Galaga

COLLABORATORS

	TITLE : Galaga		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 7, 2023	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Galaga

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```
              «-------------------------------------------------------------- ←
                 »

     D E L U X E

     ********     ***** ***              *****   *********      *****
     ***          ****** ***            ****** ***              ******
     ***           **  *** ***      **   ***  ***               **   ***
     ***    ***   ******** ***        ******** ***     ***      ********
     ***    ** **    *** ***      **     ***  ***     ** **     ***
     ********* **     *** ******* **      ***  ********* **      ***

      v2.4   Made by Edgar M. Vigdal                    ©EMW94

   «--------------------------------------------------------------»
```

```
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1.2 What is Shareware ?

Shareware is a way of getting good software in a cheap way.
You get hold of the software for almost nothing, and can test
it for a while before deciding if you want to pay the
programmer for his/her hard work. And remember that if you
don't pay and nobody else do pay than it's pretty sure that
the programmer will NOT make any more shareware software.
And that will in the end lead to no software for your
machine!!!! So, please pay the author of the software.

NOTE! This program is in fact shareware!

1.3 If you like this piece of software !

If you use this software and you like it, than I (Edgar M.
Vigdal) would be eternal grateful to you, if you send me 10
US Dollar, £5, 15DM, 50 NOK or any amount you like, as
payment for the game. If you would like 1 year of free
update (at least 2 update (If I get any bug rapport, or
suggestions for improvement)), than send me $20, £15, 35DM or
150 NOK or more if like to.... ;-)

If you also want the latest version of Deluxe PacMan, than
add $5, £5 or 50 NOK.

If you become a registered user and send me a disk, I will
send you a super version with more levels, more sound
effects, speech and other improvements. (maybe an AGA
version?!)

* * * * * * * * *
* PLEASE *

```
**********
Send me a disk for the reply, as I can not afford the disks!
Please  add an extra disk for Deluxe PacMan, if you want that
one  too,  or  if  you  want the next game.  The game has now
grown too big and I can no longer fit both games on one disk!

********
* NOTE *
********
If  you  only  pay  the  shareware fee ($10,£5) AND you get a
later  version  from  a PD-dealer/BBS or some where else, you
should  think  of that version as an update from me!  (If you
send a disk then you should get a new version from me!  (When
I have made a new version!!))



            My address and bank/giro account


            Methods of payment


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            To Magazines!
```

1.4   My address and bank/giro account

```
    This is my address...

        Edgar M. Vigdal
        583O LUSTER
        NORWAY                    (I do NOT like whale hunting!)
                                  (But than again, I don't like
                                   bull fights either!)

    Yes! this is really my address, it's very short for people in
    the U.K. Canada and Australia, but it's long enough for me. ;)


    EMAIL:  edgarv@powertech.no


    Or you may use my bank account....

        3785.10.05774            Luster SpareBank
                                 5830 Luster
                                 NORWAY

    Or you may use my PostGiro account...

        0826.0658124
```

1.5 Methods of payment

– Cash: Preferably by registered mail. Please do NOT use any strange currencies, Fuji dollars, AUS$, NEZ$....

– EuroCheques: Send a EuroCheque written out in Norwegian kroner. (other currencies are not accepted). Make the cheque payable to Edgar M. Vigdal. This is without doubt the best method of payment to use!!!

– PostGiro: Transfer NOK to the PostGiro account 0826.0658124. Please send me a message either via E-Mail or snail-mail and give me your address and your setup. My receipt is very small and difficult to keep track off... ;-/

```
****************************************************************
```
Please do NOT use any strange postal order notes, if you want to use any form of postal order, then use an International Postal Order. Check with your local post office!!!! Some postal orders are totally rubbish here in Norway. Eg. British Postal Order's. DO NOT USE THIS TO PAY ME!!!!

Please do not use cheques if you can, because I have to pay SO MUCH in exchange fee!!! (30-50%)(It's sick!!) :(((

Please make sure that your full name, address, postal code, city and country is included. If you have an Internet email address, please include that one too, so I can notify you that I have got your fee!. Please include a description of your hardware and OS versions too!

To those that support my hard work, I send my warmest regards to!!
```
****************************************************************
```

1.6 Important notes

Please check that the address listed above is the same as the one in the game !

