

INTELLIGENTVISION PRESENTS

# BATTLESTAR GALACTICA™ SPACE BATTLE



CARTRIDGE INSTRUCTIONS (FOR 1 PLAYER)

Attack is imminent! Cylon squadrons are advancing on the Battlestar Galactica. Scramble your forces to defend the mother ship and protect her at all costs. Take command of your Viper squadrons and head into battle against the Cylons. If you are successful, you may survive to find the thirteenth colony!



## MAKE SURE

- MASTER COMPONENT is connected to the TV SET and power cord is plugged in. Plug in your INTELLIVOICE for an enhanced playing experience!
- ANTENNA SWITCH BOX is set to GAME.
- TV SET is plugged in and properly adjusted.
- **Battlestar Galactica: Space Battle** cartridge is placed firmly in the cartridge slot.
- ON/OFF SWITCH is turned ON.

## PRESS RESET BUTTON

Title will appear  
on the TV screen



## EXAMINE YOUR CONTROLS



### Keypad:

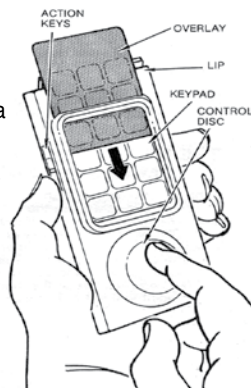
- Launch Vipers
- Engage In Battle
- Return to Galactica
- Radar / Battle
- Screen selection
- Select Cylon squadron

### Action Keys:

- Fire

### Control Disc:

- Aim Lasers



## OBJECT OF THE GAME

Protect the Battlestar Galactica by destroying all incoming Cylon squadrons. Take control of three Viper squadrons (color coded blue, white, and gold) and save humankind from the evil Cylon empire!

## TWO-PLAYER OPTION

A second person can join the fight! One person uses his **DISC** to aim the gunshot. The second person uses his **FIRE** buttons to shoot.

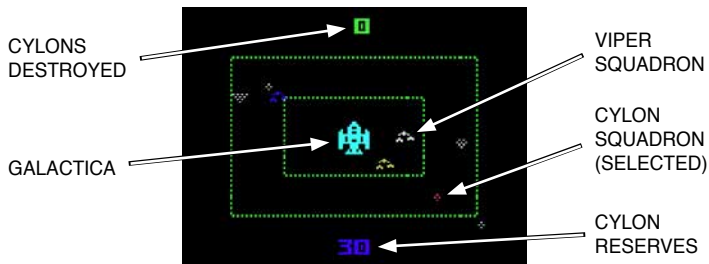
## SELECTING DIFFICULTY

To get started, select the game difficulty by pressing the blue (Beginner), white (Experienced), or gold (Expert) Viper Squadron key. Press the DISC to select Advanced Difficulty. The higher the difficulty, the more Cylons you must destroy to save Galactica and win the battle.

## PLAYING THE GAME

When the game starts, the Radar Screen shows five Cylon squadrons closing in on the Galactica at different speeds. The number of Cylon fighters in each squadron is roughly indicated by the number of dots shown on the Radar Screen. More dots means more Cylons!

The number at the top of the Radar Screen shows the total number of Cylons you've destroyed in the battle. The number at the bottom shows how many Cylons remain in reserve (determined by difficulty setting). When this number reaches zero, no additional Cylon squadrons will be deployed to join the battle.



You have three Viper squadrons – Blue, White, and Gold – with three Vipers in each. Viper squadrons do not appear on the Radar Screen until they have been launched. The Radar Screen always shows the number of Vipers remaining in each squadron.

Decide which Cylon squadron you wish to engage first. Press CYLON on the controller to select an enemy squadron. Then press a VIPER SQUADRON key (Blue, White, or Gold) to launch Vipers.

You can launch more than one squadron at a time, but you must select a different Cylon target for each one.



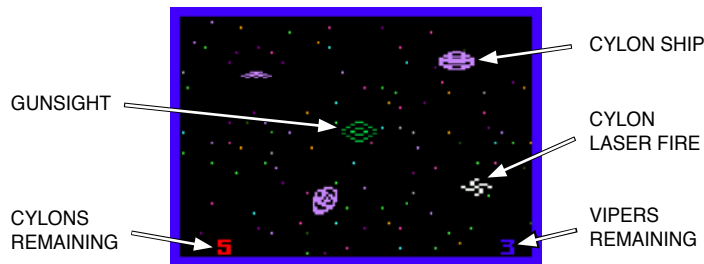
## ENGAGING IN BATTLE

Each Viper squadron will move toward the Cylon squadron you selected. When it arrives at its target, it will start blinking, and you can either take control of the battle or let the computer fight it for you.



To take control of the battle, press the GO TO BATTLE key that corresponds to the color of your squadron.

The screen now switches to the Battle Screen, a cockpit close-up view of the action. Use the Disc to aim your laser gun at the Cylon ships. Press an Action Key to fire.



Watch out for enemy fire! When their lasers are in range, they glow red and will destroy a Viper if they touch your gunsight. Keep moving!

The lower-left indicator shows how many Cylons remain in the squadron. The lower-right number shows how many Vipers you have in your squadron. Press RADAR to return to the Radar Screen when you have eliminated all Cylons (or at any time during the battle – the computer will then fight for you unless you recall the squadron by pressing the corresponding RETURN TO GALACTICA key).



While you are on the Battle Screen, all other squadron movements and battles are paused. Once you return to the Radar Screen, the action resumes. Check the enemy totals on the display and then redeploy your Vipers.

## DEFEND THE GALACTICA

If a Cylon squadron reaches the Galactica, it will attack. The number of Cylon ships attacking determines how quickly the damage adds up. Galactica's remaining strength is shown in red in the top-right corner of the screen. Do not let that number reach zero! Select the attacking Cylon squadron and dispatch the closest Viper squadron to defend the Galactica!



Continue deploying your Viper squadrons to intercept incoming Cylon fighters. Once you've eliminated all of the Cylon squadrons on the Radar Screen, you've won the battle!

If you are not successful in defending the Galactica, however, the game ends. All

action stops and the screen turns red, indicating that the ship has been destroyed and the Cylons have won. Press RESET on the Master Component to play again.

## ADDITIONAL RULES AND TIPS

- You are able to redirect your squadrons any time you are on the Radar Screen. Press CYLON to select a target squadron, then press a VIPER SQUADRON key.
- When the computer fights battles for you, on average one Viper will be lost for every three Cylon ships destroyed. Cylons that the computer destroys do not count on the Radar Screen indicators. Do not rely on the computer to fight many battles for you!
- Only one Viper squadron at a time can pursue a given Cylon squadron. You must first recall a Viper squadron by pressing the corresponding RETURN TO GALACTICA key before dispatching a different squadron to intercept the Cylons.
- After you win a battle and return to the Radar Screen, the Viper squadron will automatically return to the Galactica.
- Cylon lasers zero in on your gunsight, so keep moving. The more Cylons you destroy, the faster their lasers come at you!
- Aim for Cylon ships that are close to each other. Debris from the explosion may destroy multiple Cylon fighters!



## CREDITS

- Programming by David Harley
- Overlays by Phil Boland
- Box Design by Marc Oberhäuser
- Manual by Mark Thompson



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