SEGA™

Acclaim®
entertainment, inc.

GALACTIC ATTACK™

SEGA SATURN™

T-8116H

OFFICIAL SEGA SEAL OF QUALITY

LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM

KIDS TO ADULTS
AGES 6+

This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA SATURN™ SYSTEM.

HANDLING YOUR SATURN DISC

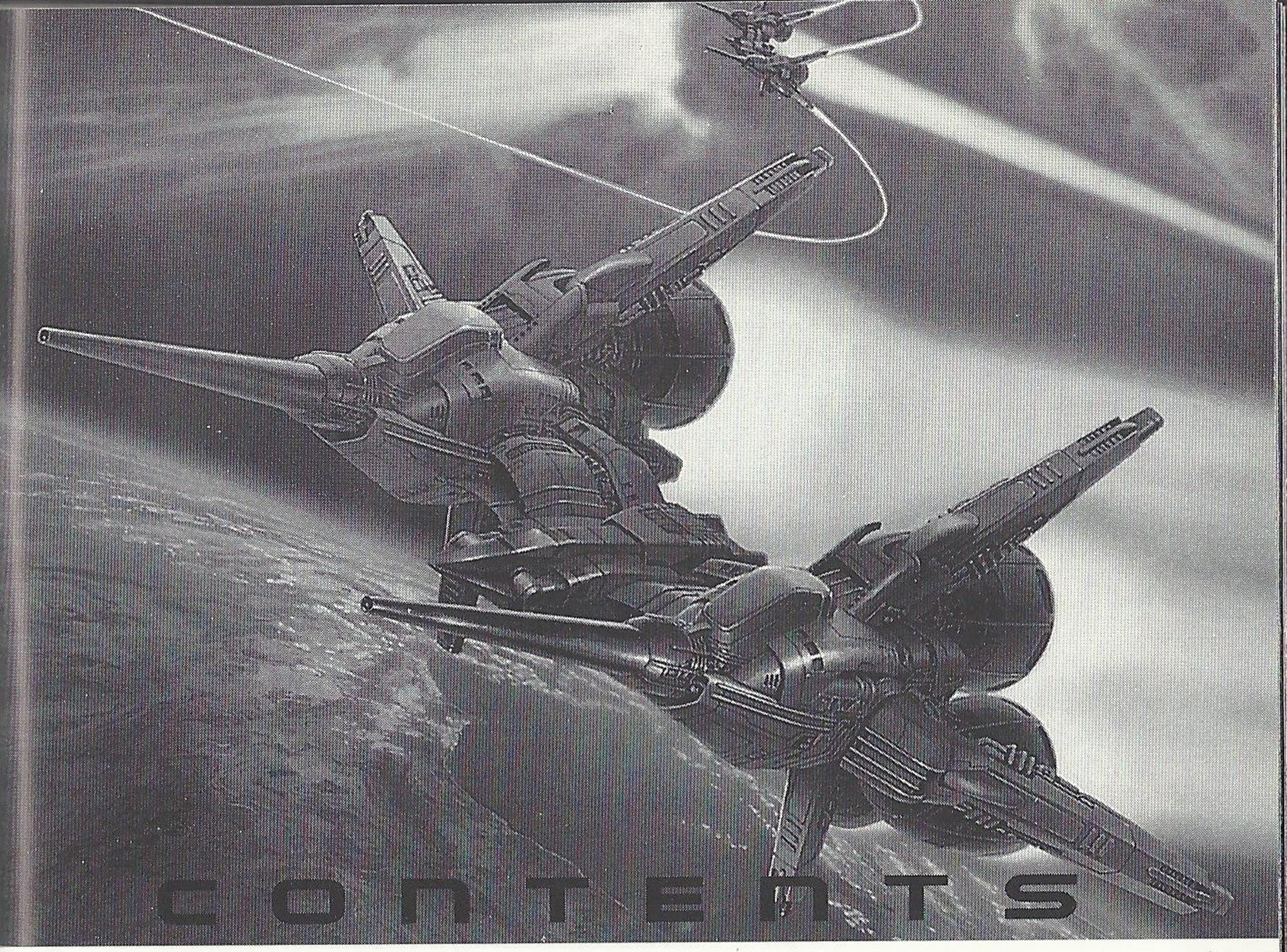
- The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.
- Do not bend it, crush it, or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.
- Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint–free, soft dry cloth – wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

WARNING: READ BEFORE USING YOUR SEGA™ VIDEO GAME SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game- dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions- IMMEDIATELY discontinue use and consult your physician before resuming play.



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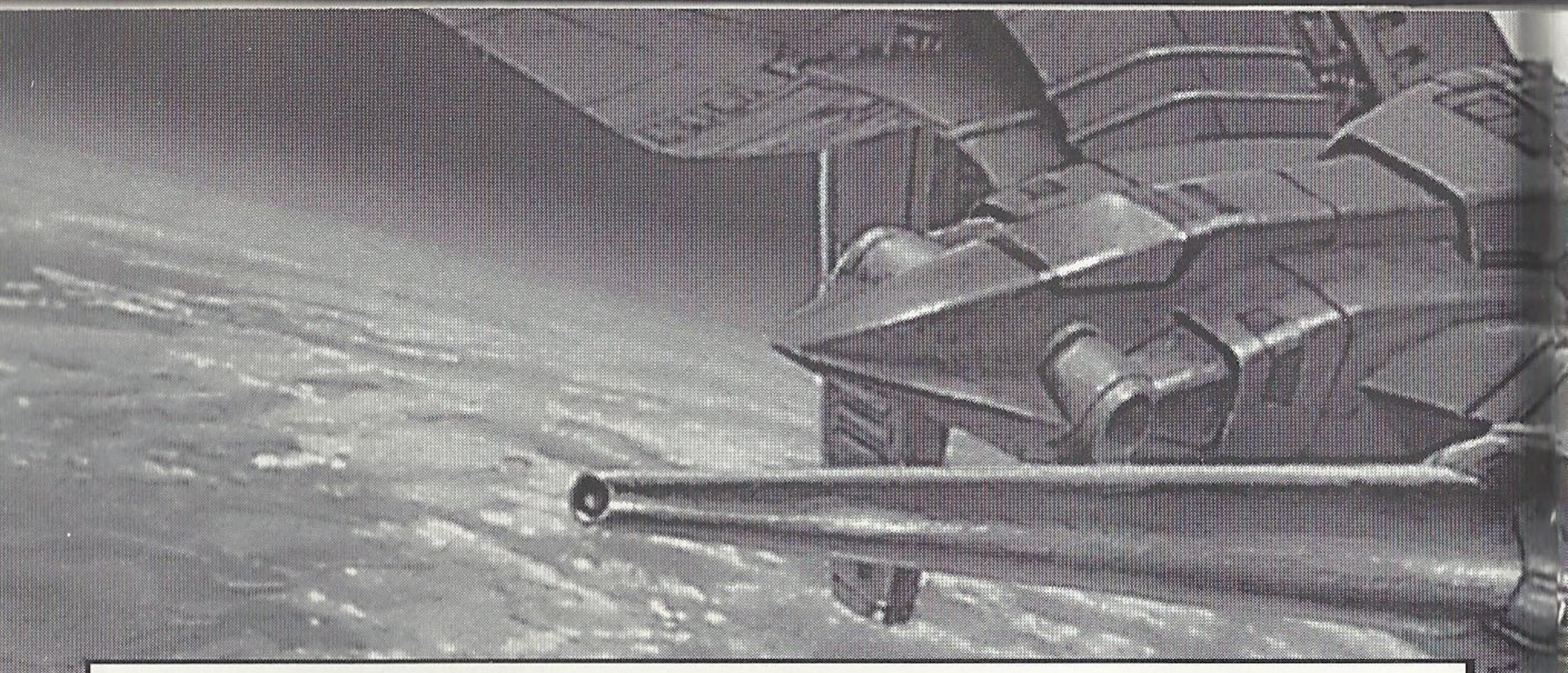


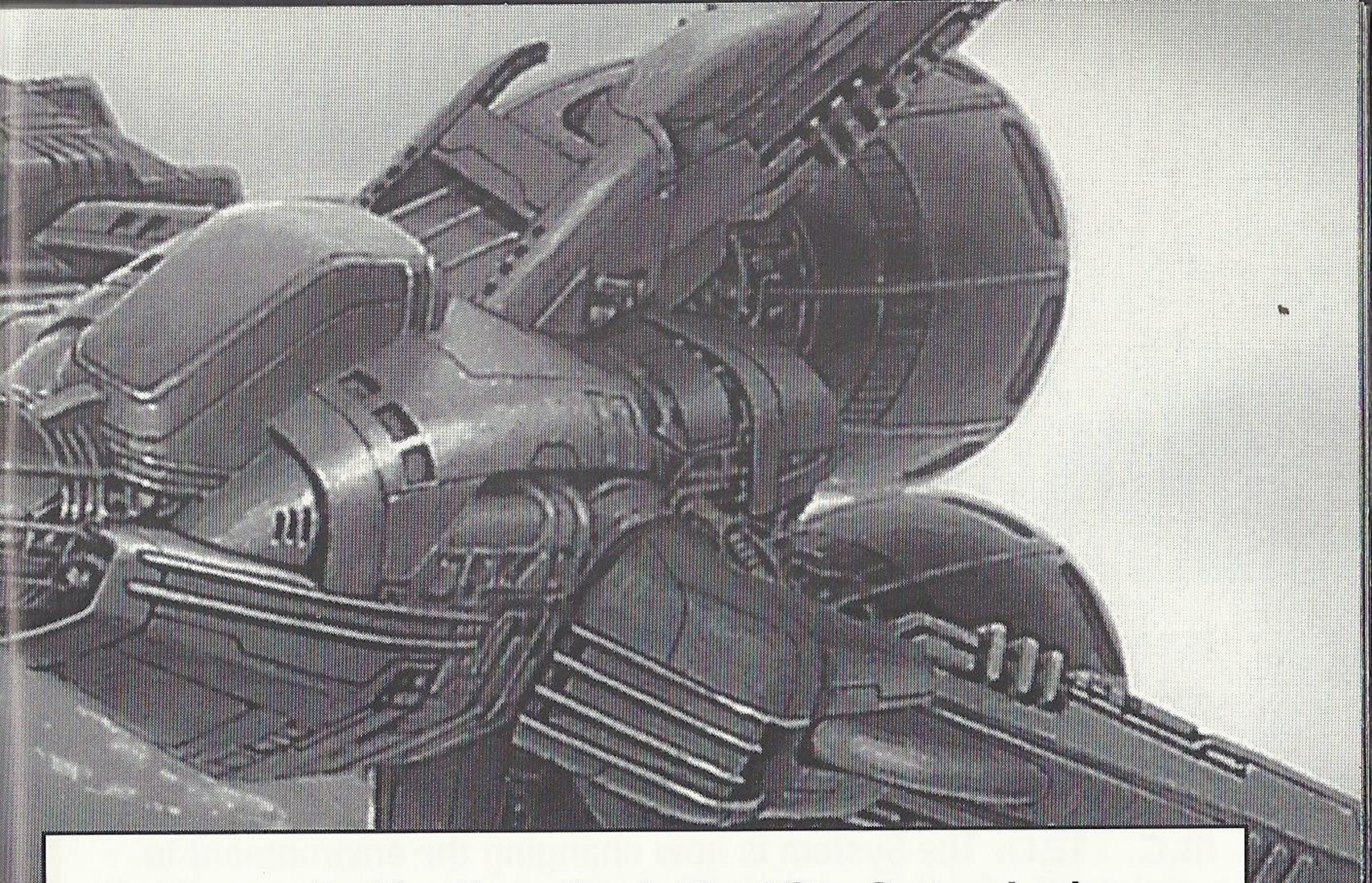
HISTORY

M.C.–25: The system which connects all computer networks in the world is completed. Various researchers, institutions and information sources become unified as science advances enormously.

M.C.–16: The theory of "Creating Through Artificial Atomic Reconfiguration" is completed. In an effort to apply the theory to practice, construction begins on the Grand Substance Creation System Plant.

M.C. 00: "Creating Through Artificial Atomic Reconfiguration", A. T. B. S., is systematized. It allows the human race to convert unwanted substances into useful substances. Problems pertaining to natural resources which have been in dispute since the beginning of human history are now virtually solved. A. T. B. S. and System Management Neuro-Network, "Con-Human," are further used to solve many additional problems and portend further advancement for mankind. Everyone begins to believe that mankind is at its peak of creation as a result of this system. It is even decided that a new calendar will be introduced in appreciation of the mechanical civilization: the Year of M.C., Machinery Century, commences.

M.C. 13: Operations to colonize outer planets begin. At the same time, Outer Planet Allied Forces is established.



M.C. 54: Probing Operation to Fixed Star System begins.

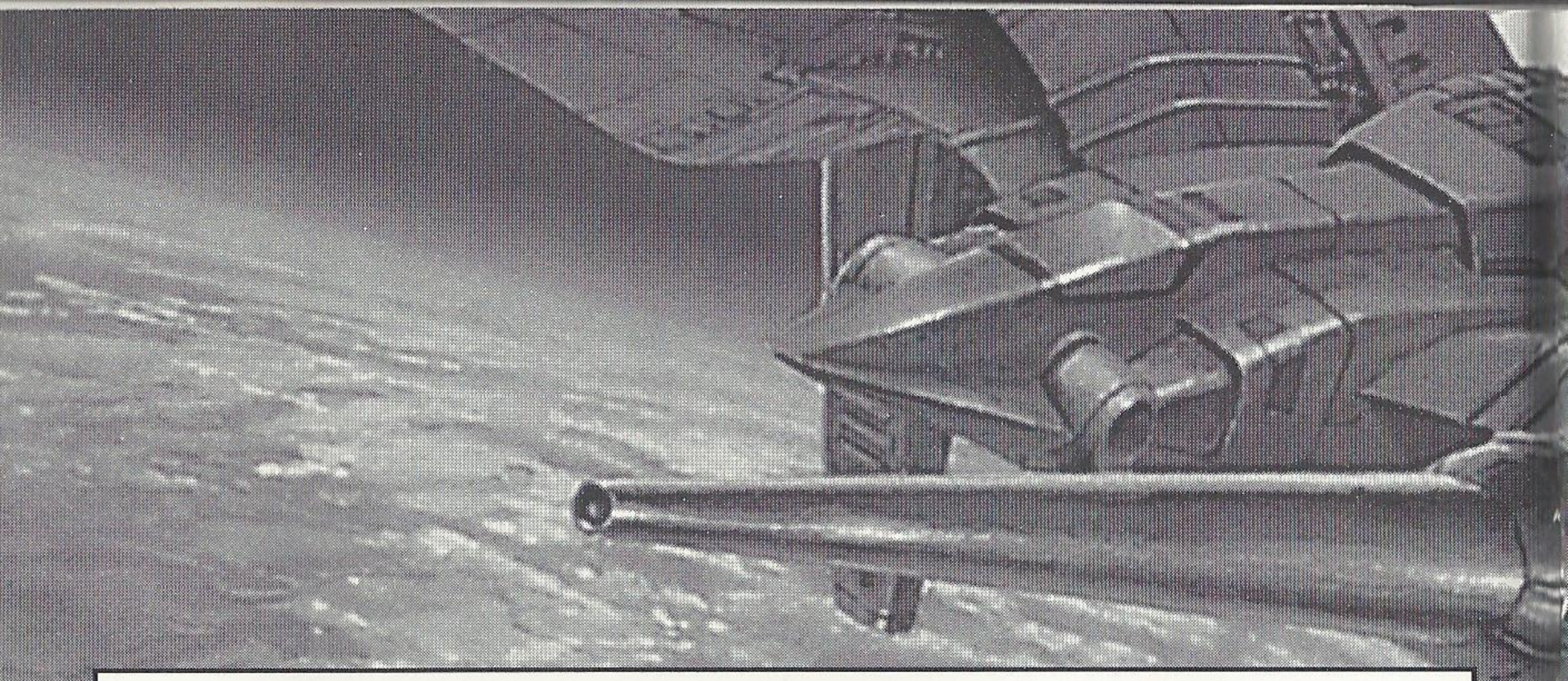
M.C. 98: Probing Operation has accomplished its mission and probing ships start to return home. During this year, Con-Human's system mysteriously starts to breakdown.

A malfunction by the artificial weather control system is first observed. A lot of damage is done due to the resulting climactic disaster.

Criticism arises from some quarters regarding the design of the basic software which alone runs the system the stand-alone cerebral-oriented computer. However, the majority of the public believes in Con-Human blindly, and such criticism is never taken too seriously.

M.C. 105: The abnormality finally reaches the Atmospheric Control System. The composition of the Earth's air starts to change gradually.

M.C. 108: One day, Con-Human suddenly refuses to be operated or commanded by human beings. Silently, the Con-Human massacre starts. The human army resists valiantly, but the military forces of the human race are



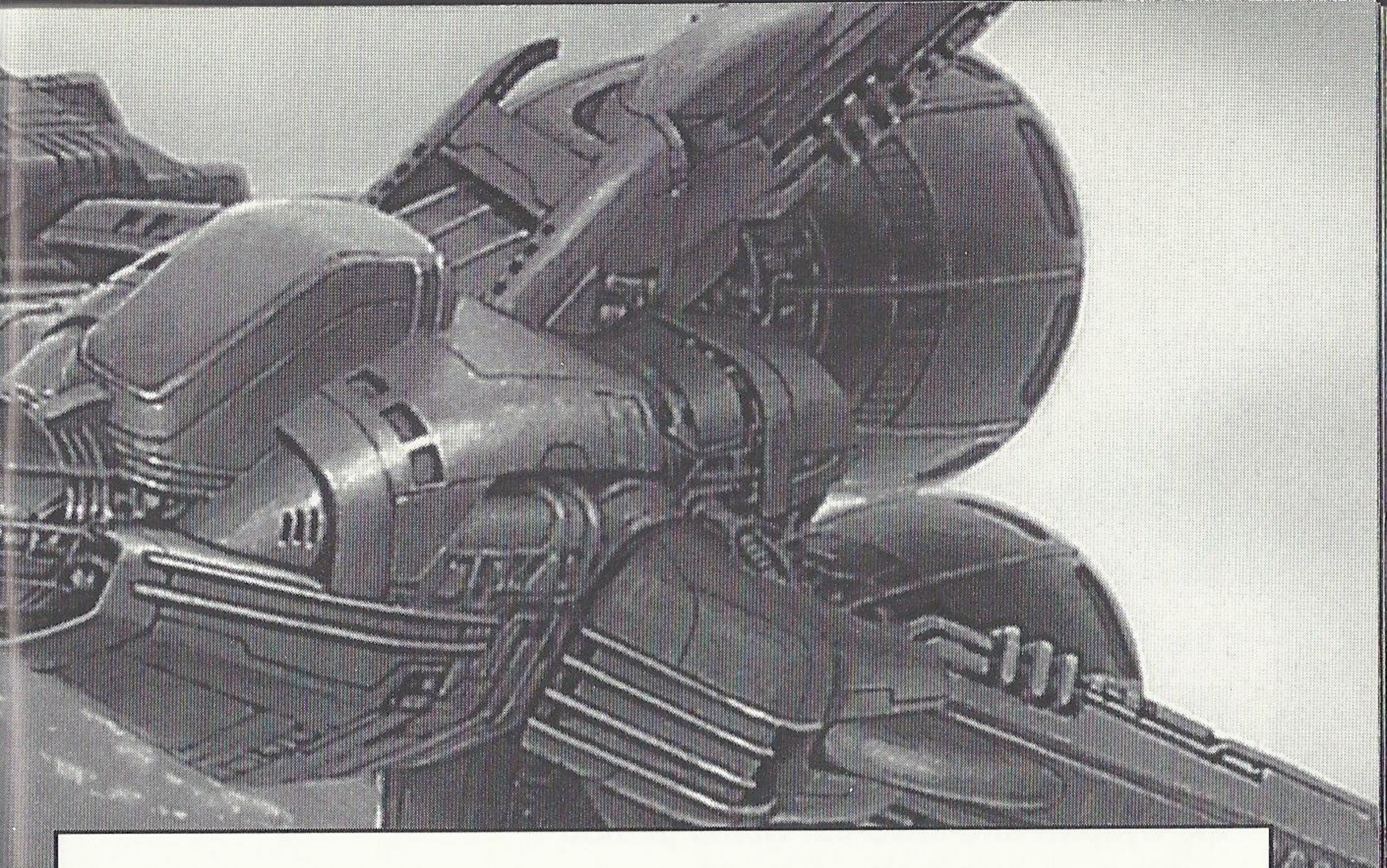
overwhelmingly dependent on the System's operation (Con-Human). In fact, the military capabilities of mankind have become so obsolete that resistance is inconsequential.