If you send a disk you may put some stuff on it. Demos, games, utilities or music modules.

To all of those that send my the fee for Deluxe PacMan, I _WILL_ send you the update!!! As soon as I have a version of PacMan that works on all Amigas I will send it to all who

have paid for it!!!

If you have bought this game from any public-domain firms you
have NOT paid me anything, you have only supported some
'thieves' who are earning lots of money on other peoples hard
work!!   If you want to support the programmers, then
subscribe for the Fred Fish disks and send the shareware fee
to the peoples that should have had it in the first place
(The programmers!!).

It is illegal to copy this piece of software onto games
collections and sell it for profit!! Permission to copy and
distribute this program is only granted to Fred Fish and if
the charge for the disk/copying don't exceed 1 US dollar!!!!!

All the files MUST be included!!!! (If you need some extra
space on a coverdisk, then you may delete the music files and
the 'GALAGA.SFX' file. All text/doc files MUST be included !!

```
********
* NOTE *
************************************************************
If  there  are any registration sites that want to distribute
the game, please contact me!  E-Mail or Snail-Mail.
************************************************************
```

1.7 To Magazines!

If you want to use this game on your coverdisk or you are
reviewing the game, then please send me a copy of the
magazine/review. If you want to pay me, I will not say no to
that.

If you want to use this game on a CD32 coverdisk, I would
really like a copy of the disk! And make use of the
GALAGA.MUSIC file! This file could be filled with names of
modules on the CD and the player could then select/switch
music with the green shuffle button on the joypad!

1.8 About Deluxe Galaga

Deluxe Galaga is based on the game StarBattle on the old
VIC20. That was one excellent game, that I had a lot of fun
with. It's also some features from the games Galaga and
Galaxions. I played Galaga on an arcade machine, but it was
so long ago that I have forgotten how it looked like. My
version of Galaga (or StarBattle) is a simple (?) shoot'em up
game with good game play, but not so much fancy graphics.
Many of todays game have lots and lots of graphics, but when
it comes to game play they really sucks. They have manuals

covering hundreds of pages, and you need hours and days to
get into the game. What I want from a game is some
relaxation for a couple of minutes, and then be able to quit
the game and do some more work. And not to mark the calender
for when I want to play the 60MB hi-tech game!

1.9 Your Mission

You are in control of a small starfighter, and your mission
is to protect the earth from alien attackers. When you
start, your ship have limited supply of bullets and are
moving a bit to slow, but by shooting the aliens you can
collect the falling bonuses and get all sorts of weapons,
extra speed and a lot of other goodies!

When you are hit, some of the weapon power is lost and also
speed and any bonus time you have collected. This los is
bigger on the hard level.

There are double shoot, triple shoot, super weapon, extra
life, smart bombs, money, warps, secret bonus level and much
more to be collected and added to the starfighter.

Look out for mother ships, rockets, warp malfunctions, super
guardians and Super Cash Ship!

There is also a lot of secrets in the game, you can find this
secrets yourself, or you can buy them in space-shop. The
space-shop will appear every fourth level, but you must have
more than 50 credits to enter the shop. There are more than
10 secrets hidden in the game and some that are not listed in
the game!!

The Sub Games:

Meteor Storm: You must navigate you ship through a field of
big rocks floating in space. Some of the rocks have bonus
point on surface and can be collected. There are also some
money containers floating around. Collect these and get some
extra shopping money. You will get a super bonus if you
compleat the meteor storm.

The Memory Station: Try and find a pair (Two blocks that
look the same) in a matrix of blocks. If you find a pair you
will get the bonus that are one the blocks. You only have
limited time to find as many pairs as possible. If you find
all the pairs you will get a bonus.

The Warp Malfunction: Shoot and try to survive the attack of
the warped beast from outer hyperspace.

