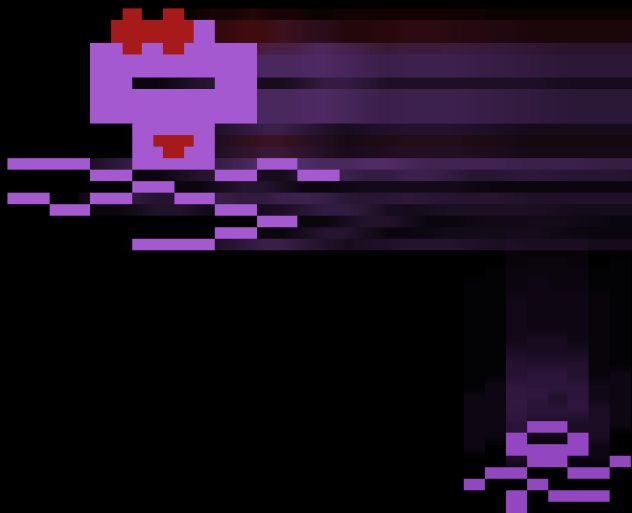


HOW TO WIN AT MS. GALACTOPUS

TIPS, TRICKS AND TECHNIQUES TO HELP YOU
REACH THE TOP OF THE HIGH SCORE TABLE



BY WILLY SNITCHELL
WITH ROD DODGERS

HOW TO WIN AT MS. GALACTOPUS SECOND EDITION

Copyright © 1982 Stagnant Books

The Stagnant Books legal department (the warehouse guy's brother-in-law Barry) says we need to say that Galactopus™ and Ms. Galactopus™ are trademarks of Disk-O-Tech Ltd. We asked Barry if we need to have the little ™ thingy every time we say Galactopus or Ms. Galactopus and he said no, we just need to do it here and that should make their lawyers happy. He did say that we should mention that Stagnant Books is not affiliated with Disk-O-Tech Ltd. and that HOW TO WIN AT MS. GALACTOPUS is solely a product of the authors and Stagnant Books and that Disk-O-Tech Ltd. was not in any way involved in the writing or publishing.

Ms. Galactopus cartridge and manual produced by AtariAge
Game design and manual text by Ric Pryor
Label art by Thor Thorvaldson

Introduction

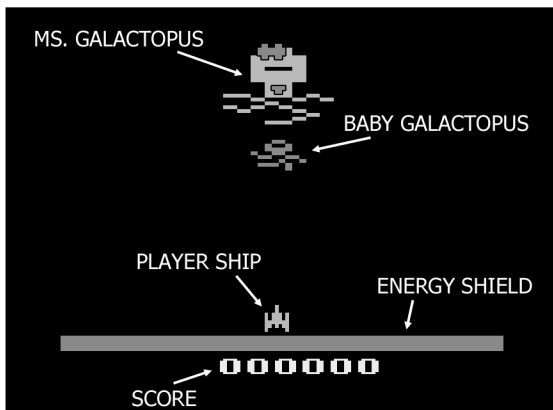
If you play video games, you've probably at least once slammed your fist into the control panel in frustration after losing your last man and screamed "How does Willie Snitchell get those high scores? They don't seem possible!" Well they are possible and don't listen to anyone who tells you they aren't.

What many people fail to understand is that it takes more than great hair and quick reflexes to become a video game champion. It takes an understanding of how the games work. A video game is nothing more than a computer following a set of instructions, and those instructions never change. If you make a move and the on screen enemies react a certain way, odds are they will always react to that move the same way, because that's what they're programmed to do. These repeated behaviors are patterns, and patterns can be learned and exploited by you, the player, to achieve amazing scores.

In this book, Rod Dodgers and I share the things we've learned from hours of playing Ms. Galactopus. From basic gameplay to advanced techniques. With this book and a little practice, it won't be long until people are pounding their fists on the control panel and screaming "How does (your name) get those high scores? They don't seem possible!"

Willy Snitchell
July 12, 1982

Gameplay



You saved the world from Galactopus, but that was a piece of space cake compared to what's coming next. Ms. Galactopus has come to earth looking for her missing husband, and she's brought their whole family along with her.

Ms. Galactopus is a "shoot-em-up" game, similar to Space Invaders, Galagian and Scottsdale. The player controls a space ship that moves across the bottom of the screen and fires laser missiles upwards. The goal is to defeat Ms. Galactopus and her army of babies before they penetrate the energy shield and destroy the earth.

Controls

Use the Atari Joystick Controller to move your space fighter left and right across the bottom of the screen. Pressing the joystick up or down has no effect. Do not waste your time pressing the joystick up and down. And before you ask, no, Ms. Galactopus is not compatible with the Atari Paddle Controllers. Pressing the fire button launches a laser missile. Only one laser missile can appear on screen at a time.

