a DiVader, it explodes and disappears from the display to be replaced with one from the Reserves. The game ends when your last Fortress is destroyed, or when InVaders in the Convoy break through the Barriers and enter Fortress Row.

Action on the display is frozen at the end of a game until you push the RESET button, starting a new game.

8. SCORING

The scoring is the same for all Skill Levels.

Alien Destroyed	Points
InVader	2
TwinVader	5
UFO	100 - 1,000 (point total appears in Scoreboard)

9. CARE of YOUR GAME

To ensure that your game gives you long, reliable service, please be careful not to drop it or leave it in excessively hot places (like on a radiator or the parcel shelf of a car). Make sure it never gets wet, and remove batteries or unplug the adaptor when you are not using it.

If the display becomes erratic, replace the batteries immediately.



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