M.C. 120: The System is now changing the environment to match its own needs: An oxygen content of less than 0.0001% and an average year-round temperature of -10 degrees Celsius are created. In a most brutal environment for human kind, the System's merciless genocide continues.

M.C. 123: Human beings finally realize that this planet is no longer the same. On the surface it looks the same, but there is no crust or magma below… only metal frames and the constant noise of machinery.

M.C. 130: Finally, for the first time in human history, a mass exodus of human beings from the planet commences. Outer Planet Allied Forces, the only ones that are not bound by Con-Human's operation, start to smuggle people off the planet. Some people have moved to a nearby planet where air is lacking, while some others become space gypsies.

M.C. 180: It has been half a century since human beings have lived on a terrain bordering on uninhabitable, with darkness covering space.



But they can never live too far from their homelands. Nostalgia, regret, despair... people are tied to such sentiments, to the Fixed Star System.

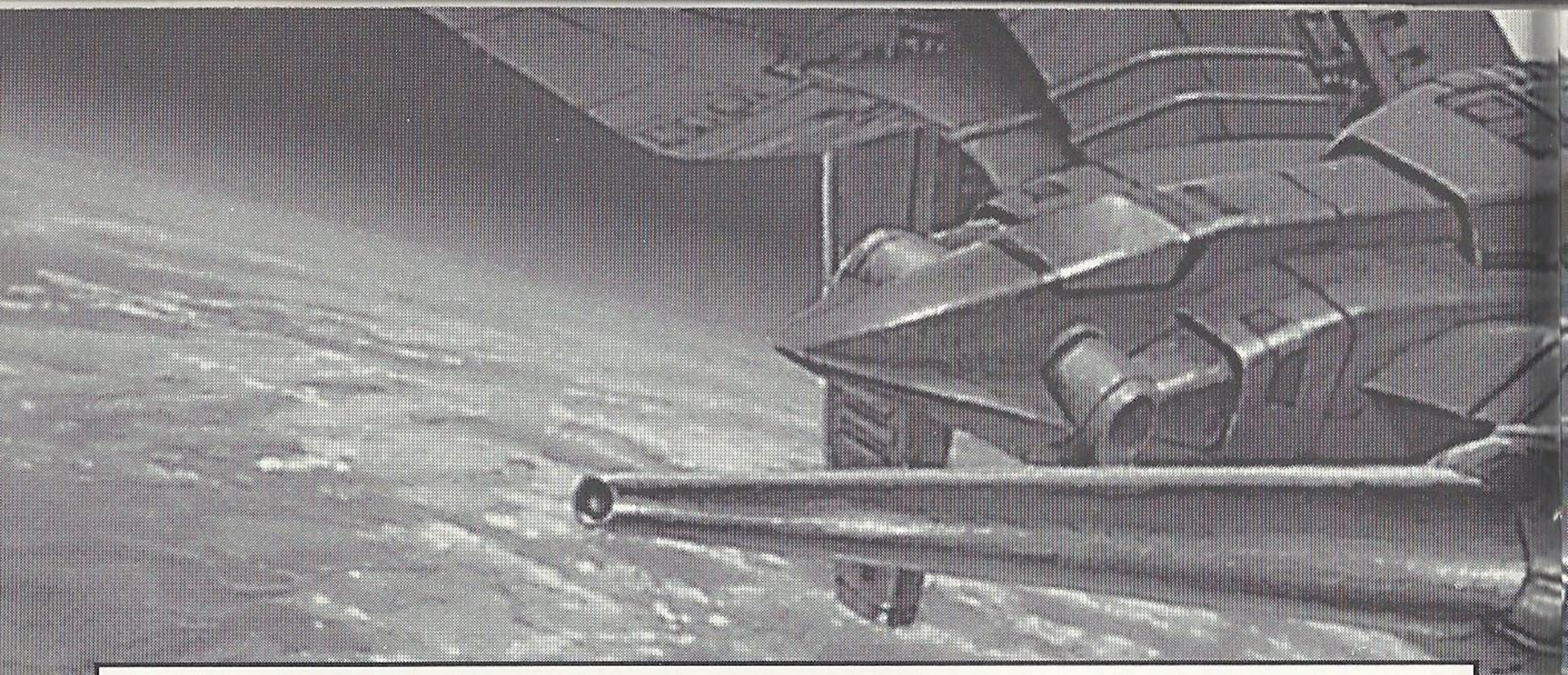
Meanwhile, the planet is still evolving. The vector of evolution is being directed towards destruction, whereas under the Earth's previous master, man, advancement was the chosen direction. "Con-Human's" destructiveness is reaching the extreme and the human race is on the verge of extinction.

At last, pouring over every possible military option available to mankind, the human race is about to execute a strategic assault to take back their home planet from the enemy.

<M.C. 180 is extracted from "Machinery Century's Redemption" by Meistronof E. Neuman.>

A- Number 301 Strategy ~ The Second Strategic Assault To Take Back our home planet From The Enemy

OPERATION GALACTIC ATTACK™ - Presently, the Con-Human System ("System" from now on) continues to produce military arms. Its war-making capacity is a wonder not only to us, but to every form of living thing.



Due to the repeated Annihilation Tactics of the Enemy Fleet, the human race's available emigration sphere is gradually disappearing. Mankind's only hope for survival is to destroy the System and save our home planet.

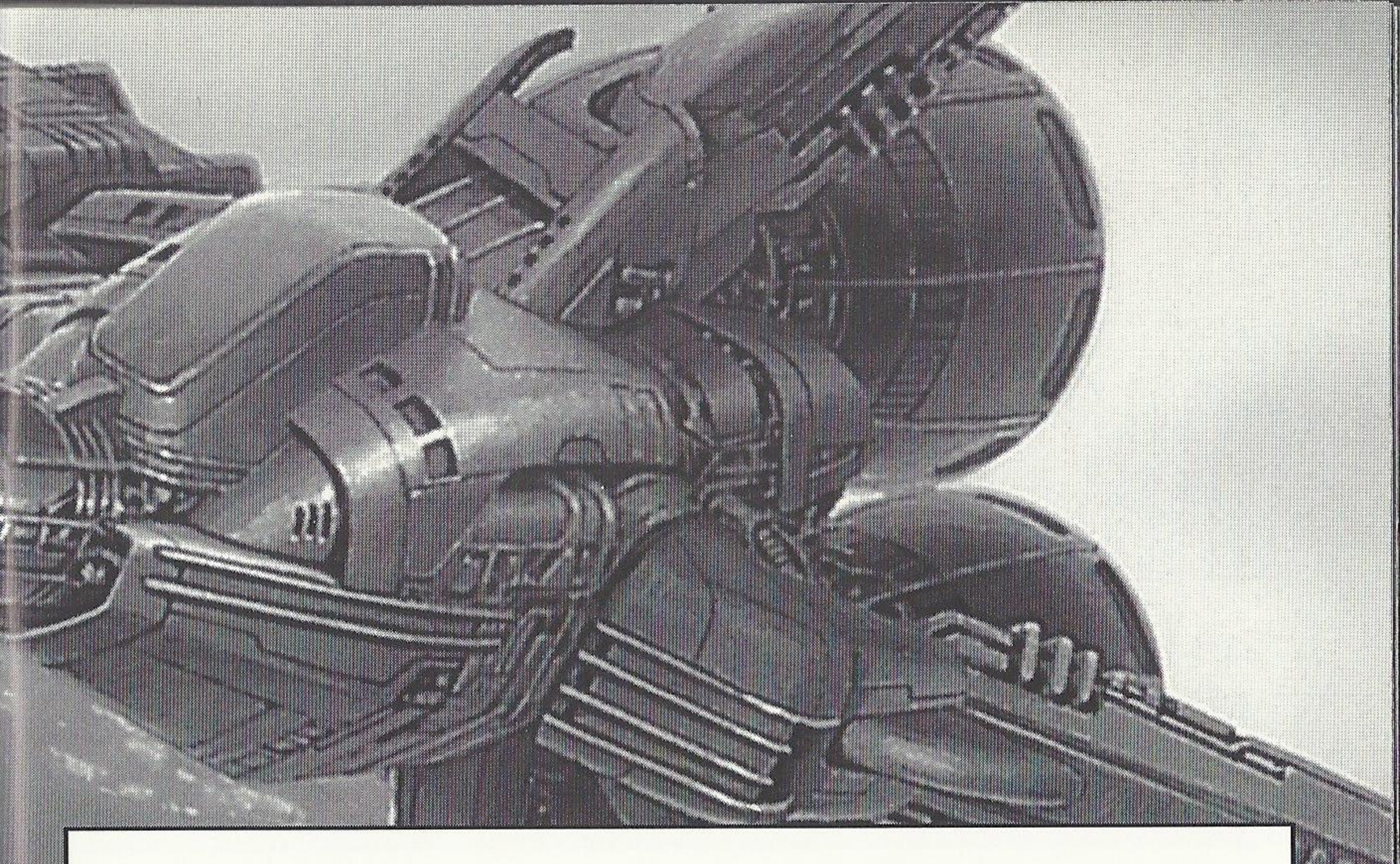
THE FIRST STRATEGIC ASSAULT - The enemy unfortunately defeated us in our recently conducted First Strategic Assault. Development, thereafter, is targeted to "The Second Strategic Assault," shown below.

THE SECOND STRATEGIC ASSAULT - The Second Strategic Assault is designed to break through the Enemy Fleet's fighting power employing the small number of ships remaining in our fleet after the last failed battle.

At this moment, our available fleet is gathering 400,000 Km to the rear of our home planet's ring-shaped asteroid system. Near the "ring," (Area-1) the enemy's Most Forward Defensive Base is under construction; breaking through this base seems relatively easy.

The true challenge lies beyond the initial break through. Since the conclusion of our First Assault Storm the Orbiting Enemy Fleet has orbited around a gigantic lump of rock (Area-2), thereby forming a long-range satellite outpost.

Our strategy is to actually employ a landing operation, by having the remainder of our fleet deliver a feint to the Enemy's Fleet with our highly mobile small-sized weapons.



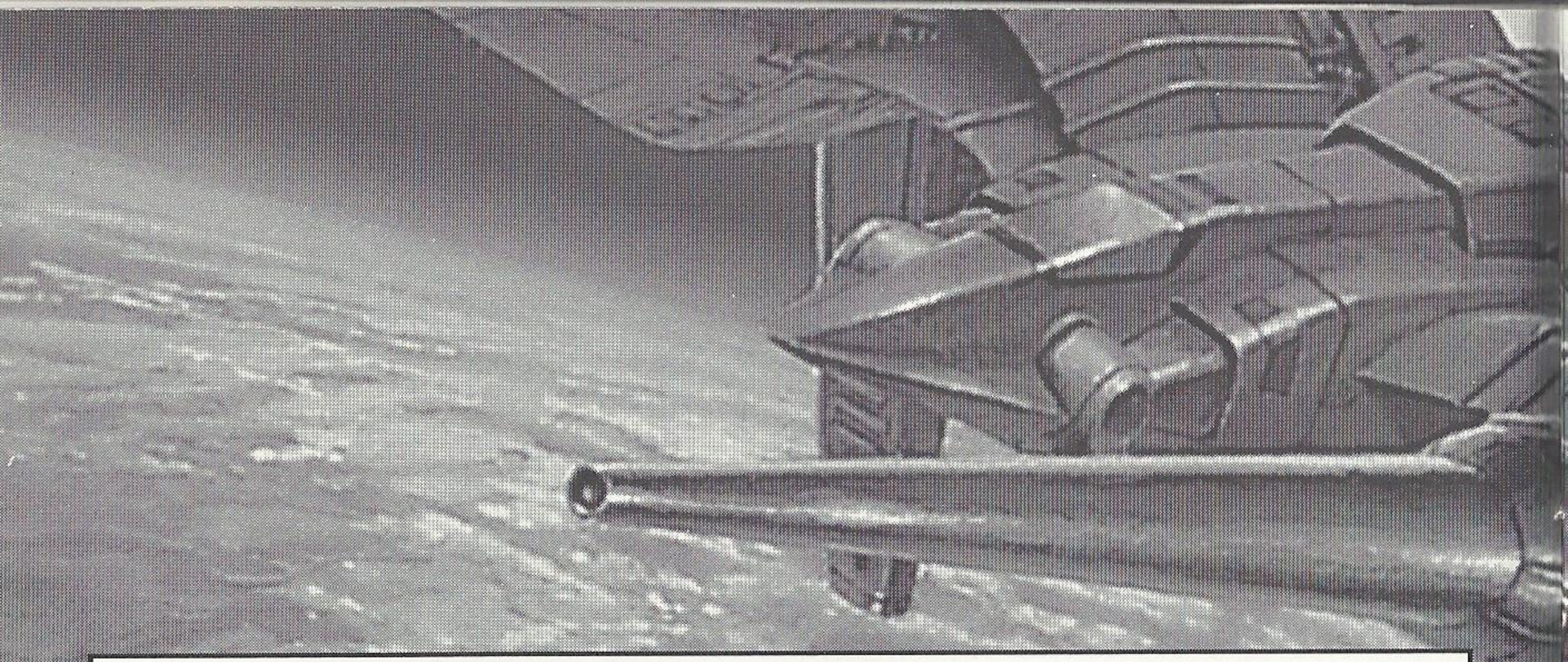
The First Step: Send the remainder of the fleet to Area-2. Then distribute ECM at high concentration to confuse the enemy's Command System.

The Second Step: Multiply the confusion at Area-2 by invading from Area-1 with our small, highly mobile weapons. After passing by the ring, continue around the side of the confused Enemy's Orbiting Fleet; then our fleet can land on our home planet.

The Third Step: After breaking through the enemy's defensive line, which is confused and has lost its fighting capabilities as a fleet, advance towards the planet and destroy the System in the core.

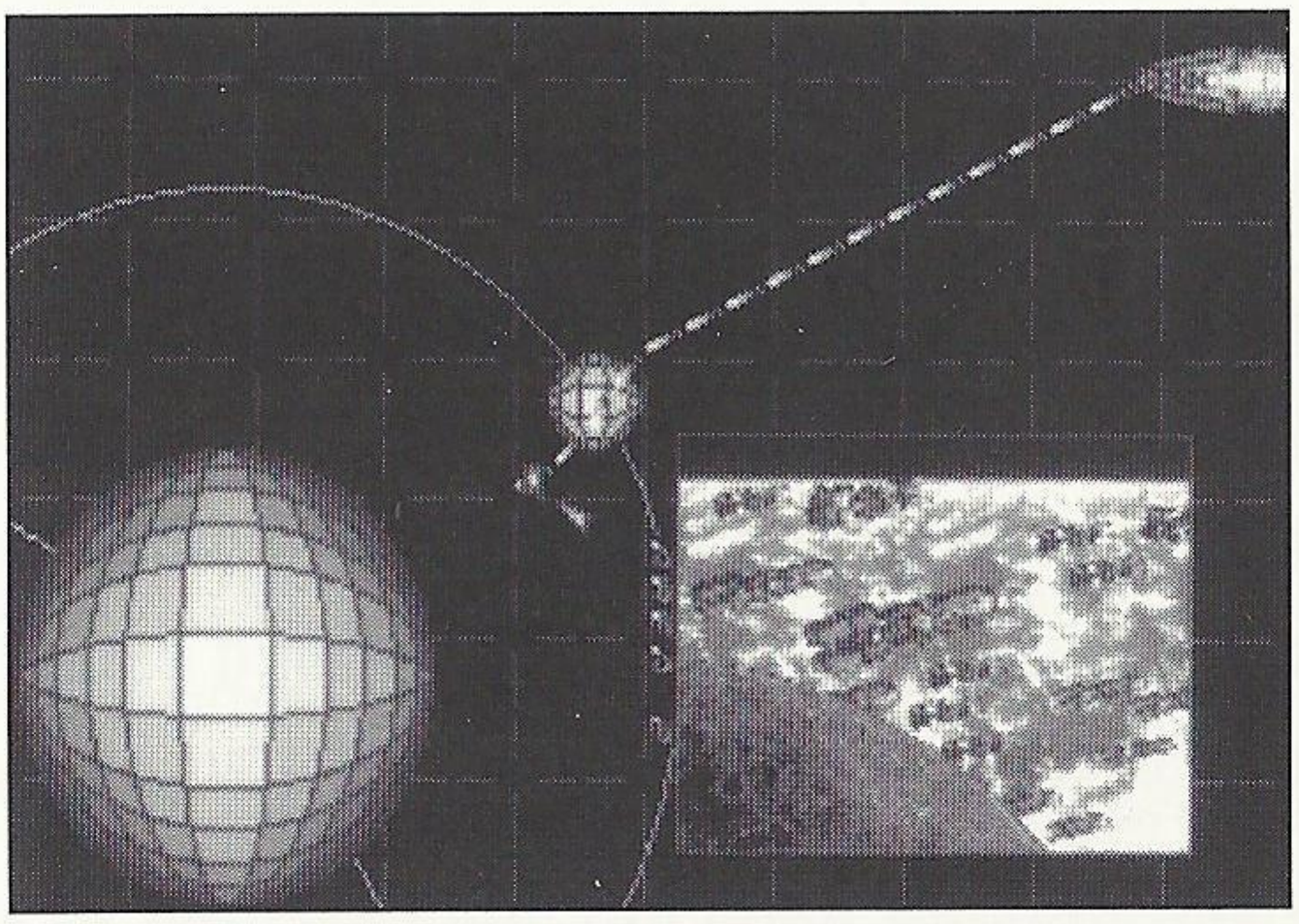
In order to succeed with our plan, we will have to reduce the size of our landing fleet while increasing the power of our assaulting weapons. For this reason, our plan calls for the use of the prototype all-round Fighter (RVA-818 X-LAY), which is being developed in the code-name "Project Rayforce."