With the left difficulty switch in the "B" position pressing the fire button while a missile is on screen causes that missile to disappear and be replaced by a new one. With the switch in the "A" position the first missile must travel off the top of the screen before the next one can be fired. If you need to take a break at any time, move the Color/BW switch to the "BW" position. To resume play, move the switch back to the "Color" position.

Ms. Galactopus travels across the top of the screen, releasing babies one at a time. The babies can't hurt your space fighter, but if one reaches the energy shield, it will weaken the shield, causing it to change color. The shield can take 5 hits before it disappears. With the right difficulty switch in the "B" position the babies can be destroyed any time before they reach the energy shield. With the switch in the "A" position they can't be hurt once they are lower than the top of the space fighter. If a baby reaches the bottom of the screen after the shield has completely disappeared, it's game over!

The action in Ms. Galactopus is broken up into waves. Each wave begins with Ms. Galactopus warping onto the screen. There are 2 ways to complete a wave. The first way is to destroy all of the baby Galactopuses. When this happens, Ms. Galactopus will warp away and your wave bonus will be tallied. The second, and more lucrative point-wise way is to destroy Ms. Galactopus herself. Each time you hit her with a laser missile, it pushes her up the screen a little. Push her all the way to the top and you'll be treated to a spectacular digital fireworks display and a healthy bonus score!

Scoring

Destroying a baby Galactopus is worth 15 points. Every time you hit Ms. Galactopus with a laser missile, you score 100 points. The bulk of your score will actually come from the end of wave bonus you receive after you either blast the last baby or defeat Ms. Galactopus. At the end of each wave you will be awarded a bonus equal to $25 \times$ the amount of energy shield remaining \times the number of babies remaining.

As you can see, if you are able to destroy Ms. Galactopus before she runs out of babies, your bonus score will be much larger. Additionally, you will also be rewarded with an extra level of energy shield, up to a maximum of 5.

Every third wave is a "bonus stage." Babies fall from the top of the screen one at a time. Blasting a baby pushes it up towards the top of the screen and earns you 15 points. If your blast manages to push a baby all the way to the top, it will explode and you will be rewarded with a bonus. If not, a new baby appears. The bonus stage continues until you either push a baby to the top of the screen or one reaches the bottom of the screen. If that happens, you are not awarded a bonus.

Strategies

- Place both difficulty switches in the "B" position. The game is much easier and your score will be much higher.
- Wait until the babies are nearly to the bottom of the screen before shooting them. Not only does this improve your chances of hitting them, it allows you to take an extra shot at Ms. Galactopus. You want as many babies remaining as possible when you destroy her for the maximum end of wave bonus.
- When taking a photograph of your score to show your friends or submit to a high score list, move the camera slightly as you press the shutter button. This will make the image blurry and allow you to pass 5's off a 6's and 3's off as 8's.
- Follow Ms. Galactopus's movements with your ship. In later waves she changes direction randomly and even dodges your laser missiles so you'll need to time your shots perfectly.
- And the most important strategy of all - Have Fun!

Index

Bonus, end of level 3, 4

Bonus stage 4

Color/BW switch 3

Difficulty switch, left 3, 4

Difficulty switch, right 3, 4

Dodgers, Rod 1

Ego, large but not unjustifiably
so if you ask this author
see Snitchell, Willie

Energy shield 3, 4

Fire button 2, 3

Galagian 2

Hair, great see Snitchell, Willie

Joystick controller 2

Left difficulty switch see Difficulty
switch, left

Paddle controllers 2

Photo manipulation 4

Reflexes, quick see Snitchell, Willie

Right difficulty switch see Difficulty
switch, right

Scottsdale 2

Space Evaders 2

Snitchell, Willie 1

World's greatest video game player
who has never and would never
resort to using video manipulation
to inflate his scores then use his
considerable fame and influence in
the world of competitive gaming
to persuade officials to look the
other way because he would never
need to to that because all of his
scores are 100% legitimate and
anyone who says they aren't is just
a loser who probably couldn't score
10,000 points at *Quintillipede* with
an 8,000 point head start and is
just jealous of his vastly superior
ability see Snitchell, Willie

LEARN HOW TO SCORE BIG FROM TWO OF THE BEST VIDEO GAME PLAYERS IN THE WORLD!

Video game champions are the world's newest superstars, and in the universe of video games no star shines brighter than Willie Snitchell. He appears at the top of more high score lists than anyone else. His world record scores for Monkey Kong and Snac-Man are higher than the maximum possible scores for those two games! Wow! In this book he and fellow video whiz Rod Dodgers share tricks and techniques to help you become the best Ms. Galactopus player on your block.



AtariAge

ISBN 1991-710-9-32 • \$1.95 U.S. • \$2.50 CAN