1.10 The Game Screen ..

```
              Player1 Cash    Hiscore  Player2 Cash
             .----------------------------------.
   Music/sfx |m 00000 00   00000000   00000 00 c| Game credits
             |                                  |
Multiply Score |x5                             x2| This side is
   Lives left |Ships                        Ships| for player 2
             |                                  |
When EXTRA is |E                               E|
  spelled, you |X                               X|
   will get an |T                               T|
   extra ship! |R                               R|
             |A                               A|
             |                                  |
  If you have |Rank                         Rank|
six marks,you |marks                       marks|
   will be pro- |          --------             |
     moted to a |           ------ «------------| Alien Scope: Use it
       new rank. |            ----               | to catch aliens!
             |              --                 |
             |            |/\| «------------| Your ship!
             |            ====               | If it's flashing
             |_____| you have the shield.
```

   Player 1 has a grey ship and player 2 has a green ship!

1.11 Installing the game

o DISK

   Start your machine with workbench, than insert the Deluxe
   Galaga game disk in one of the diskdrives, and open up the
   disk by double clicking on the disk icon. Than open up the
   Deluxe Galaga directory by double clicking on the directory
   icon.   You than start the game by double clicking the Galaga
   game icon.

   If you want to make a bootable game disk than format and
   install a disk. Than make a 's' directory on the disk...

           Makedir DF0:s   [RETURN]

   Copy all of the Deluxe Galaga files on to the disk. Or just
   copy the Deluxe_Galaga directory over to the empty disk.

       Copy the following commands on to the disk...

       CD
       SetPatch21   ;If you are using OS2.1
       SetPatch30   ;If you are using OS3.0 and AGA
       LoadWB

   Make a startup-sequence in the 's' directory like this...

```
-8<-----------------------------------------------------------------
    SetPatch21          ;If you are using OS2.1
    SetPatch30          ;If you are using OS3.0 and AGA
    CD Deluxe_Galaga    ;If Deluxe_Galaga is the games directory!.
                        ;If you don't use a Deluxe_Galaga directory
                        ;you must use a 'CD DF0:' to get the game
                        ;to start!!.)
    LoadWb              ;To get interrupts correctly....
    Galaga              ;Load and start the game
-8<-----------------------------------------------------------------
```

Reboot with the disk and test if it works!!

If you want to use packed data files you should also create a
directory call 'libs' on the disk and copy the
xpkmaster.library file and all the files in the compressors
directory.

If you want to use a joypad to control the game you must also
copy the file 'lowlevel.library' to the 'libs' directory on
your game disk.

o   HARDDISK

    Copy the Deluxe Galaga directory to the desired directory on
    your harddisk, by dragging the directory icon from the Deluxe
    Galaga game disk to the selected harddisk directory.

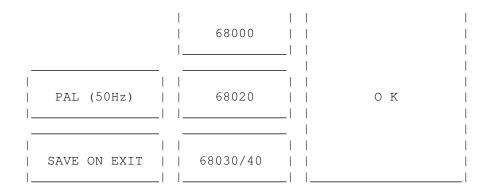   To start the game just double click on the Galaga game icon.

    You should select the 'SAVE ON EXIT' option, if you are
    playing the game from a harddisk, and end the game by
    pressing the 'ESC' key. Read more about the options below.

    If you want to use packed data files you should also copy the
    xpkmaster.library file and all the files in the compressors
    directory to your 'sys:libs' directory.

    If you want to use a joypad to control the game you must also
    copy the file 'lowlevel.library' to the 'sys:libs' directory
    on your boot disk.

1.12 Game options and Preferences

When you start the game for the first time, a preferences
screen will appear. On this screen you can select what chips
your Amiga have, the video system and how to save the hiscore
list.

_____   _____

```
                              |              | |                              |
                              |    68000     | |                              |
                              |_____| |                              |
           _____      _____  |                              |
          |              |    |              | |                              |
          |  PAL (50Hz)  |    |    68020     | |         O K                  |
          |_____|    |_____| |                              |
           _____      _____  |                              |
          |              |    |              | |                              |
          | SAVE ON EXIT |    |  68030/40    | |                              |
          |_____|    |_____| |_____|
```

This are the gadgets that will appear on the preferences
window.

```
       _____
      |                | This gadget will switch between PAL
      |   PAL (50Hz)   | and NTSC mode of the game.
      |_____|


       _____
      |                | This gadget will switch between
      |  SAVE ON EXIT  | 'SAVE ON EXIT' and 'SAVE IN GAME' for
      |_____| the hiscore saving option.


       _____
      |              | This gadget will select the MC68000
      |    68000     | processor mode. Used in A500/A600.
      |_____|

       _____
      |              | This gadget will select the MC68020
      |    68020     | processor mode. Used in the A1200.
      |_____|

       _____
      |              | This gadget will select the
      |  68030/40    | MC68030/MC68040 processor mode.
      |_____| Used in A3000, A4000/030 and A4000/40
```

The 'OK' button will save the preferences and start the game.