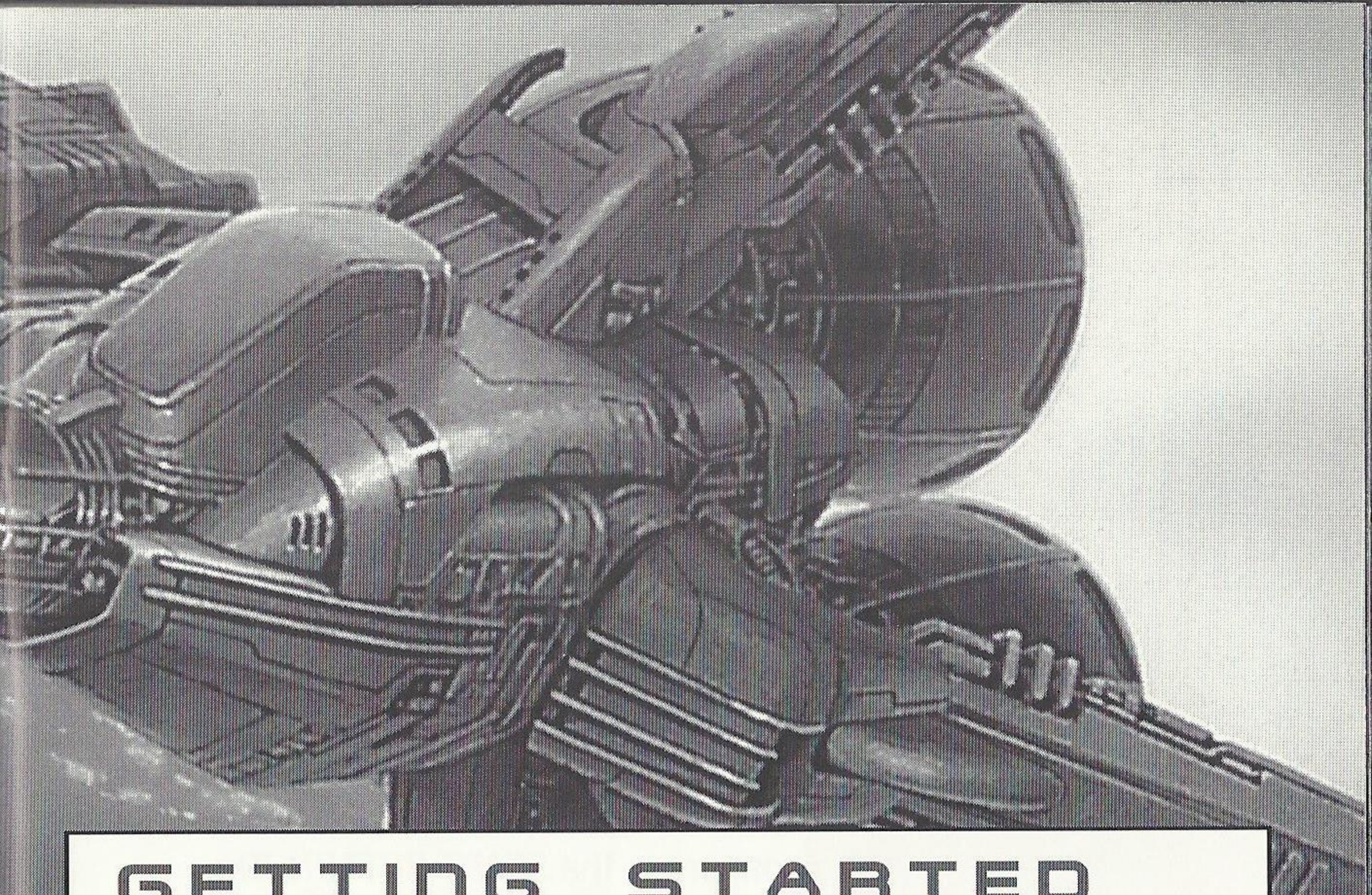
Although RVA-818 X-LAY is still experimental, its mobility has been tested, and its main fighting system, "Lock-On Laser,"



has been simulated. The results prove that X-LAY can fight by itself. This fighter is considered capable and ready for actual battle.

During our landing operation, we intend to attack the enemy with the two RVA-818 X-LAYs that are in working condition.





GETTING STARTED

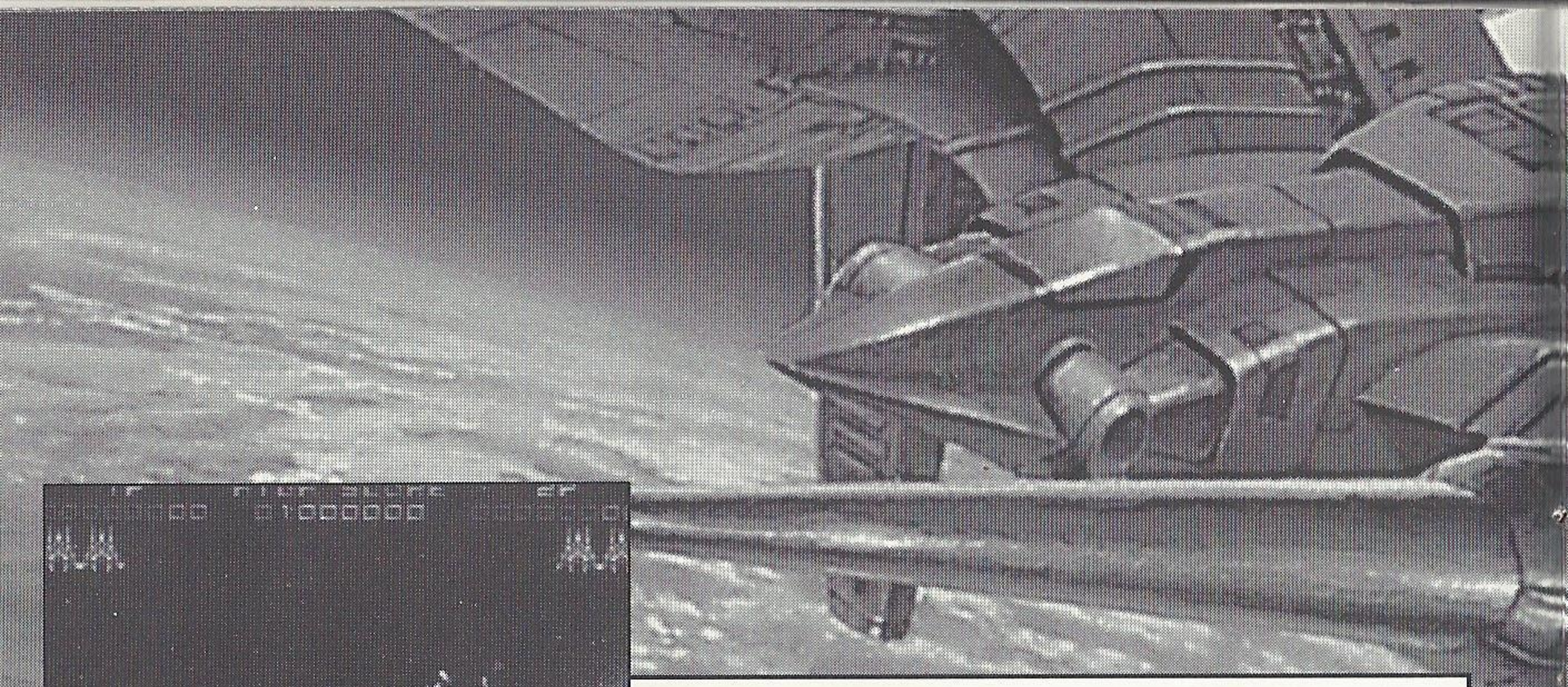
1. Set up your Sega Saturn™ system as described in its instruction manual. Plug in Control Pads

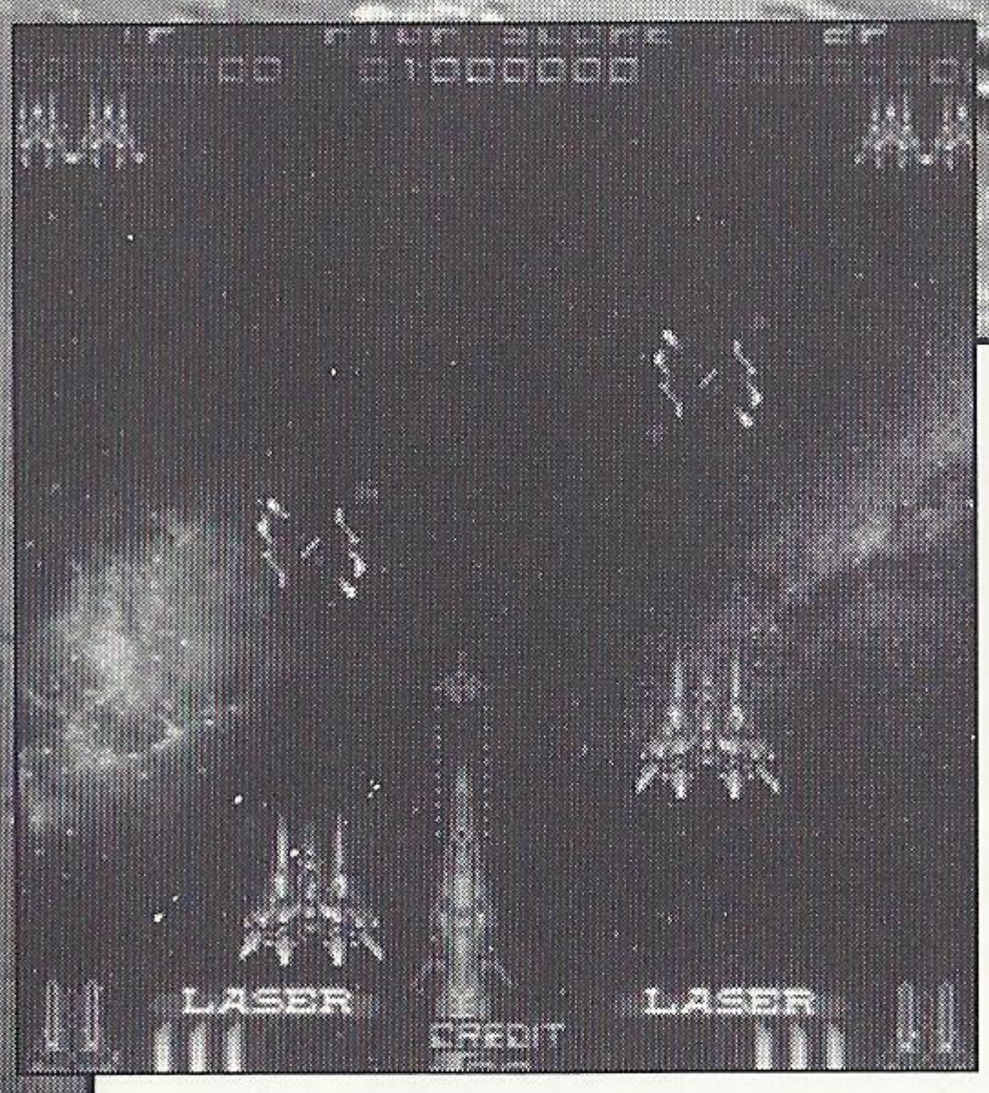
2. Place the Galactic Attack™ disc, label side up, in the well of the CD tray and close the lid.

3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)

4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn™ console to display the on-screen Control Panel.

IMPORTANT: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.





1. DEMONSTRATION SCREEN

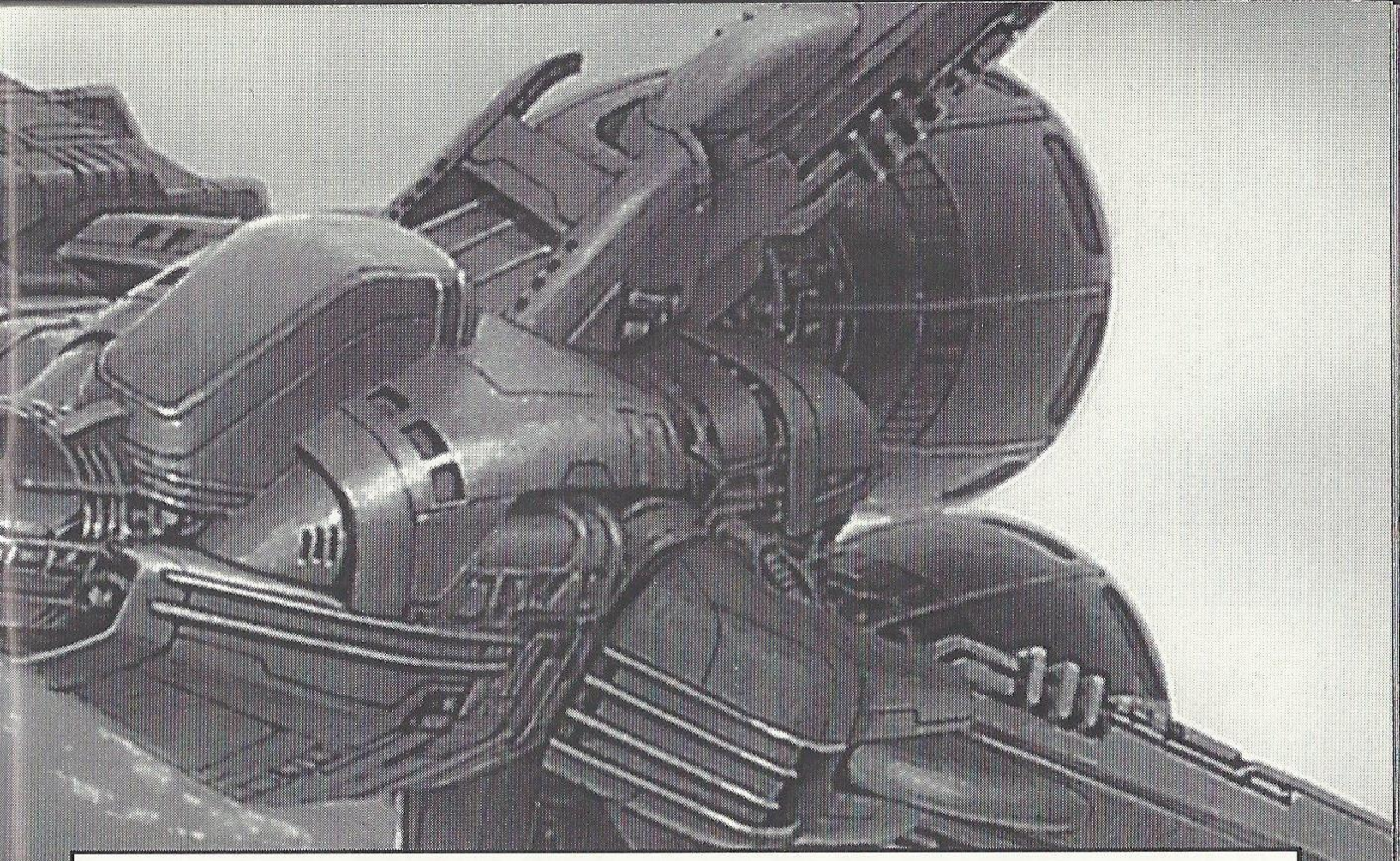
While the Demonstration Screen is on, press the START BUTTON. The Demonstration Screen shows you how to operate your fighter plane and provides a historical overview of events.

2. TITLE SCREEN

While the Title Screen is on, choose "GAME START" by pressing UP or DOWN on the D-PAD. The game starts when you press the START BUTTON. To change default settings, choose "OPTION," and press the "START" Button.

3. OPTION SCREEN

You can change the settings of the game. Press UP or DOWN on the D-PAD to choose the option you want to change. Select your desired option setting by pressing LEFT or RIGHT on the D-PAD. When you press the START BUTTON again, you will go back to the Title Screen where you can begin game play. (See OPTIONS for details).



UNIT OPERATION

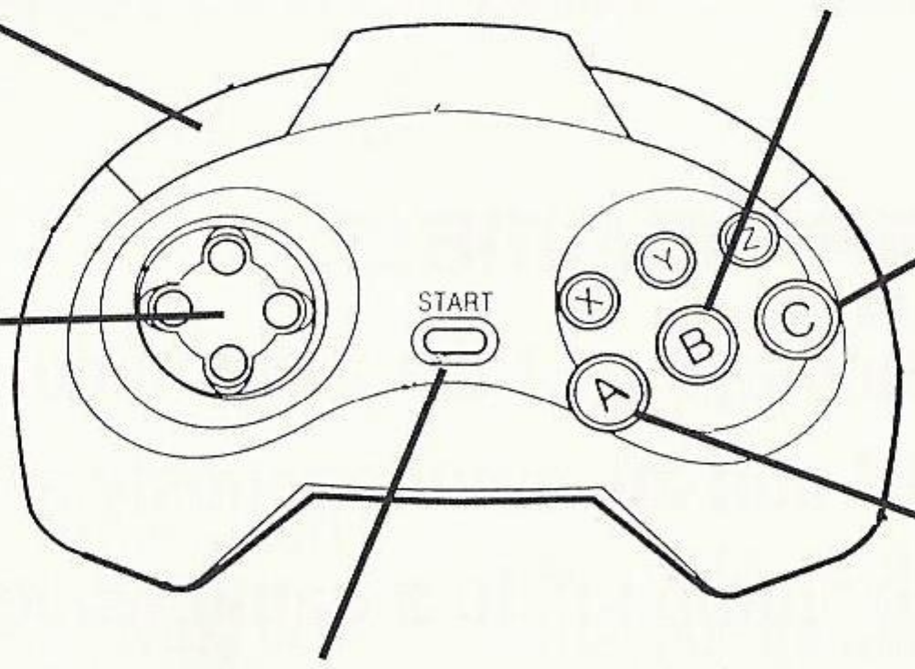
This game is for 1 or 2 persons. When you play alone, connect the Control Pad to Terminal 1 or Terminal 2. When 2 players are playing at the same time, connect the 1P Pad to Terminal 1 and 2P Pad to Terminal 2.

