

What is Galaxus ?

Background Story:

Keldor - Imperator of Morag - attacks colonies on planets in the Omega system. He has an army of alien fighters with a space station near Omicron Theta where he can build unlimited spaceships. Now he attacks the colonies to get some more slaves for his crystal mines. Crystals are very popular because they give a lot of energy. You own a R4000 "Fighter" spaceship and you help the colonists. You get missions and fight against Keldor. You can go to shops to buy additional equipment and win against the troops of Keldor. Destroy the space station and enter Keldor's world. There are 15 planets/space stations to rescue!

some features:

- * Action arcade game with real bitmap scrolling
- * a lot of high quality MOD music
- * Audio CD Support. Play your favorite soundtracks during missions!
- * For PowerMacs (native) and 68040 Macs. (FAT Application)
- * hundreds of enemies with their own tactics
- * a lot of action and strategy elements
- * configurable spaceship - buy or find new devices

Hardware Requirement:

- + 68040 or PowerMac (System 7.x) (only tested on 7.5.3 and higher on PowerMacs)
- + 14" (640x480) Monitor (or bigger, but not direct supported) 256 Colors
- + 5 MB of free RAM

Possible Incompatibilities and problems: (that can't be fixed...)

- * VIRTUAL MEMORY causes problems on some machines under rare circumstances.
- * RAM Doubler can also cause problems under rare circumstances

If your computer crashes (first the sound stops and after some seconds your computer crashes so a reboot is needed) then turn off virtual memory.
You don't have problems if you turn on Virtual Memory and have 5 MB of PHYSICAL RAM really free.

* After a long game play it is possible that some wierd characters are displayed in dialogs. This is a memory allocation problem. Save the game (this is still possible) and restart Galaxus.
To avoid this problem allocate 5500 KB or more (in Finder/Get Info).
(This is a PowerMac only problem)

* Don't switch the resolution to 640x480 when Galaxus is already loaded. If you do the menu-bar / control strip will be displayed during game play. This is not a Galaxus bug...
(If you change the number of colors when Galaxus is loaded and in pause mode)