CD^3^{2} Use the left and right buttons to select a button and
        use the red button to switch/select the gagdet. The
        preferences you select will be saved in the
        nonvolatile ram on the CD32.

If you are living in a country that uses the NTSC video
system then select the NTSC mode. This will adjust the game
to use a smaller screen and the players ship should appear on
the screen.

If you want a bit more arcade feeling added to the game AND
you have a fat Agnus installed in your machine, then try the
NTSC mode and hit the TAB key when on the menu screen in the
game. This will speed up the game even more... (Not for
those who must use the NTSC mode! (USA & JAPAN (I think!?)))

```
PAL Video System:
-----------------
    Game  in  normal  mode:  Select PAL and switch off the Hz
    mode inside the game (TAB).


    Game  in  Arcade feeling mode:  Select NTSC and switch on
    the Hz mode inside the game (TAB).  This is the mode that
    I personally like the best!!


NTSC Video System:
------------------
    Game  in  normal mode:  Select NTSC and switch off the Hz
    mode  inside the game (TAB).  This is actually the arcade
    mode  and  the  game  will  be  a bit faster then for PAL
    players!

    Game  in PAL mode:  Select PAL and switch the Hz mode off
    inside  the  game  (TAB).   The  game  will  now be a bit
    slower.
```

If you are playing the game from harddisk, you may select the 'SAVE ON EXIT' option, this will save the hiscore list when you quit the game with the 'ESC' key. You can also use this option if you have any problems with the 'SAVE IN GAME' option. If you use the 'SAVE ON EXIT' option you must use the 'ESC' key to save the hiscore, if you reset the machine (CTRL,AMIGA,AMIGA) the hiscore will be lost! The 'SAVE IN GAME' will save the hiscore each time the hiscore list is updated with a new hiscore entry.

You may also select the kind of main processor your Amiga is using.

```
68000    If you got a standard Amiga (A500,A600,A1000 or A2000)
68020    If you got a A1200 or any 68020 accelerator.
68030/40 If you got a A3000, A4000/30, A4000/40 or any 68030/
         68040 accelerator.
```

If you don't select any of the processor options, the program will automatically select the right kind of processor.

If you have a faster processor, the game will have more objects on the screen, bigger explosions, more bullets, more bonuses, more background stars and........

You may also force the program into using more objects, by choosing a faster processor than the one you have. This may slow down the game when a lot of objects is on the screen at once, and the graphics may begin to flicker.

The preferences that you have selected will be saved for

later use. If you want to change the preferences you most
hold down the fire button on the joystick (Port 2)(NO auto
fire) when the game is loading.   Or you can delete the
GALAGA.PREFERENCES file in the game directory.

CD^3^{2} Use the left and right on the joypad to move a cursor
         from gadget to gadget. Press the red button on the
         joypad   to   change   the   preferences.   Use   no
         repeat/autofire on the red button!! Move the cursor
         to the 'OK' gadget and press on the red button to
         exit the preferences menu and to enter the game. The
         selected options will only be saved when the game is
         exited (Move the in game cursor to the 'ESC....' line
         and press the red button.

NOTE!

This game will NOT work on any 24bit graphics card. If
Commodore had made a machine with a fast enough processor to
use system functions in games, it would have worked, but
didn't and they never will! Sorry !!!

Amiga is the best home computer in the world, it's just to
bad that Commodore got hold of it !!!! And that Medhi Ali was
ever born!!

1.13   How to control the game

    ESC   Stops the game in play, and quits the game if you
             are on any of the menu pages.

             CD^3^{2} To quit a game in progress: pause the
                   game and press the blue button.

    F1   Selects 1 player mode.
    F2   Selects 2 players mode.