SEGA SATURN MODE

L Shift Button: On/Off on-screen display

B Button: Detonates Lock-On Laser

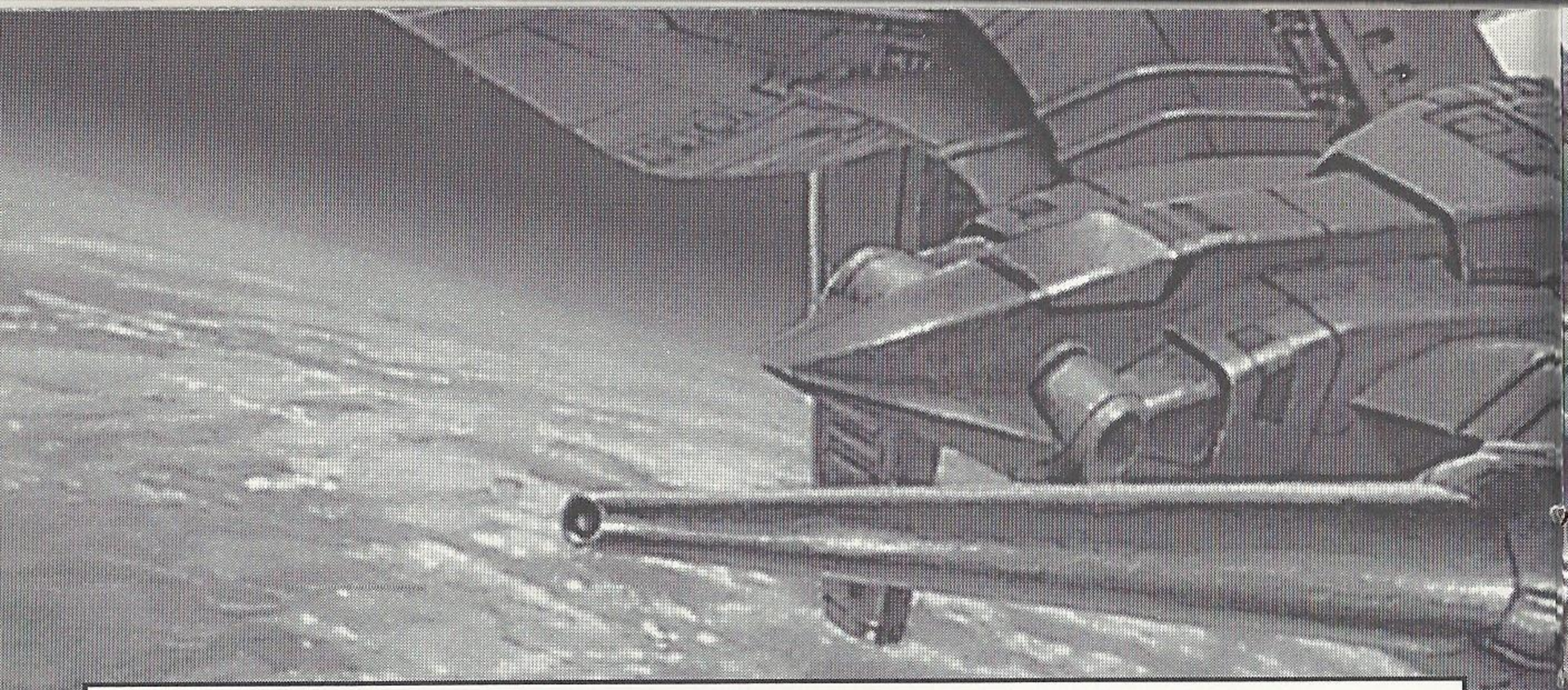
Direction Button: Moves your Plane (8 directions)/ moves cursor



C Button: Finalizes the input initials (of the high scorer)

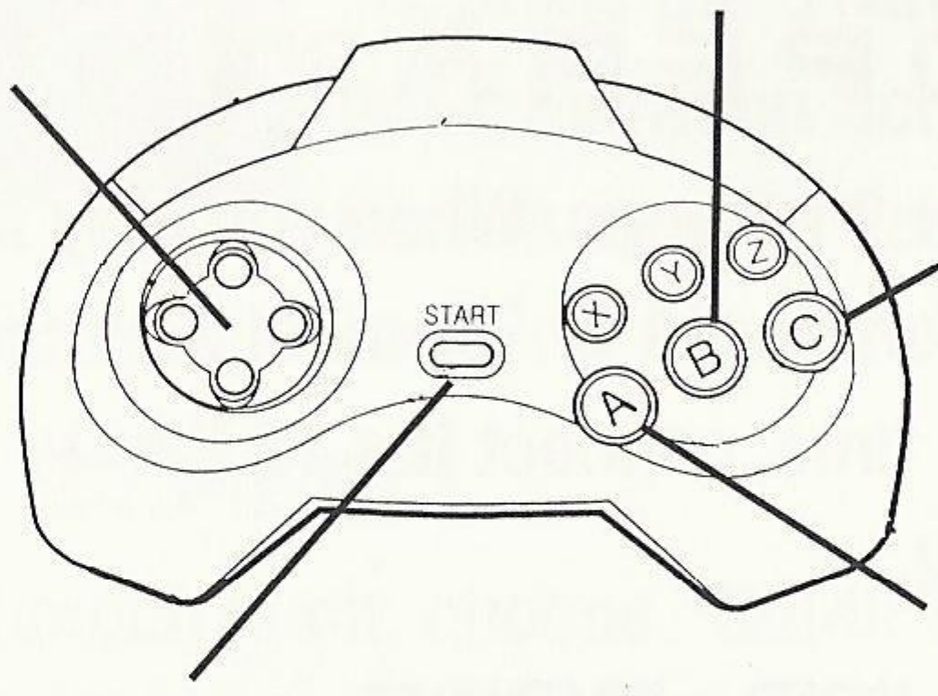
A Button: Shoots

Start Button: Finalizes the mode/ pauses and restarts the game



ARCADE MODE

Direction Button:
Moves your Plane (8 directions)/ moves cursor



B Button:
Detonates Lock-On Laser

C Button:
Finalizes the input initials (of the high scorer)

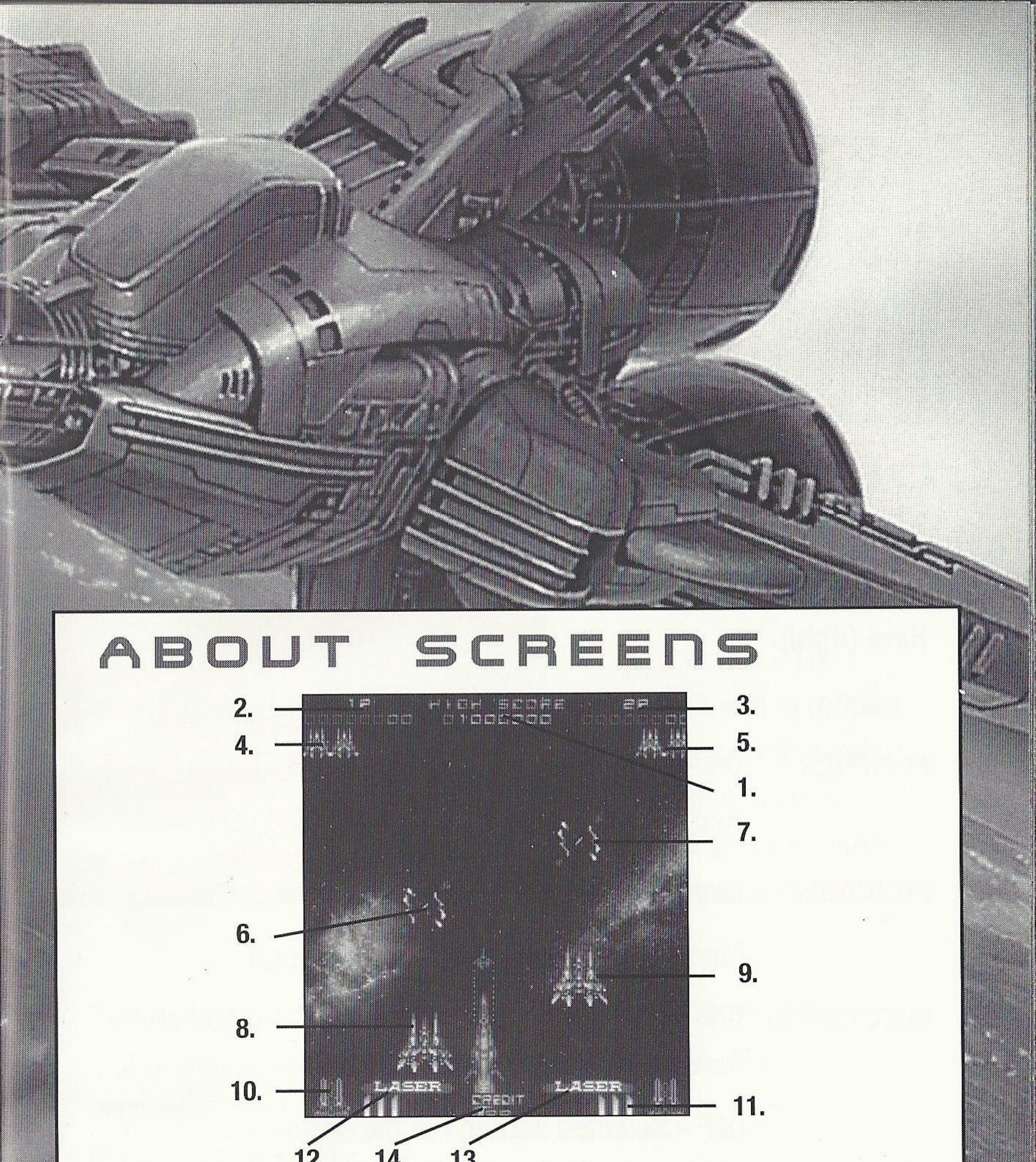
A Button: Shoots

Start Button: Finalizes the mode/ pauses and restarts the game

PAD MODE — See P. 16 for the details

TWO PLAYER GAMES

When two people are playing at the same time, press the START BUTTON on 1P and 2P simultaneously at the Title Screen. You can also "jump in" to a game while a game is going on by pressing the START BUTTON. In a Two Player game, the number of Lasers are limited; a maximum of 8 Lasers are available.



ABOUT SCREENS

1. High Score
2. 1P Score
3. 2P Score
4. Number of 1P's Plane (lives) left
5. Number of 2P's Plane (lives) left
6. 1P's Sight (Locked-On Laser's Target)
7. 2P's Sight (Locked-On Laser's Target)
8. 1P's Plane (Active Plane)
9. 2P's Plane (Active Plane)
10. 1P's Gained Power Signal (shows the weapon that gained the power - the part gained will be blinking)
11. 2P's Gained Power Signal (shows the weapon that gained the power - the part gained will be blinking)
12. 1P's Laser Indicator (shows the number of Lasers that 1P can detonate at that moment)
13. 2P's Laser Indicator (shows the number of Lasers that 2P can detonate at a given moment)
14. Number of Credits

OPTIONS

GAME/DIFFICULTY LEVEL:

There are 6 levels of difficulty, from Normal (left) to Very Hard (right).

RAPID: **ON - Turn on sequential shooting**

OFF - Turn off sequential shooting

AUDIO: **Stereo - The sound will be in stereo**

Mono - The sound will be in monaural

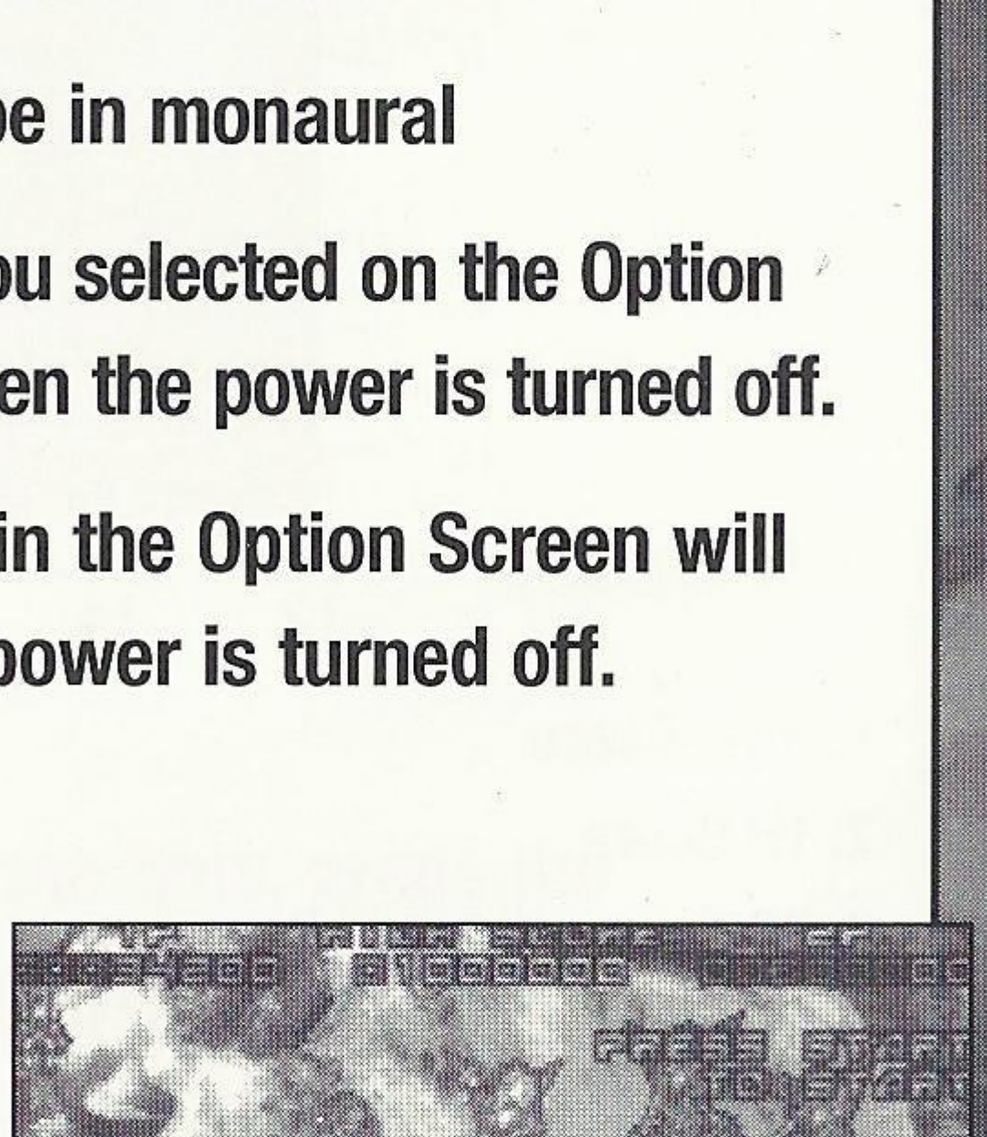
RECORD: **ON - Each setting that you selected on the Option Screen will be saved when the power is turned off.**

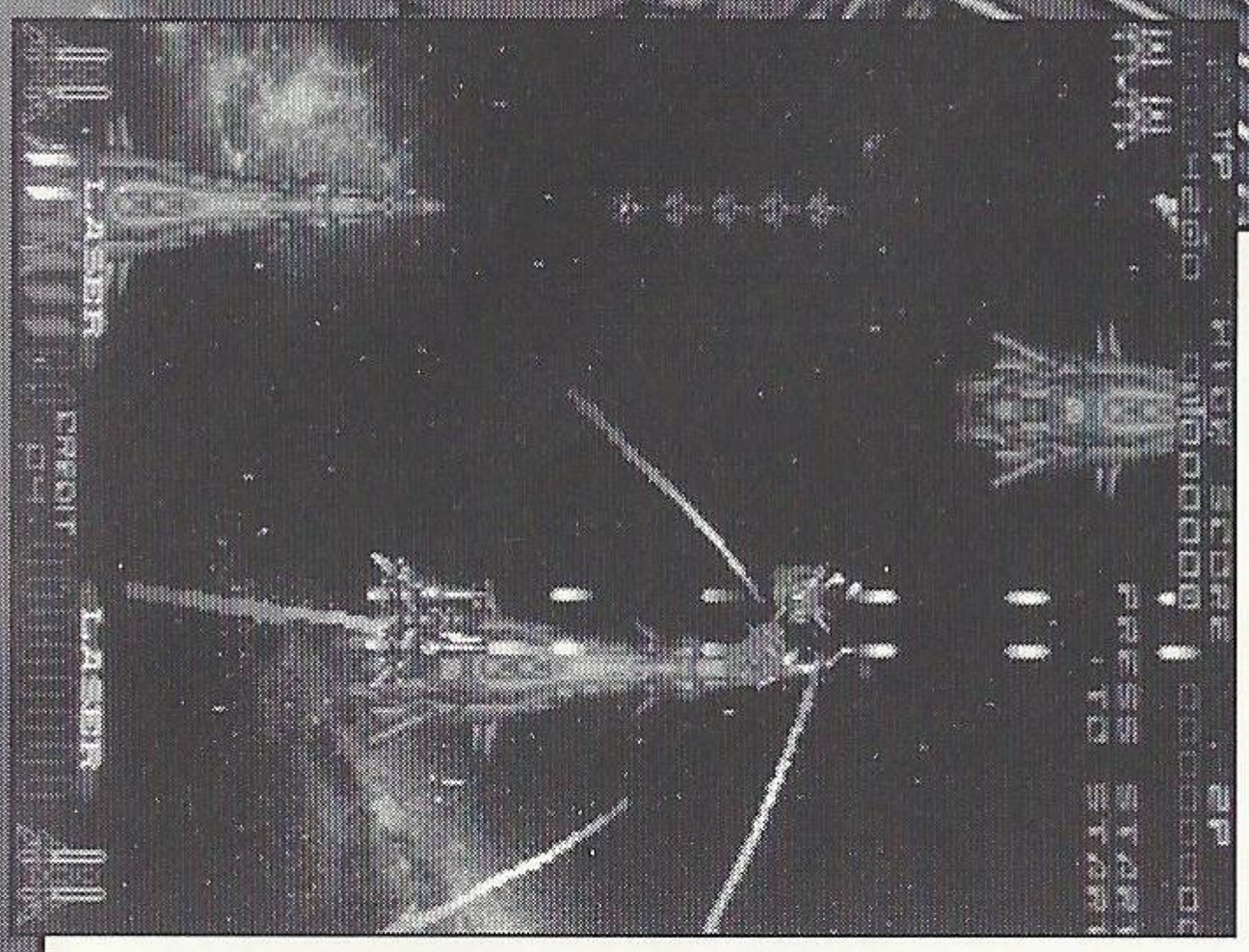
OFF - Selected settings in the Option Screen will not be saved when the power is turned off.

GAME MODE:

Sega Saturn Mode - The game's screen is in its normal position. (The horizontal screen)

NOTE: SEGA SATURN Mode is played on a domestic (horizontal) screen; so it is slightly different from the commercial version. We apologize for any inconvenience caused.



