USER MANUAL FOR BRAIN-AXIAN

Version 2.0

Date: 30/09/2013

1. Introduction to Galaxian

1.1. Objective of the game

The objective of the game is to eliminate all Brains in the path of the SpaceShip. Points are scored by firing bullets, neurons, at the 'heart' of the Brain. The player is granted one life at the beginning of the game. If the player comes into contact with a Brain or a neuron the spaceship bursts into flames and the player loses a life; this causes the game to end. To complete the game, the player must destroy all enemy Brains on the screen.

1.2. Game Requirements

- Pentium I 100 MHz or compatible
- 24 MB RAM memory or more
- 15 MB free hard drive space.
- Windows' 95/98/ME/2000/XP/Vista/7/8
- DirectX Certified Video Card
- Keyboard

2. Installation and Uninstallation

1. To install the game, unzip the compressed files to a new game directory.
2. To uninstall the game, delete the game directory.

3. Launching the Game

1. Navigate to the *executables* folder within the game directory.
2. "Double-click" on the *Galaxion.exe* file.

4. Game terminology

SpaceShip – The SpaceShip is the user's character; it flies though space destroying the enemies. The SpaceShip is limited to four moving directions (right, left, up, down) and has a firing weapon.

Brain – These are the enemies who are capable of firing projectiles and moving across the screen.

Brain-Freeze – This is an evolved form of the enemy Brain.

Brain-Fire – This is an evolved form of the enemy Brain.

Neuron – These are projectiles or bullets fired from Brains and/or the SpaceShip.

Virus – This is another form of a projectile fired by the SpaceShip; it kills multiple opponents.

Shock-Therapy – This is another form of a projectile fired by the SpaceShip; it kills multiple opponents.

PowerUp – This increased the player's ability by providing advanced weaponry and maneuverability.

Bubble Shield – This is a PowerUp that protects SpaceShip from enemy projectiles.

WrapAround – This is a PowerUp that allows the Spaceship to wrap around screen.

5. Game Characters

Player

- **SpaceShip**: A spaceship flying through space encounters a fleet of enemy Brain ships. In order to pass beyond the enemy Brains, the spaceship must destroy all enemies in its path. The SpaceShip is equipped with one weapon at a time. Weapons can be upgraded by collecting PowerUp spheres.

Brains

- These Brains are smart and cunning; they can fire Neurons at the SpaceShip which renders the SpaceShip to a cloud of smoke. Some Brains have evolved into a state of Brain-Freeze and value the greater good of their fleet more than their own lives. This is apparent when these evolved Brains dive down and sacrifice their own life in order to destroy the SpaceShip in a head on collision. Brain-Freeze enemies can dive in swooping arcs while firing their neurons. Another form of evolution is Brain-Fire; these brains can be quite the headache to deal with.
- **Brain-Freeze**: These Brains entails what the name suggests; they cause pain by colliding with the SpaceShip and destroying it instantly.
- **Brain-Fire**: When coming into contact with these Brains, a firey explosion is what lies ahead.
- **100 points** are earned for every Brain destroyed.

Weapons

- **Neuron**: Fight fire with fire; the Brains are made up of neurons and use these neurons as their primary form of defense. The standard weapon that the SpaceShip is equipped with fires neurons to counter these clever attacks.
- **Virus**: When fired, the virus infects all brains in its path. Don't let its pink visage fool you; this infection is one of the SpaceShips most powerful tools.
- **Shock-Therapy**: Bolts of electricity are fired in an array neutralizing up to three enemy Brains at a time.

Extras

- **Bubble Shield**: Equipped when collecting the PowerUp sphere, this tool shields the SpaceShip from enemy projectiles. Be quick though, the shield draws lots of power and can only be equipped for a short period of time.
- **WrapAround**: Evading enemy projectiles is not an easy task, but this PowerUp can help the maneuverability of the SpaceShip by providing a WrapAround feature across the screen.

6. How To Play

6.1 How to Start a New Game

Double click on the file 'Galaxian.exe'. Once the Galaxian game begins, the player is presented with a startup screen. Click anywhere on the screen to proceed. Two options are then provided: "Play Game" or "Exit"; select "Play Game" using the mouse. The SpaceShip and enemy Brains will appear.

6.2 How to Play a Game

The primary game input device is the computer keyboard. The SpaceShips movement can be controlled using the arrow keys on the keyboard. The following keys are responsible for the SpaceShips actions:

Up arrow key: Allows upward movement of the SpaceShip.

Down arrow key: Allows downward movement of the SpaceShip.

Right arrow key: Allows rightward movement of the SpaceShip.

Left arrow key: Allows leftward movement of the SpaceShip.

Space bar key: Shoots neurons ahead of SpaceShip.

6.3 Winning or losing

The game is won when the SpaceShip kills all the Brains with its equipped weapon. The game is lost when one of the enemies collides with the SpaceShip, either directly or using their fired neuron.

6.4 Illegal Moves

- The SpaceShip is unable to move diagonally at any point; thus the pressing of arrow keys will only allow the SpaceShip to move in one direction at a time.
- The SpaceShip is unable to move out of the boundary of the game screen unless the WrapAround PowerUp has been obtained. However, even with the PowerUp the top and bottom boundaries remain out of bounds.

6.5 Additional Tips

The score can be viewed in the top left hand side of the screen. The highest score achieved by anyone playing the game is displayed on the top right hand side of the screen.

6.6 Quitting the Game

To quit the game, the esc key on the keyboard can be pressed or the exit button on the top right of the screen can be clicked with the mouse.