    1   Selects beginner mode.   (5 bullets)
    2   Selects normal mode.   (4 bullets)
    3   Selects hard mode.   (3 bullets)

    P   Pauses the game, and starts the game again. You
             may also start the game again by using the fire
             button.

             CD^3^{2} Use the pause/play button on the joypad.

    E   Selects sound effects or music.

             CD^3^{2} Use the yellow button to switch between
                   music and sfx's.

```
TAB       Toggle between NTSC/PAL (50/60Hz) mode.  You must
          have the fat Agnus chip for this to work!

F5        Print  out  the hiscore-list.  The boot-disk must
          contain  the  printer driver, parallel.device and
          the port-handler.

          ** This is disabled if the nonvolatile library is
          present. (CD$^3$$^2$)


F6-F9     Toggle the 4 sound channels between music and SFX.

F10       Selects the next music module.

          *CD$^3$$^2$*  Use  the shuffle (green) button to switch
                  to  the  next  module.  (If there are any
                  modules!)

*         Mute. Toggles volume between max(64) and min (0).

+, -      Adjusts the music volume.

          *CD$^3$$^2$* Use the rewind and forward buttons to
                  adjust the music volume.

J         Joins two hiscore lists together.  If a friend of
          you  have  the  game you can use this function to
          make  a  new  hiscore list with the best hiscores
          on.   The new hiscore lists will contain only the
          best hiscores.

          **  This is disabled if the nonvolatile library is
               present.  (CD$^3$$^2$)

*CD$^3$$^2$* Use  the  up  and  down  buttons to move a cursor
          (checkmark)  up and down on the menu screen.  Use
          the red button to select/toggle an option.


You  control the game with a joystick in port #2.  If you
are playing in the two-player-at-once mode, player 2 must
use a joystick in port #1.


          BUTTON  = Shoots at the aliens.

          LEFT    = Moves the ship to the left.

          RIGHT   = moves the ship to the right.
```

1.14 Extra functions

o   MUSIC & SFX

If you get sick and tired of the music you can change it to
one of your own favorite protracker modules. You do this by
changing the name of the original music or delete it.

          Example:

          rename GALAGA.MUSIC as GALAGA.MUSIC.reserve

And then you copy your module over to the Deluxe Galaga
directory and rename it as 'GALAGA.MUSIC'

          Example:

          rename MOD.MYSUPERTUNE as GALAGA.MUSIC

You may also change the jingles (this are small tunes that
are played at special occasions), as they are also protracker
modules.

NOTE!   The modules that you want to use must be compatible
        with ProTracker 1.1b. If you test your selected
        module and it's not played back correctly, then it's
        most probably not compatible.

NOTE Some noisetracker (and maybe other module types too)
        uses some strange commands and my module player may
        crash if you use this kind of modules. If the game
        crashes/guru's for no apparent reason it may be one
        of the loaded modules that causes the failure!

NEW FOR VERSION 1.3
~~~~~~~~~~~~~~~~~~~~~
You may now have many different music modules, and have one
random module selected and loaded.

First copy all of your favorite ProTracker modules to the
Deluxe Galaga directory. Then you must rename them to...

        GALAGA.MUSIC0   (The number at the end of the name -
        GALAGA.MUSIC1   starts on 0 and goes up to as -
        GALAGA.MUSIC2   many modules you have copied.)
        .   (Max is 9!! (0..9))
        .
        .
        GALAGA.MUSICN   (n is the number of modules)

NEW FOR VERSION 1.7B
~~~~~~~~~~~~~~~~~~~~~
You may now have a file containing a list of your favorite
ProTracker modules. The file must be named 'GALAGA.MODULES'!

Example file.....

```
                    Music:PT/Modules/mod.HideawayBlues
                    Music:PT/Modules/mod.DontYouWantMe
                    Music:PT/Modules/mod.FeelTheBase2
                    Music:PT/Modules/mod.Guitarslinger
                    *Add a dummy line with the EOF mark here>#
```

Please look at the GALAGA.MODULES_res that should be included
in the Deluxe Galaga package/directory.