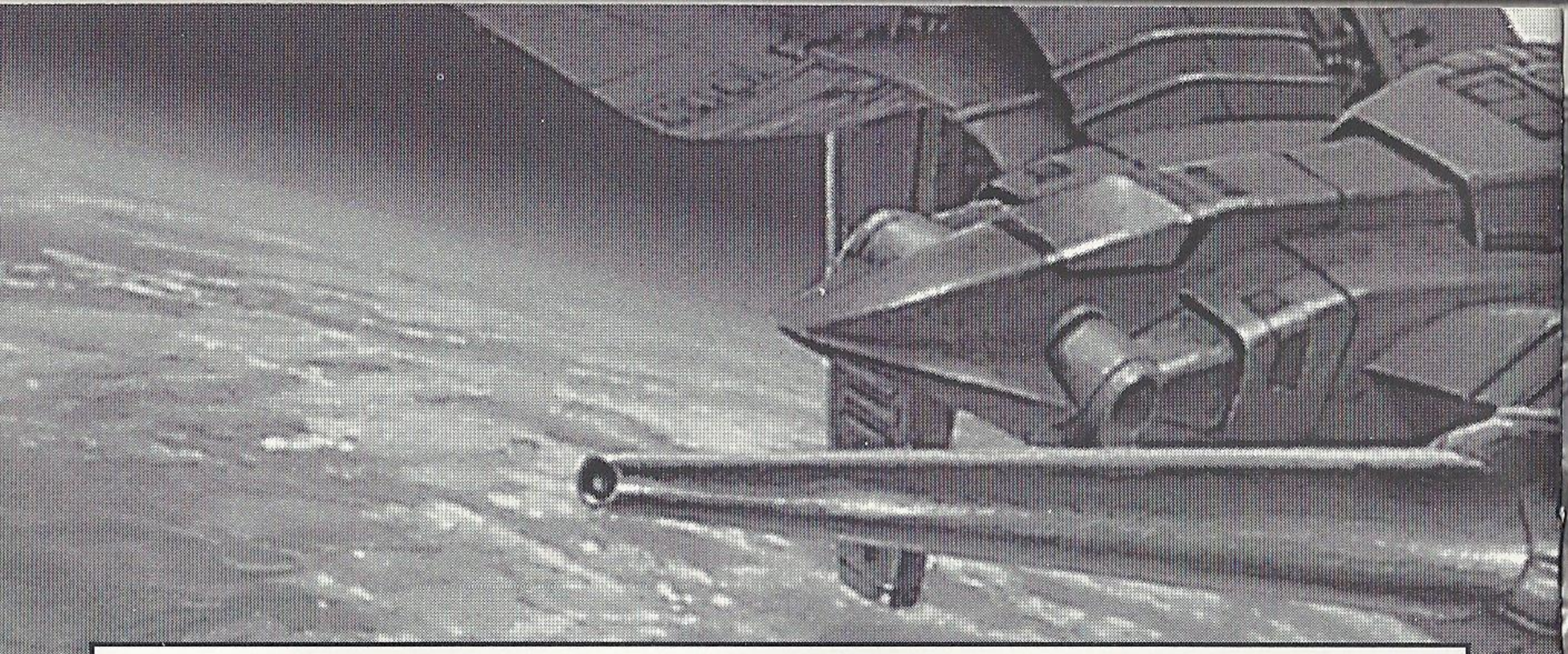


Arcade Mode - The game's screen is rotated 90 Degrees. In this mode, you can play as if you are in the game's center. (The vertical screen)

Pad Mode: VERTICAL When playing in Arcade Mode, your monitor can be vertically positioned. The D-PAD will correspond to the monitor's up-down and left-to-right vertical positioning.

HORIZONTAL When playing in Arcade Mode or Sega Saturn Mode with domestic TV equipment, the D-PAD will correspond to the monitor's up-down and left-to-right positioning.

EXIT: When you press the START BUTTON, you will exit from the "Option" Screen and go back to the Title Screen.



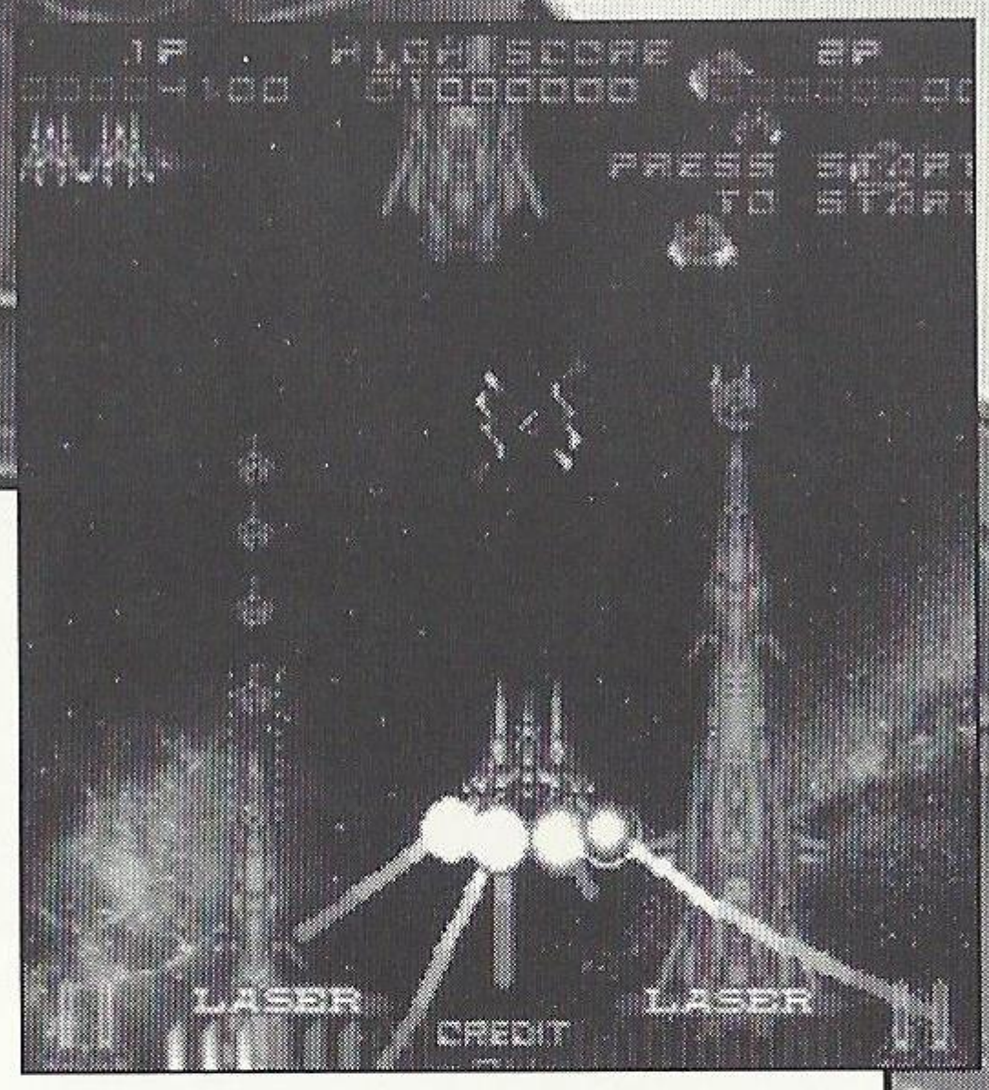
ABOUT THE GAME

▲ **Galactic Attack™ is a vertical-scrolling aerial combat game. You need to identify whether your shooting target is in the air (i.e. your enemy is at a higher altitude than your plane) or on the ground (i.e. your enemy is at a lower altitude than your plane).**

▲ **The game contains a total of 7 rounds. You can only go on to the next round after having defeated the Final Boss in your current round.**

▲ **The game will conclude when all of your planes are destroyed.**

SHOOTING: Fire shots to attack the enemy when the enemy is at the same altitude as you. If enemy planes are on the ground or at a different altitude from you, you cannot shoot them.



LOCK-ON LASER: Use this method to attack the enemy when they are at a higher or lower altitude than your plane.

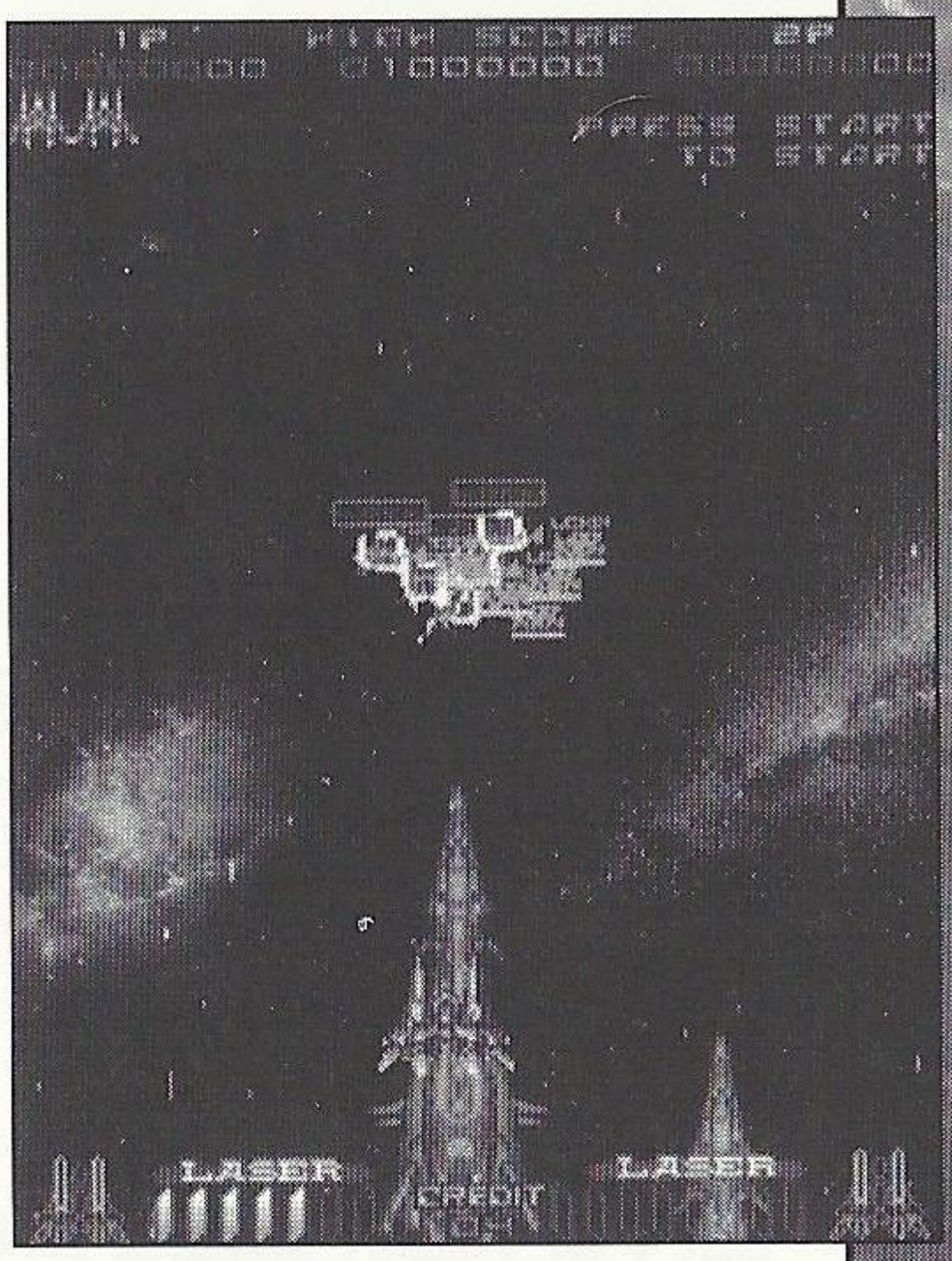
MORE ABOUT THE LOCK-ON LASER:

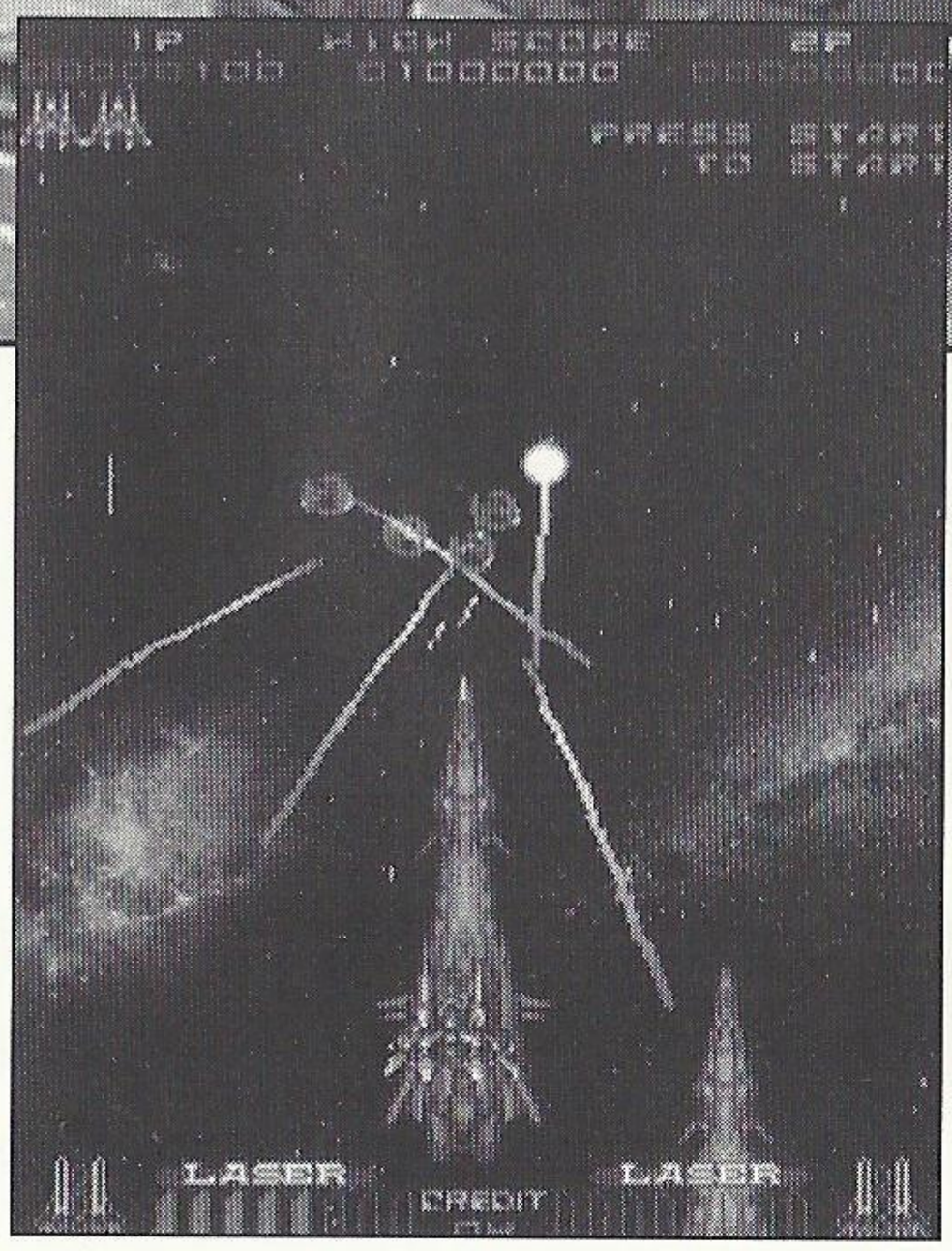
1. Lay the "sight" control of your plane on the enemy plane.

2. Once your "sight" is locked onto the enemy, the Lock-On Marker will go on. Meanwhile, you can continue locking onto other enemy planes.

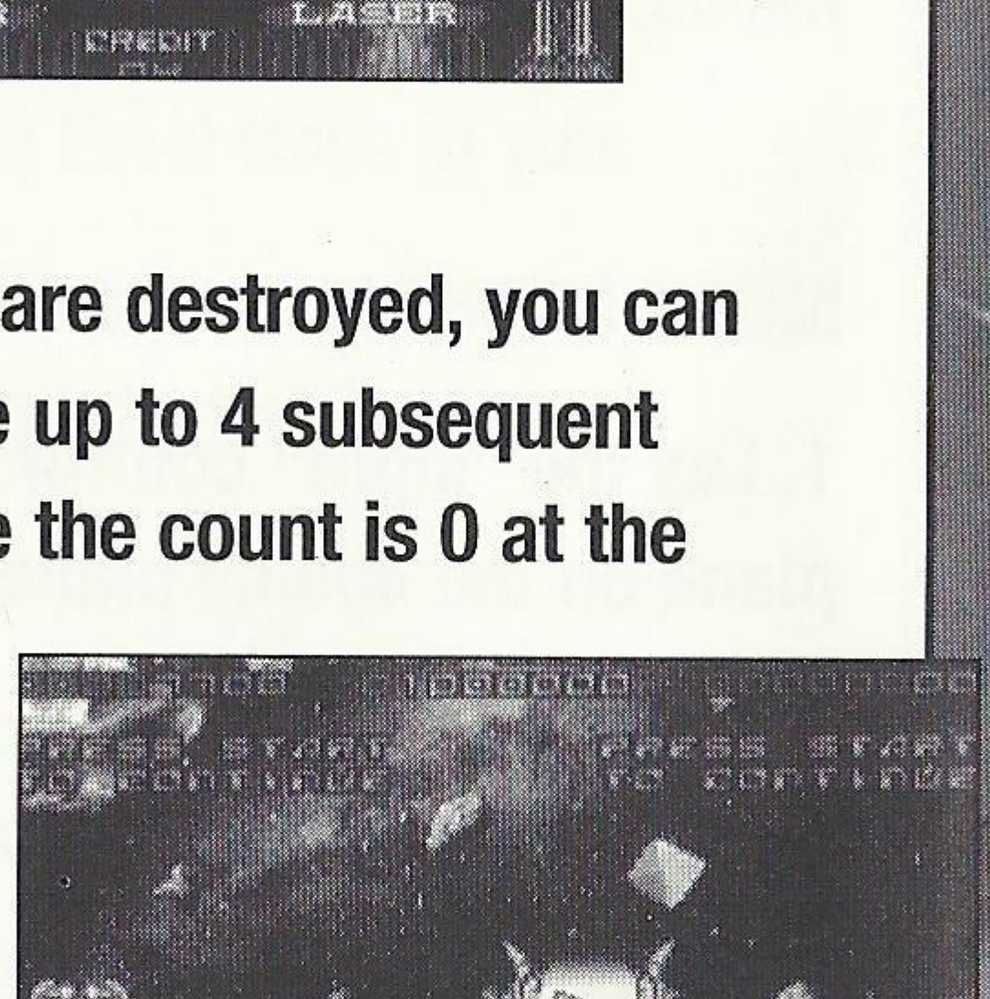
3. Since locked on planes can still fly away, you may detonate them at any time by pressing the B Button.

4. The Laser will destroy all locked-on planes.





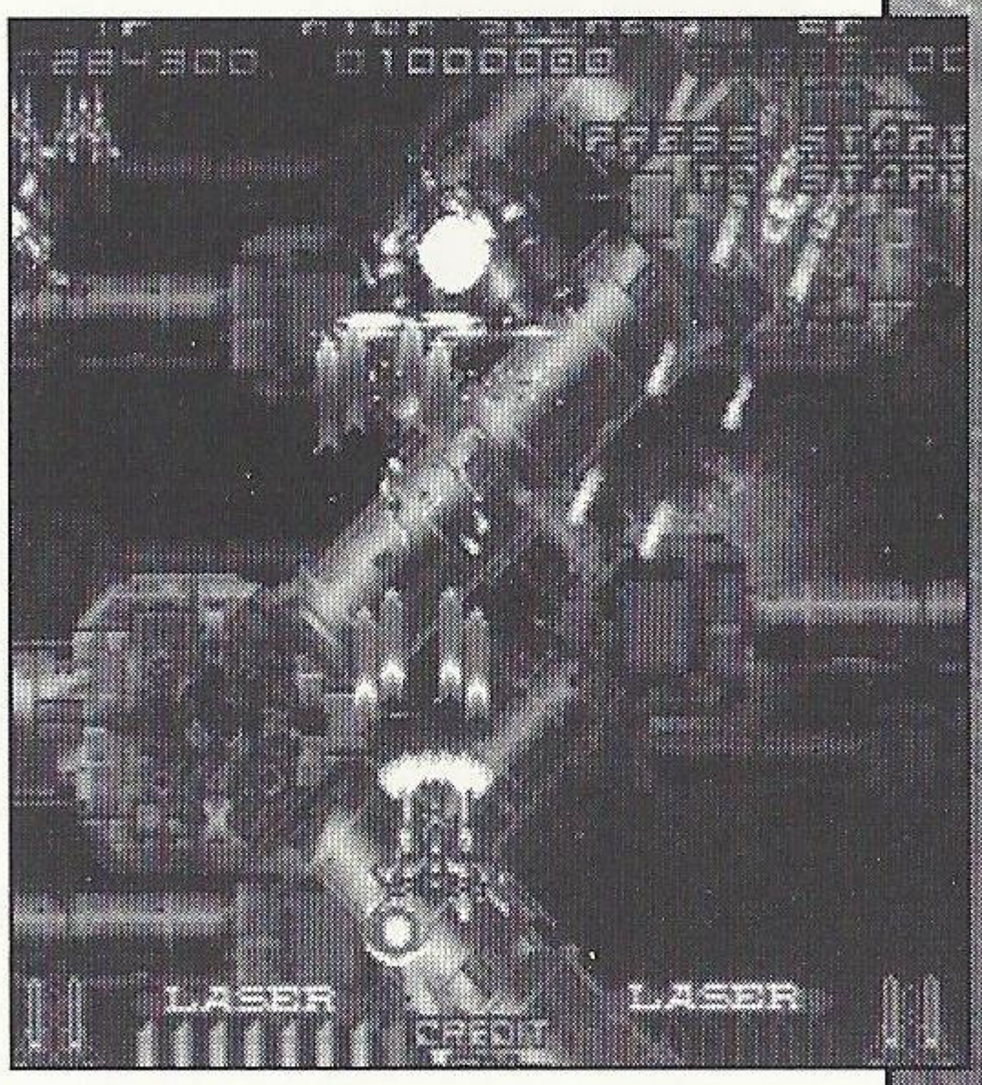
CONTINUING: When all of your planes are destroyed, you can restart the game from where you were up to 4 subsequent times. Press the START BUTTON before the count is 0 at the "Continue" screen.



ENTER YOUR INITIALS: When the game concludes, if your score is high enough to be ranked, you can input up to 3 alphabetical letters. Choose the letters by pressing LEFT or RIGHT on the D-PAD, and input your selections with the A, B or C Buttons.

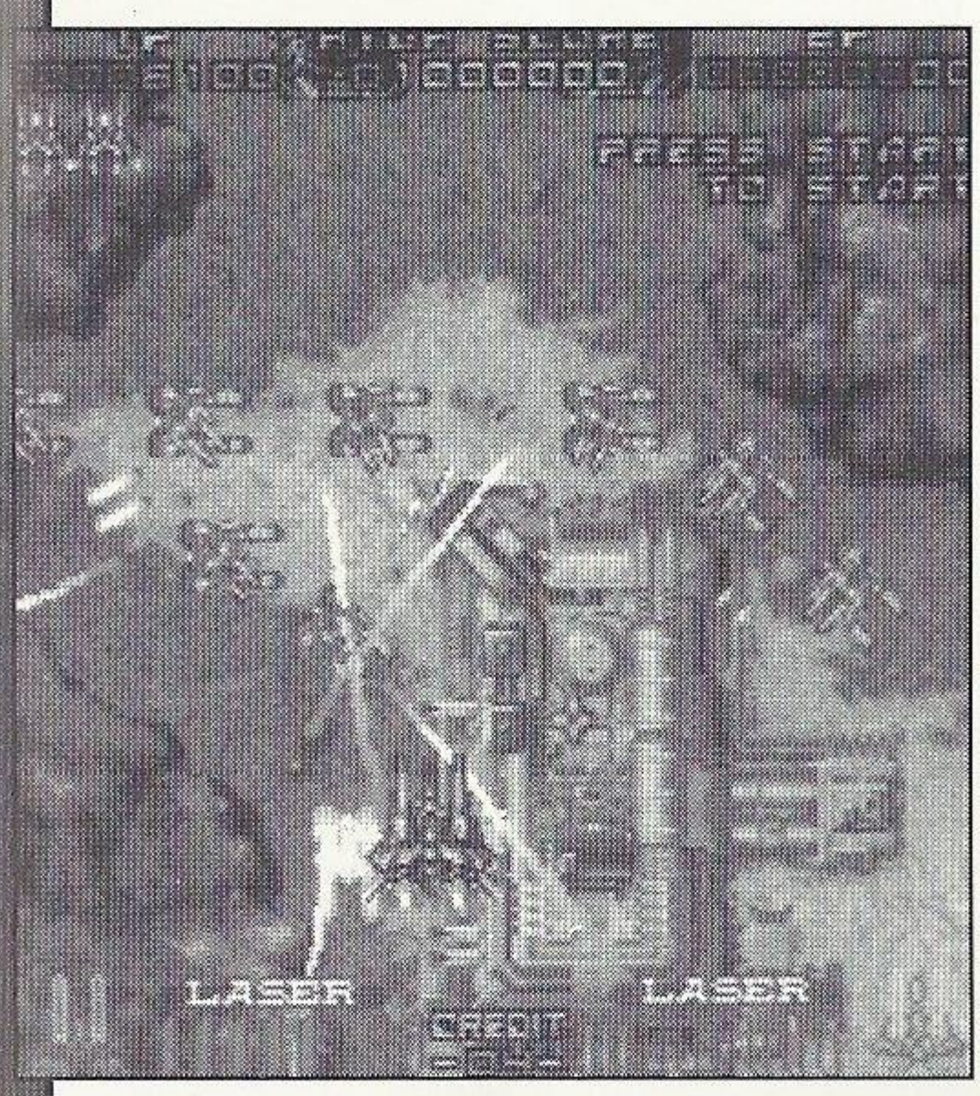
ABOUT THE POWER-UP SYSTEM

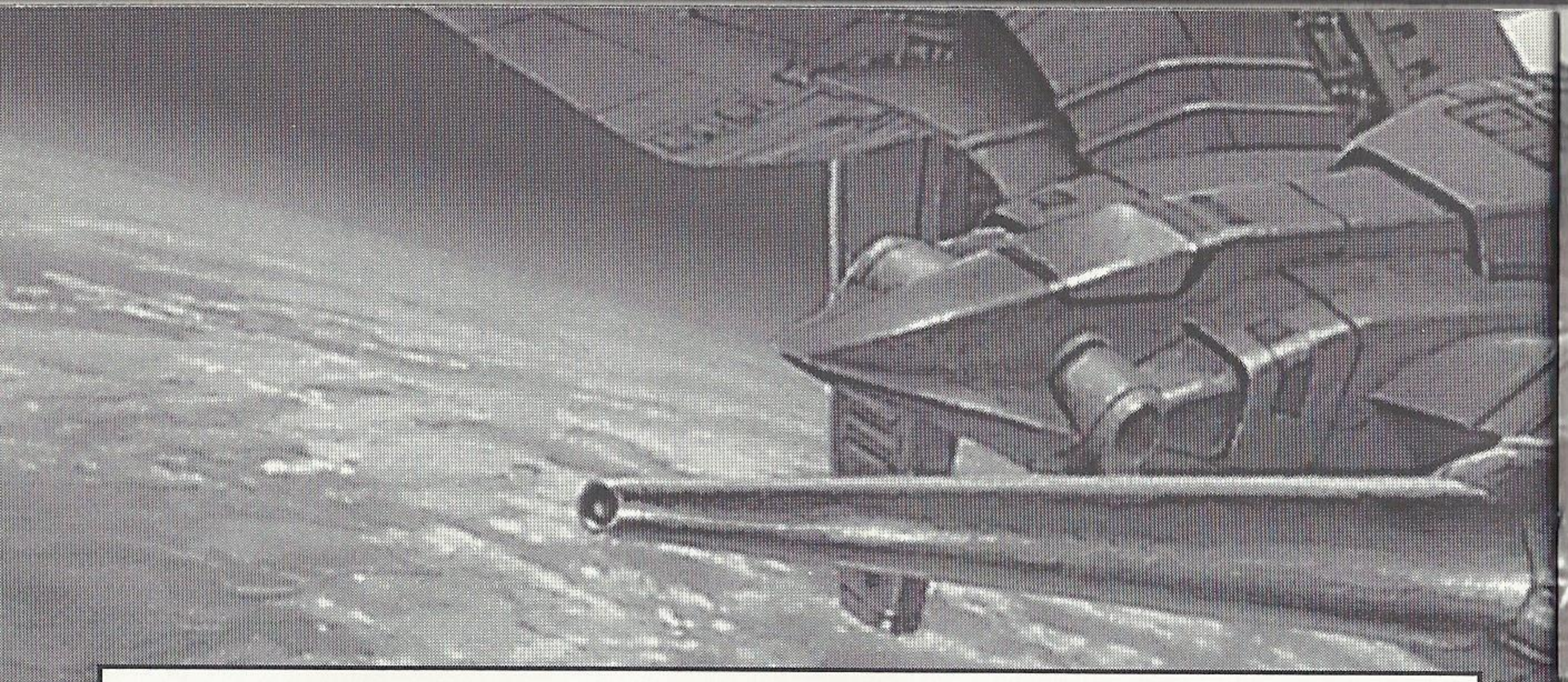
Your shots and lasers will independently increase their power (power-up) by acquiring respective power-up items.



SHOT: There are 6 levels of Shot power-ups. There is no shot-change.

LASER: The number of enemy planes that you can lock-on to at one time is limited to 4 levels of 7 power-ups (2 levels when 2 players are playing simultaneously). Destructive strength can go up to 3 levels.

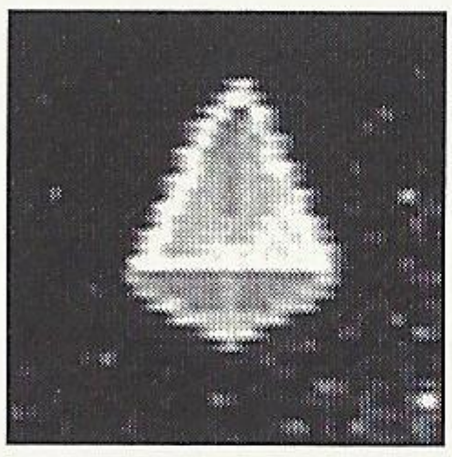




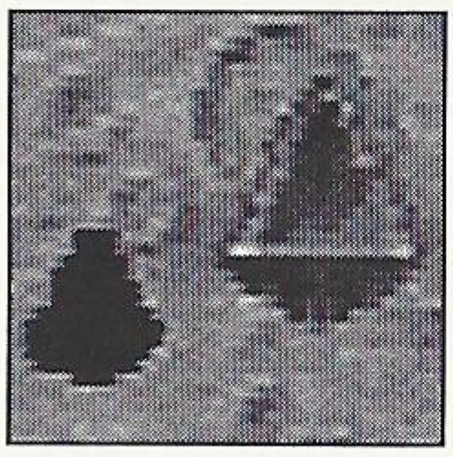
ITEMS

Power-up is made possible by acquiring the following:

SHOT ITEMS: After obtaining 3 Power Ups, your shooting power will increase by 1 level. When you obtain 1 Super Power Up, your shooting power will also increase by 1 level.

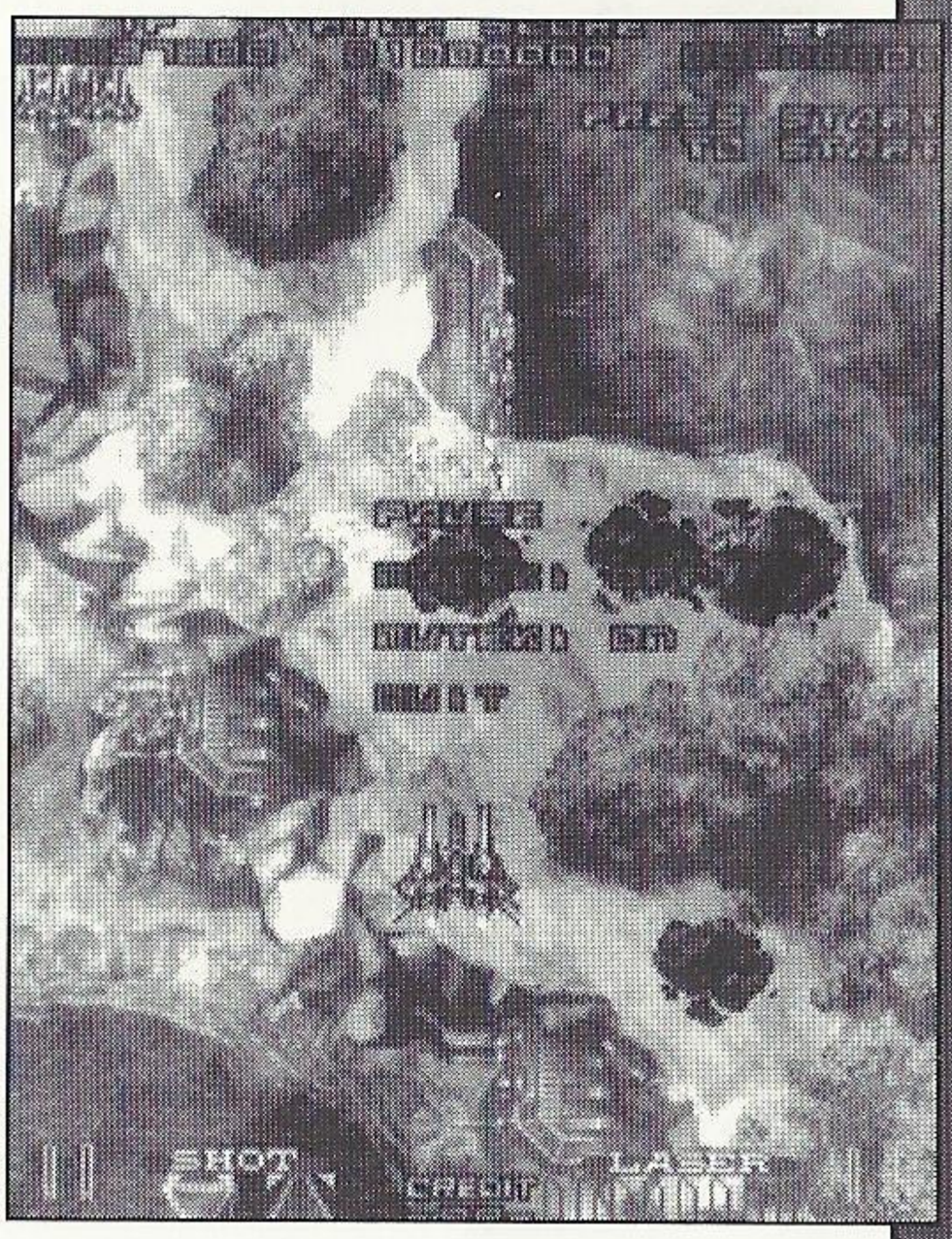


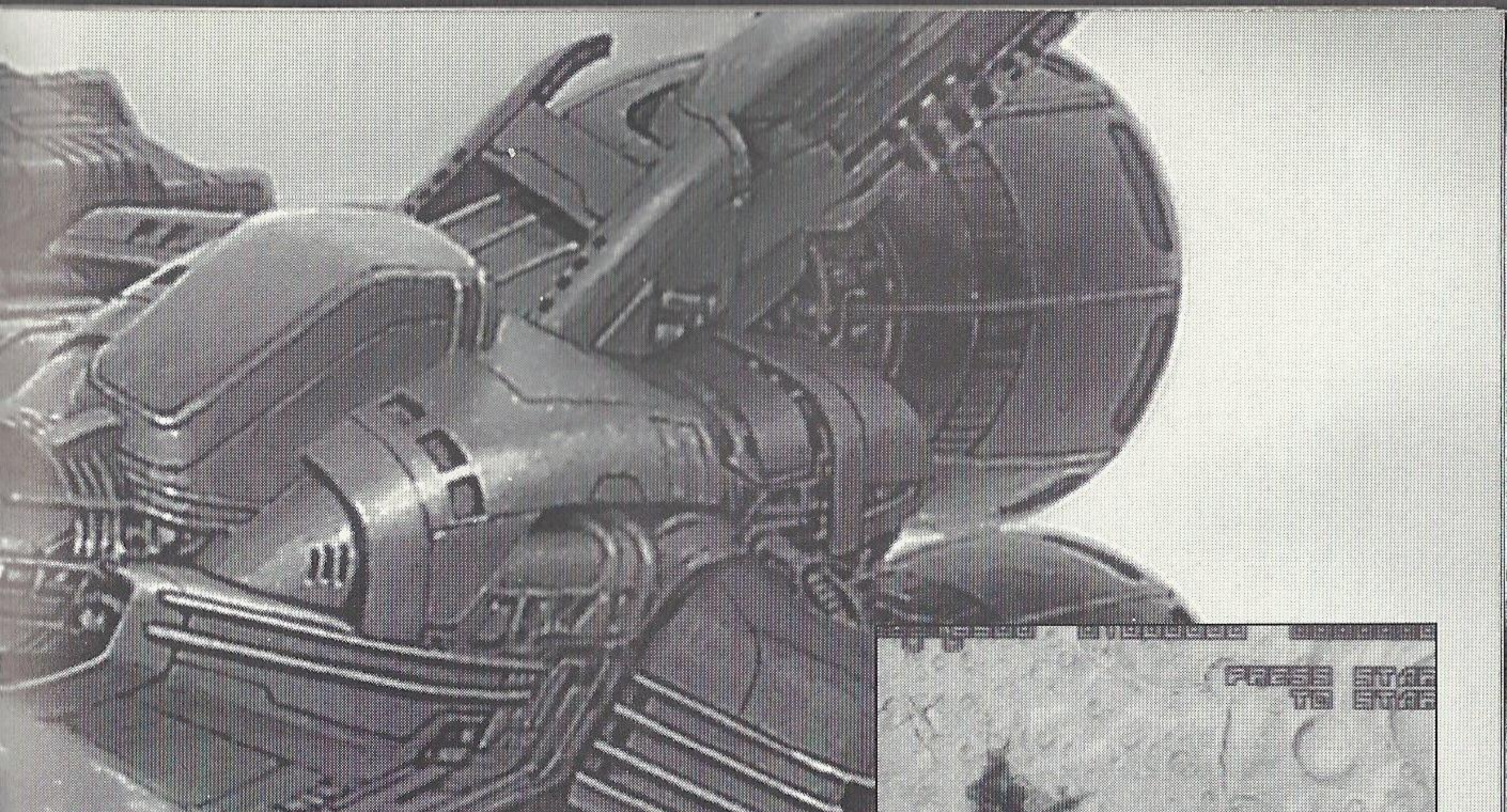
1. POWER-UP - After obtaining 3 Power-Ups, your shooting power will increase by 1 level.



2. SUPER POWER-UP - After obtaining 1 Super Power-Up, your shooting power will increase by 1 level.

3. This part displays the number of items you obtained as soon as you obtain the item(s).





LASER ITEM: By obtaining Laser Items, both the number of enemy craft that you can lock-on to and your destructive power will increase.