NEW FOR VERSION 2.4
~~~~~~~~~~~~~~~~~~~~
When the game starts it will load as many of modules as the
memory allows. It will select any of the modules in the list
randomly. (Max 50 modules!) If you have a MC68020 or
better (faster) modules will also be loaded into any
available fast memory. When switching to a new module inside
the game the game action may pause for a very small period
while the new module is copied from fast memory to chip
memory. On a fast MC680x0 this will barely be noticeable.

o   SFX

    If you have more than 512K of memory and you get sick of the
    sound effects, then you may try the small sound effects.

            Example

            rename GALAGA.SFX as GALAGA.SFX_reserve

    The game will now use the 'GALAGA.SFX_SMALL' as sound
    effects.

o   512K MEMORY

    Sorry, but the game has now grown out of the 512K memory of a
    standard A500!!! But as extra memory are now very cheap this
    a very good excuse for investing in a bit more memory!!

o   HISCORE PRINTING   (New for version 1.9)

    When you press F5 on the menu screen, you will enter the
    print hiscore function. For this function to work, the
    boot-disk (DH? or diskette) must contain the following
    files...

            DEVS: Parallel.device
                    printers/<printer driver for your printer>
            L: port-handler

    The printed hiscore-list will list the following info...

            #, Name, Score, Rank, Shoots, Hits, %, Game Time

..and will print for easy, normal, hard and meteor-storm.

This option is disabled if the nonvolatile library is
loaded or available.

o   CD^3^{2} CONTROL

The game can now be controlled completely by a joypad. Move
the joypad up/down to make a cursor appear on the 'control
screen'. Use the firebutton to make a selection or switch an
option. Move the cursor down to the line 'PRESS FIRE TO
PLAY' to play the game. Press left on the joypad to show the
different menu/info screens in the game.

The game preferences and hiscore will be saved on the
nonvolatile RAM disk on the CD^3^{2}. Only 10 names will be saved
and only 3 characters for each name. So use your initials...

NEW FOR VERSION 2.4
~~~~~~~~~~~~~~~~~~~
o   XPK LIBRARY SUPPORT

The game will now use the xpk (A data compressor/decompressor
library) to load compressed data files or modules.

o   Use of the lowlevel library. You can now control the game
    with a joypad in both port 1 and 2. Only the joypad in port
    2 (player 1) can control the music selection, volume control,
    etc.

    Buttons   Action

    RED   Start the game and fire bullets.
    GREEN   Shuffle between music modules.
    YELLOW   Switch between sound effects and music.
    PLAY   Pauses the game.
    BLUE   Quits the current game when game is paused.
    REWIND   Less volume on the music.
    FORWARD   More volume on the music.

o   Use of the nonvolatile library. If found the game will now
    save preferences and hiscores in the NV device (RAM on the
    CD^3^{2} and floppydisk or harddisks on other Amiga's. If you
    have a disk based amiga you can add a NV device by doing
    this:

    o   Format a disk in drive n with the name 'NV', n being DF0:
        or any other drive.

        Format DRIVE n NAME NV FFS NOICON   (RETURN)

    o   Then make a directory named 'nonvolatile' and one called

```
         'prefs' on the disk.

         Makedir NV:nonvolatile                          (RETURN)
         Makedir NV:prefs                                (RETURN)
```

o   Then make a directory named 'env-archive' in the 'prefs'
     directory.

```
         Makedir NV:prefs/env-archive                    (RETURN)
```

o   Then make a directory named 'sys' in the 'env-archive'
     directory.

```
         Makedir NV:prefs/env-archive/sys                (RETURN)
```

     Then create a file in the 'NV:prefs/env-archive/sys'
     directory that contains the following:

```
         NV:nonvolatile
```

     Name the file 'nv_location'. Use Ed or another text
     editor to make this file.

1.15 The next Deluxe game

```
     The  next  game in the Deluxe series, will probably be Deluxe
     Donkey  Kong.   I  actually  started on this game after I had
     finished Deluxe PacMan.  But then I got another public-domain
     version  of  Donkey Kong, that looked almost like the version
     that I had on my old C64, and that look almost like the one I
     had  in  mind.   After  I  released  Deluxe  PacMan many have
     written  to me and asked my to make a version of Donkey Kong,
     so  now  I am going do that.  A super duper version of Donkey
     Kong.   If  you have any tips for Deluxe Donkey Kong then send
     them  to  me.   (Video  recordings,  graphics,  maps, sounds or
     ideas) But when I am finished with Donkey Kong I would really
     want  to  make  a  version  of  JumpMan,  one  of my all time
     favorites!

     A version of Radar Rat Race is also coming !!!!



     If  you  have any suggestions for improvements or if you have
     found any bugs then please let my know.

     Good luck and have a lot of fun !!!!  PEACE !!!!


     Life sucks !!                   - Al Bundy

     Where's that damn hamburger  - Kelly Bundy
```

```
    Remember: Man is the dream of the dolphins....

    Sorry for all the spelling errors and bad syntax!!

    Have fun!!!!
```