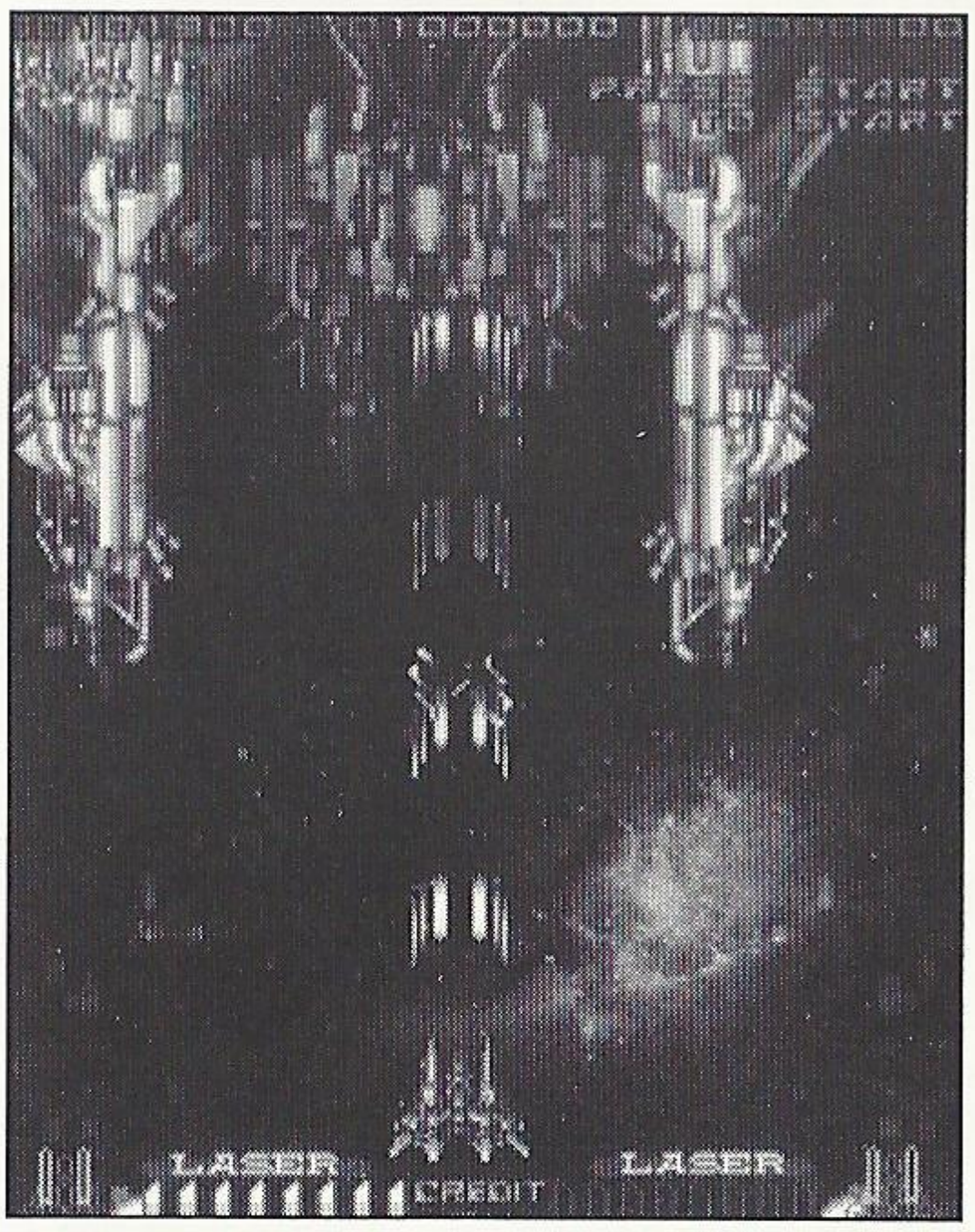
NUMBER OF ITEMS OBTAINED	AT THE BEGINNING	1	2	3
COLOR OF LASER	BLUE	GREEN	YELLOW	RED
NUMBER OF LASERS	5 (3)	6 (4)	7 (4)	8 (4)

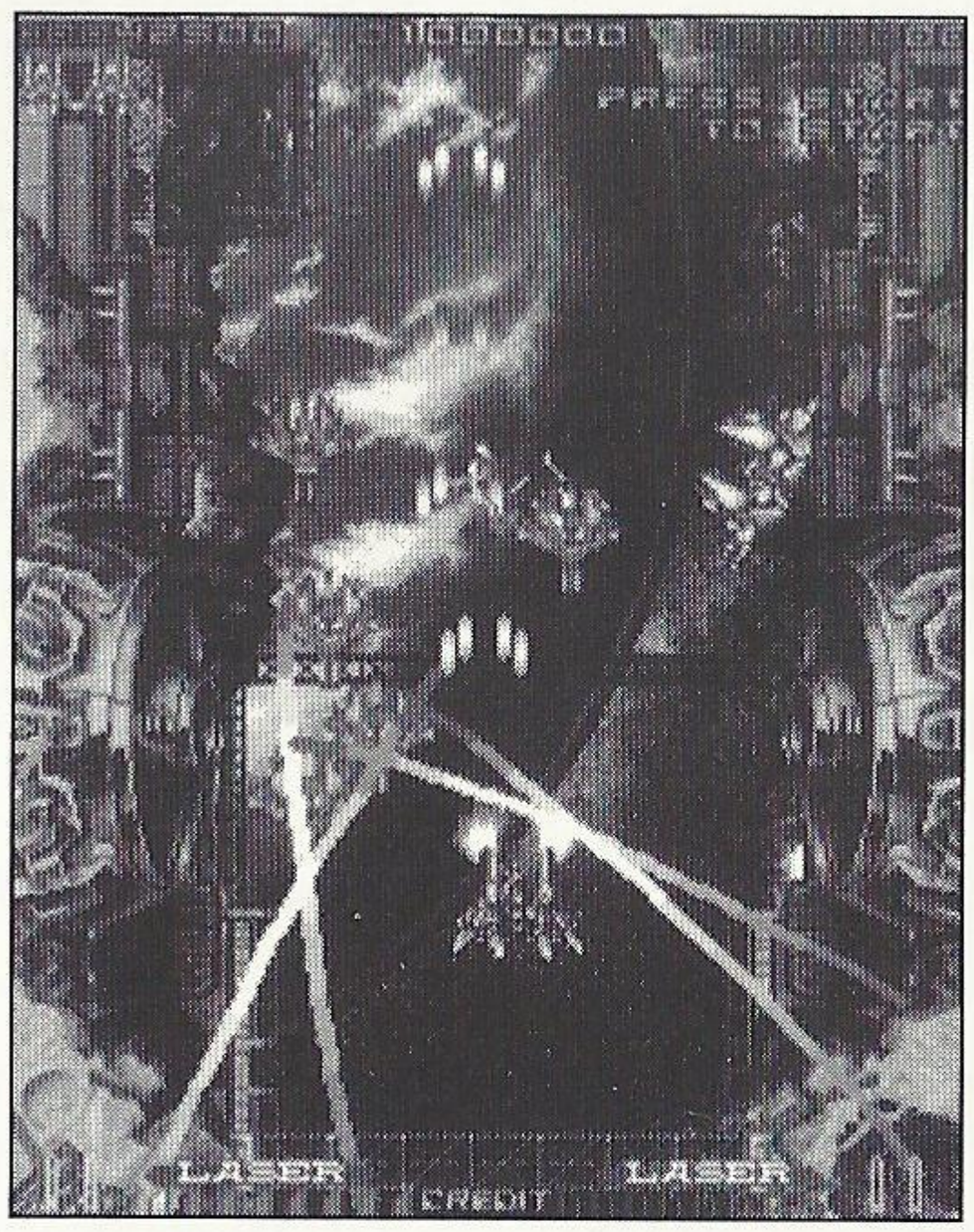
( ) shows when 2 players are playing simultaneously.

* When your Laser is at its maximum destructive power and obtains more Laser item(s), you will earn extra points.

4. LASER - Lock-on Laser will increase its power.

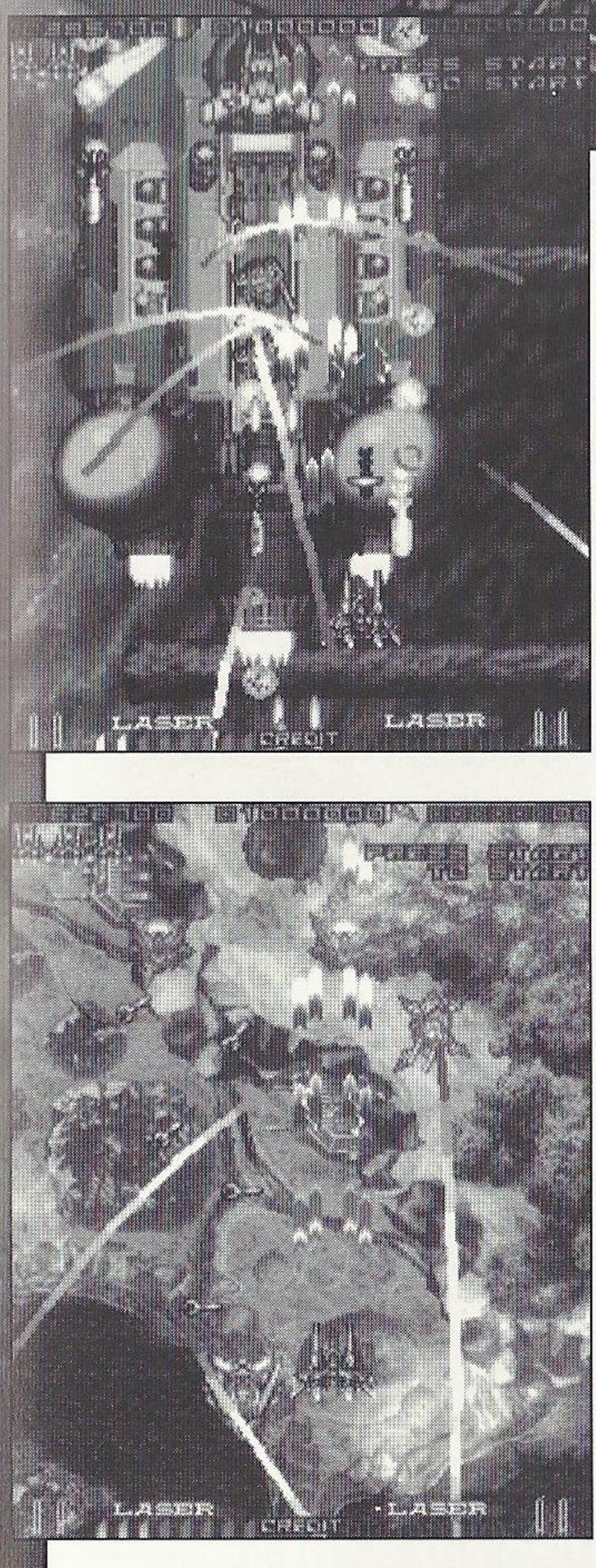
PREVIEW OF EACH ROUND





ROUND 1: Enemy's Space

The RVA-818 X-LAY passes through the asteroid system and attacks the enemy's space base, which is under construction. As X-LAY attempts to destroy the base, a number of defense fighters and robots rise up to battle back X-LAY.

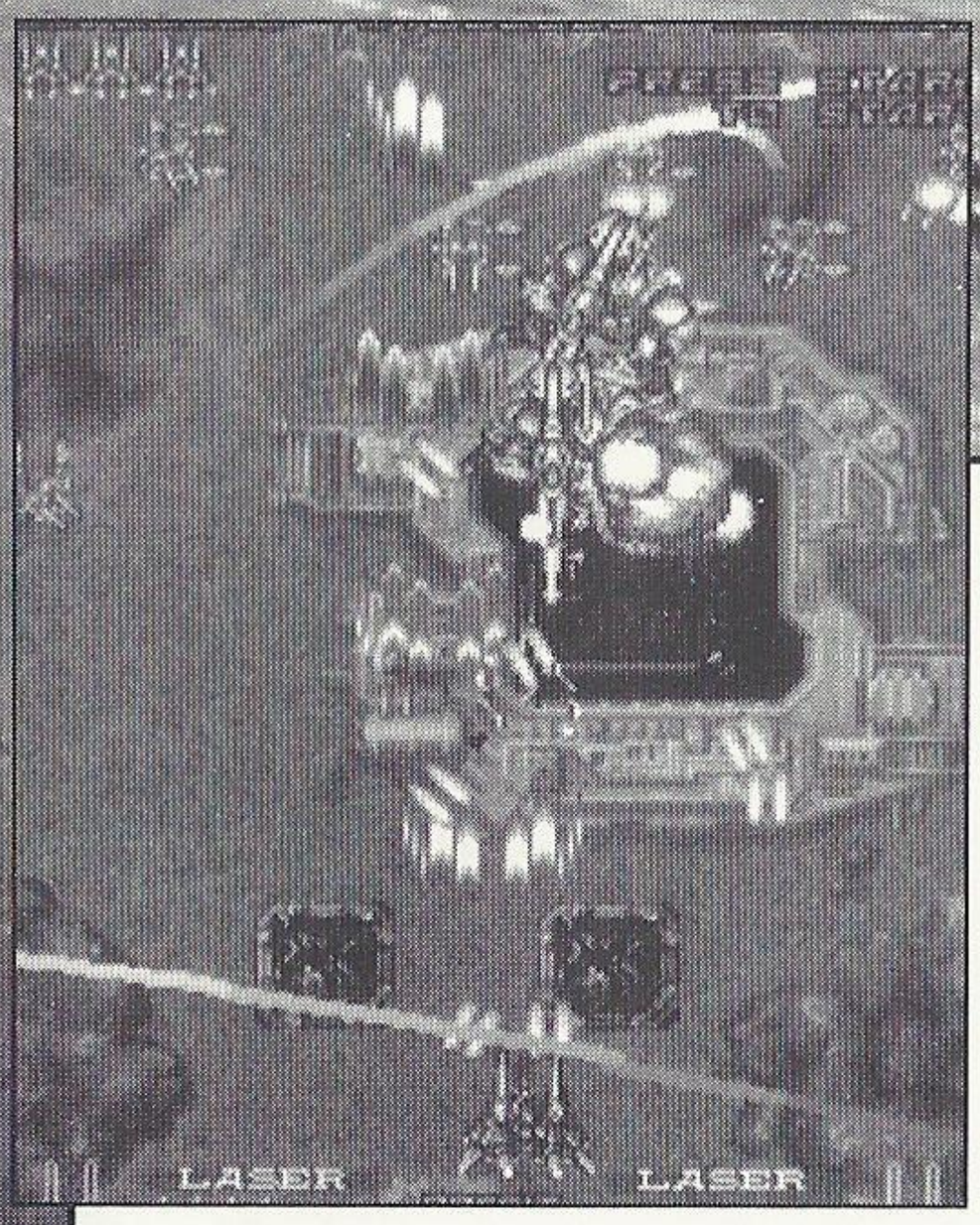


ROUND 2: Enemy's Satellite to its Mother Star

The RVA-818 X-LAY next attacks the enemy's giant battleship located in a satellite which orbits the enemy's planets. The enemy's space station piping, set up like a web, surrounds the satellite. Gun batteries assault X-LAY. Within the satellite, the giant battleship appears. The challenge is to destroy all gun batteries and missile hatches with lock-on lasers.

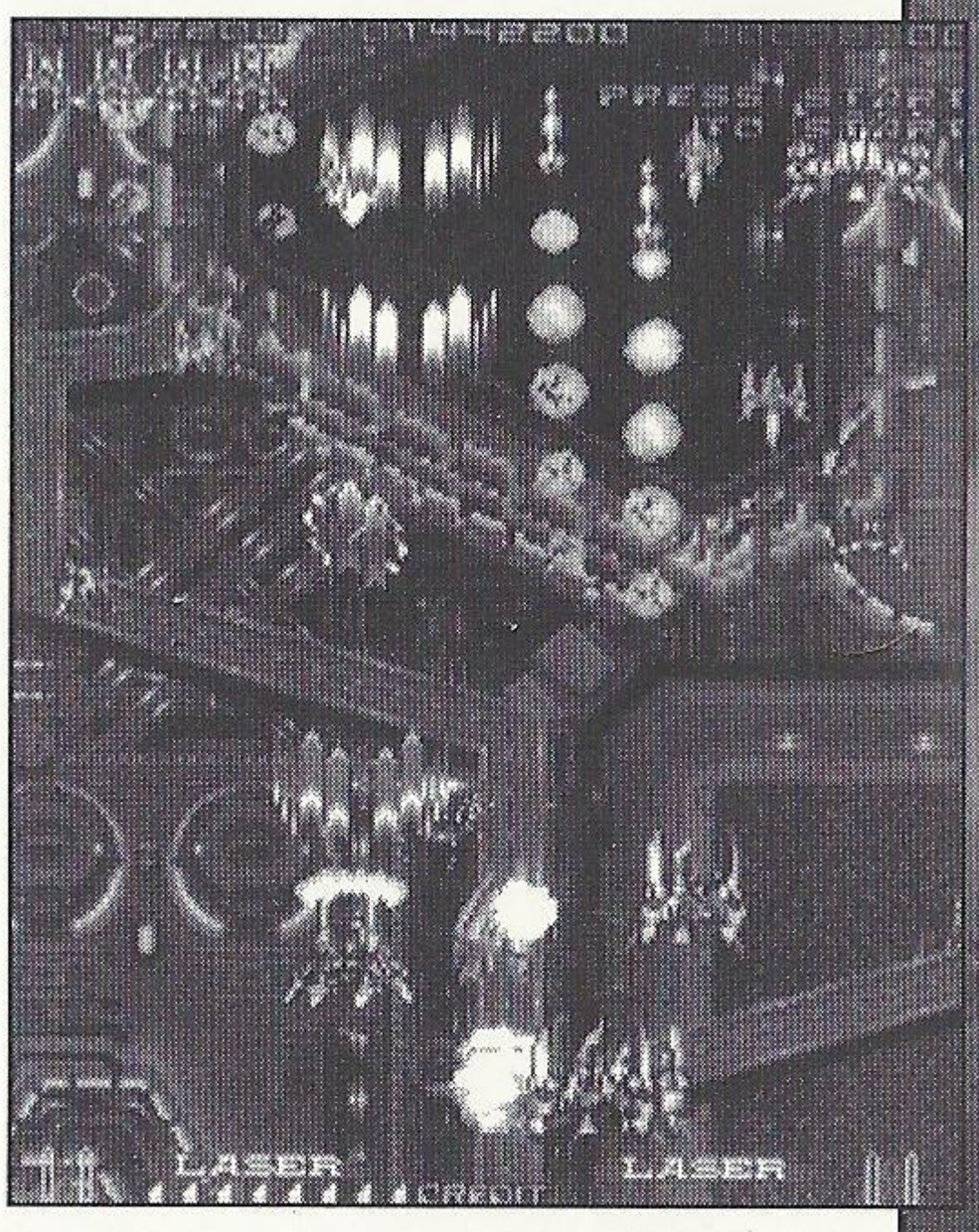
ROUND 3: High Sky Sphere/ Floating Land

The RVA-818 X-LAY enters the atmospheric area of the enemy's planet. Once you crush a group of Interceptor Fighters, the floating land will appear. On the floating land, many tanks and elevated combatants protect the base.



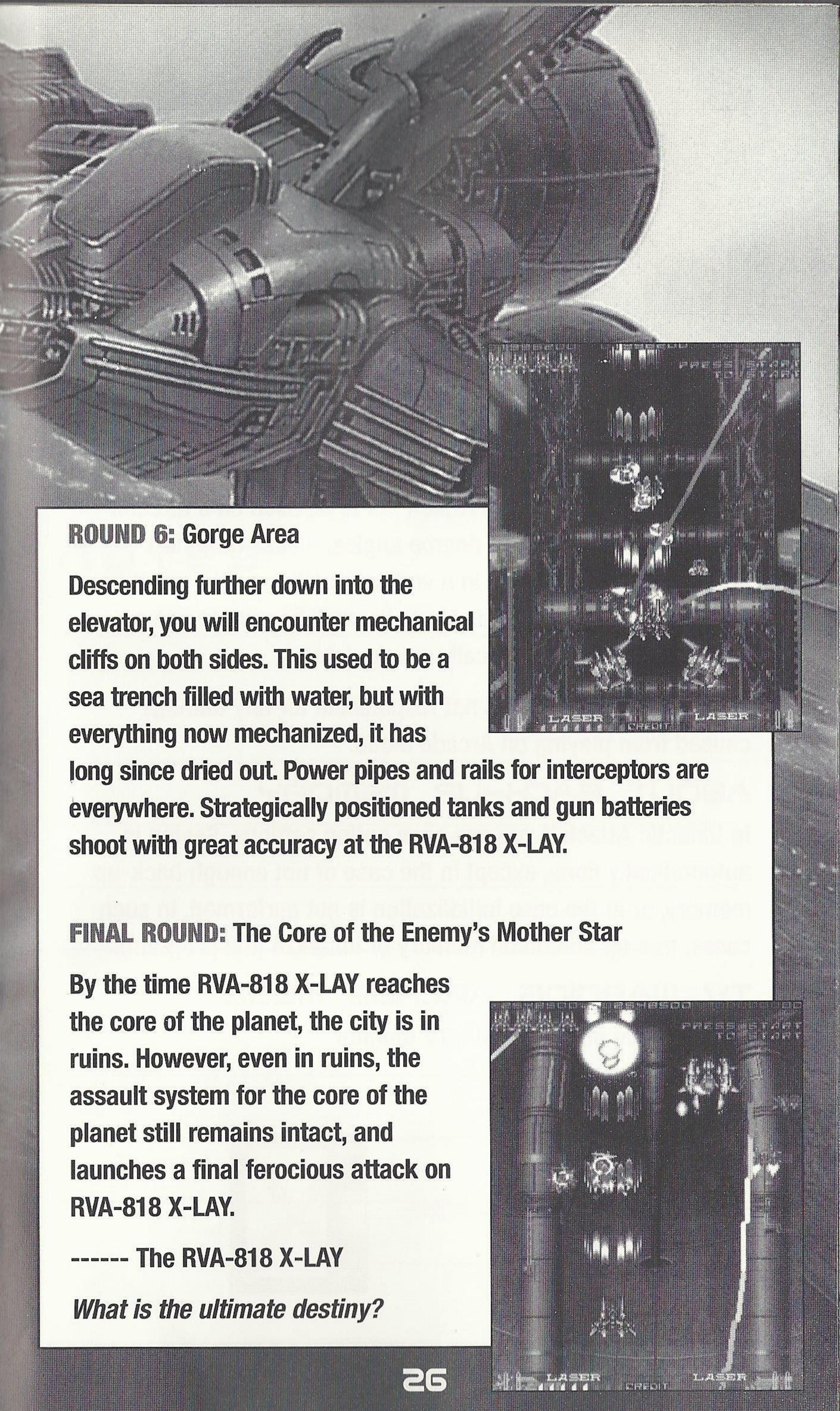
ROUND 4: Plateau

Passing through the clouds, the RVA-818 X-LAY approaches the land surface. Suddenly, many Interceptors rise one after another from hatches in the missile base. There are many enemy planes on the layers and layers of launch rails. At the end of the rail, you will see a giant tower-like base. Once the base is destroyed, the earth (the floating land) surface will crack and a giant enemy will appear from the crevice.



ROUND 5: Underground Metropolis

Descending into the crack, you will see the underground metropolis. While flying between skyscrapers you will need to destroy the enemy's scrambled fighters. Lowering your altitude even further, you will reach the highway on which the War-Tank is running. Its powerful air cannons will attack X-LAY ferociously. At the end of the highway there is a giant hatch, by which even deeper immersion can be achieved.



ROUND 6: Gorge Area

Descending further down into the elevator, you will encounter mechanical cliffs on both sides. This used to be a sea trench filled with water, but with everything now mechanized, it has long since dried out. Power pipes and rails for interceptors are everywhere. Strategically positioned tanks and gun batteries shoot with great accuracy at the RVA-818 X-LAY.

FINAL ROUND: The Core of the Enemy's Mother Star

By the time RVA-818 X-LAY reaches the core of the planet, the city is in ruins. However, even in ruins, the assault system for the core of the planet still remains intact, and launches a final ferocious attack on RVA-818 X-LAY.

------ The RVA-818 X-LAY

What is the ultimate destiny?

WARNING FOR ARCADE MODE USERS

Arcade Mode for Galactic Attack™ is to be used on a monitor that can be rotated at 90 degree angles. Please note that setting up a domestic TV in a vertical position could result in TV breakage. When Arcade Mode is used, be sure to use a monitor that can be vertically manipulated.

Acclaim Entertainment is not responsible for any damage caused from playing on Arcade Mode.

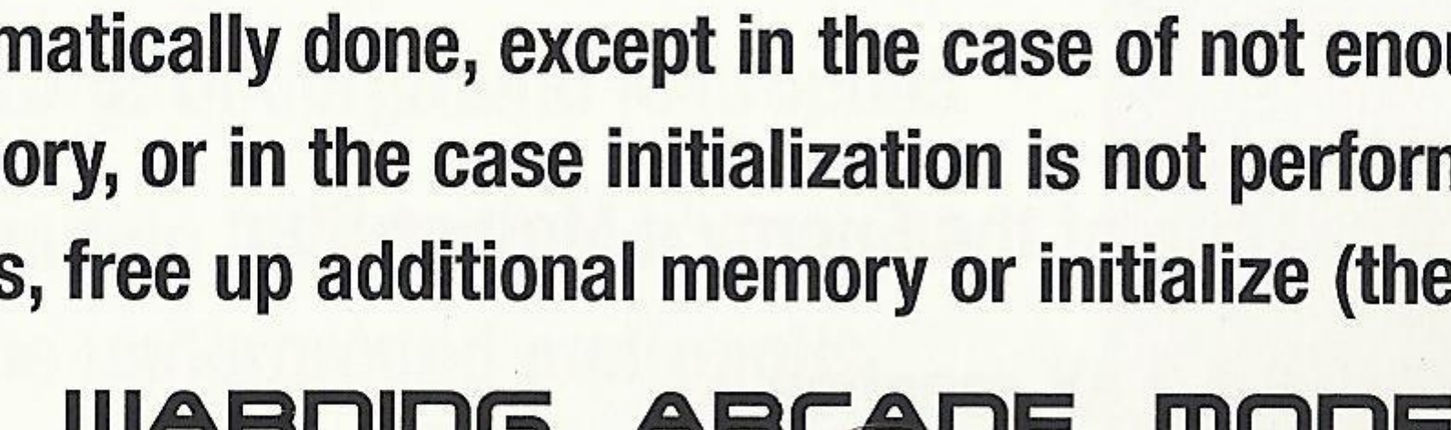
ABOUT BACK-UP MEMORY

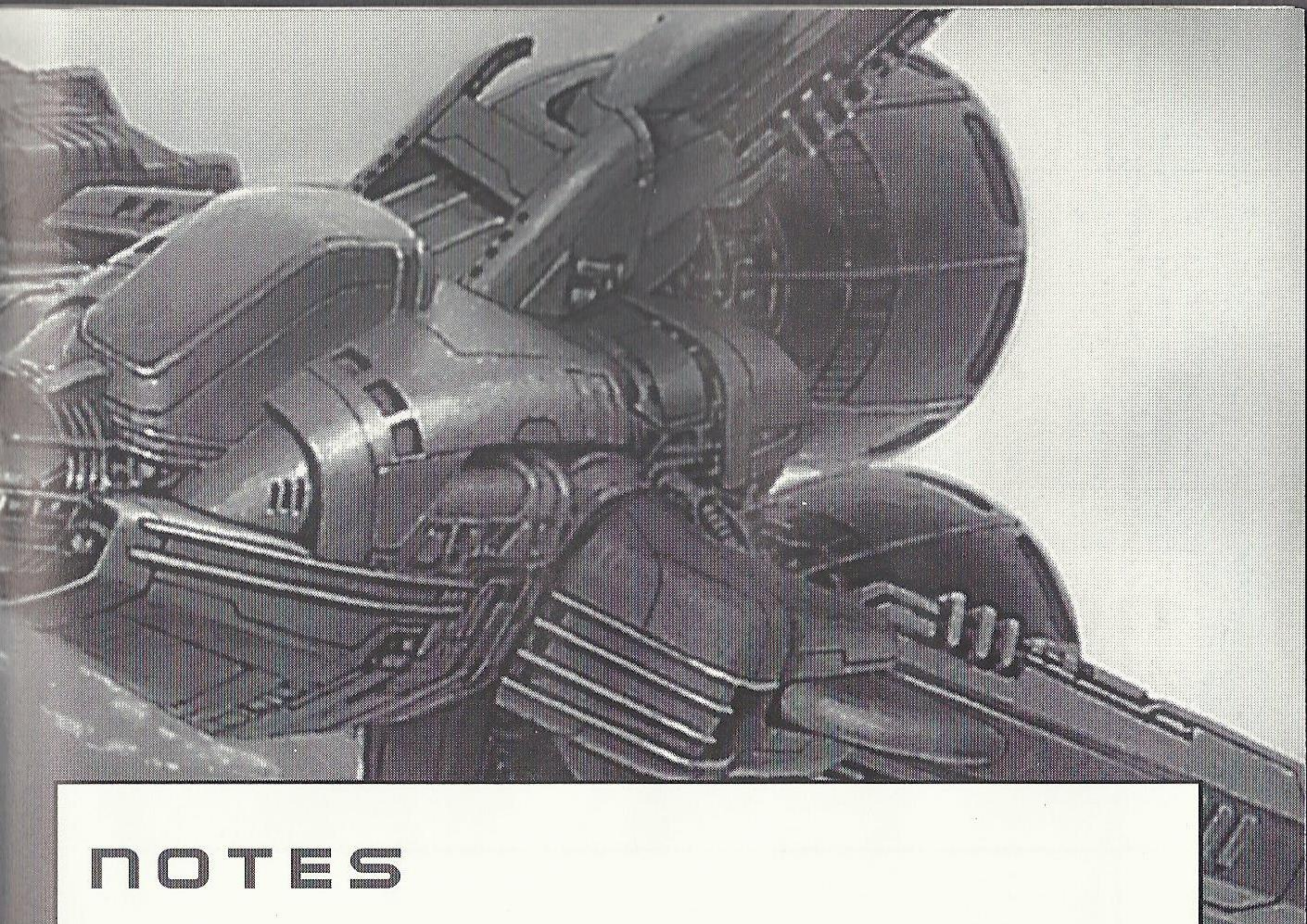
In Galactic Attack,™ you can save option settings. Saving is automatically done, except in the case of not enough back-up memory, or in the case initialization is not performed. In such cases, free up additional memory or initialize (the program).

TV WARNING ARCADE MODE

1. Do not use on a domestic TV monitor

2. Very dangerous





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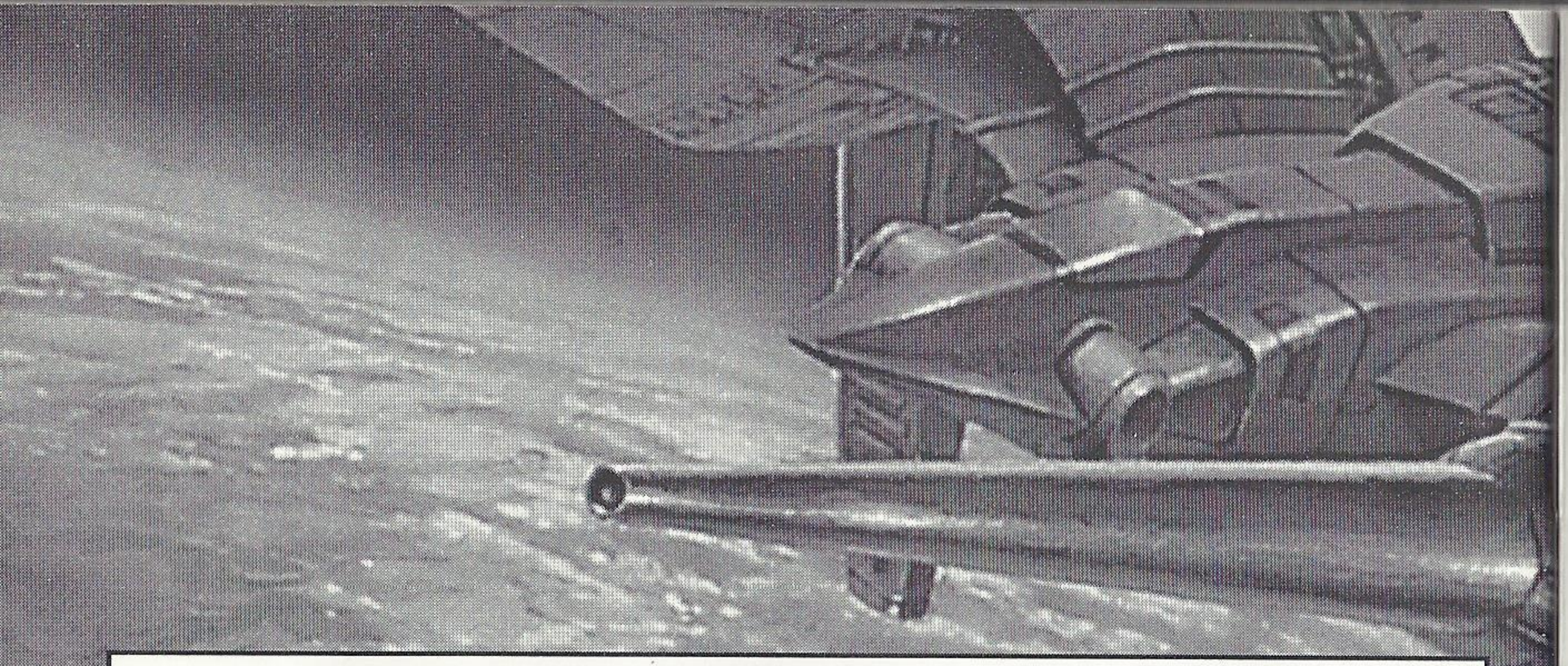

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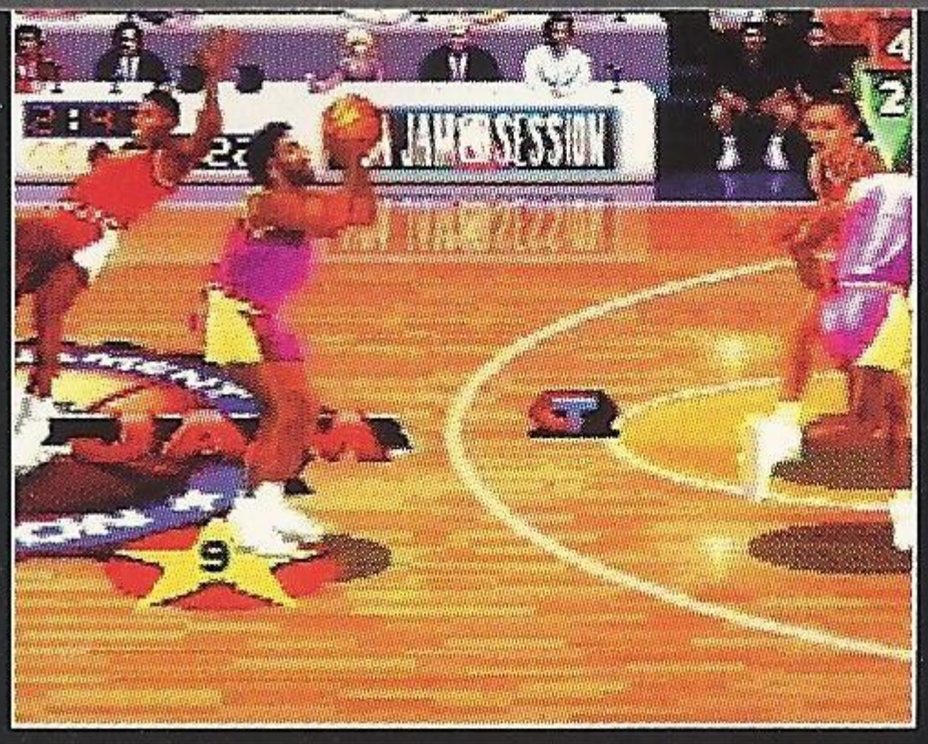
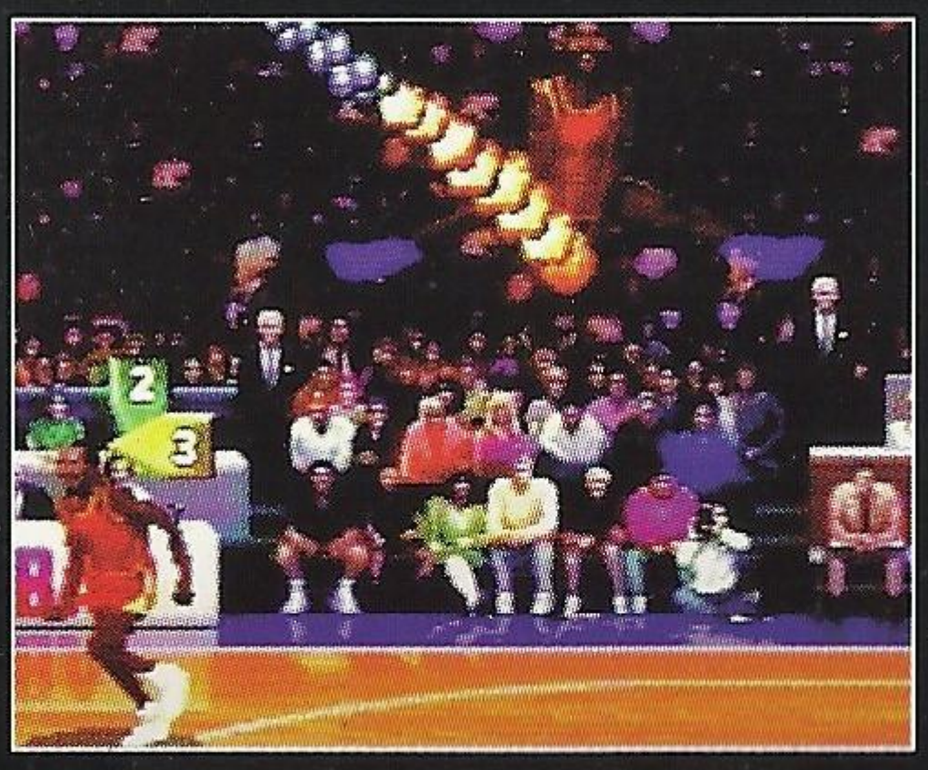


ARCADE GRAPHICS AND
BIGGER PLAYERS!



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