1.16 History of Deluxe Galaga

```
      VERSION    SPECIFICATIONS                               DATE
    ~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~~
      v1.0    First version of Deluxe Galaga           20/10/93
      v1.2    Added 'Hurry Up!!', and fixed
              a possible trouble spot.
              Fixed some routines in 2-player mode.
              Added exploding rubbish to small aliens  27/12/93
      v1.3    Speeded up some routines.
              Added the Warp Malfunction routine.
              Changed the music routine with the
              prorunner routine (very fast!)
              Fixed the ProRunner routine, so it would
              not GURU on machines with the interrupt
              vectors moved to fast RAM.
              Added the volume adjust routine.
              Added the random music loader routine.    14/01/94
      v1.4    Speeded up even more routines.
              Channel shearing between music and sfx.
              Faster vector, Random and BOB routines.
              Test for HIRES SPRITE and DBLPAL screen.   17/02/94
      v1.5    Fixed the BOOM when the rocket dies.
              Set the interrupt handler priority
              a bit higher.
              Same random in the meteor-storm mode.
              Fixed a bug in the 'save hiscore in game'
              routine.
              Shows the rank mark, when new rank.        25/02/94
      v1.6    Removed the AGA/ECS gadget as it had
              no function any more.                       27/02/94
      v1.7B   Switched from AsmOne to DevPac 3.04.
              (The DevPac is a bit slower, but the sources
              gets a bit cleaner?!)
              Speeded up the movements of the players ship.
              Now uses TCPA (Time Coded Pointer Array) to
              check for alien hits (No big loops, and no
              clearing of a hash array each frame!)
              Speeded up the program even more, using a
              global variable pointer.
              The switching of HiRes sprites to LoRes is
              tested and it is now working                20/03/94
      v1.8    Found one nasty bug. After the bug was
              removed my machine has not guru'ed once!!
              (It's stayed on for almost a month)
              Added a credit meter and some other info.
              Fixed some other small 'faults'.           04/04/94
      v1.9    Fixed a bug in the show-secret function.
```

```
                      Added two new weapons and the Cash-Ship.
                      Added the print hiscore function.
                      Made the game work on only 512Kb memory.
                      Changed the PAL-NTSC switch to bit 5 in
                      $DFF1DC.w                                25/04/94
          v2.0        Added the 'Quit game?  Yes or No' function.
                      Toggle NTSC/PAL with TAB key.            24/05/94
          v2.1        ?????                                    ??/??/??
          v2.2        Added the two player at once mode. puh!!
                      Added a real NTSC mode for american users.
                      The game can now be completely controlled
                      with joystick/joypad (CD$^3$$^2$).
                      Added some secrets.... 8^)
                      Fixed some minor flaws.                  15/07/94
          v2.3        Argggg.. There was one nasty bug in v2.2,
                      killed that bug and improved some other
                      stuff.                                   21/07/94
          v2.4        -Argggg.. (Again..) There was still some bugs
                       in v2.3... :(  Killed the bugs I found!!
                      -The game now has 75 levels. puh..!!!
                      -Added a new sub game. The memory station.
                      -Moved the PREFERENCES file from S: to the
                       game's directory.
                      -Added functions that uses the
                       nonvolatile.library and the lowlevel.library.
                       Control the whole game with an joypad.
                      -Added money, money bonuses and progress
                       indicator in the meteor-storm.
                      -Added support for the XPK libraries.
                      -Can now load music modules into fast RAM.
                      -Color of the bonus text is now the same
                       as the player who got the bonus. Two player at
                       once mode only.
                      -Made the game a bit easier.
                      -More  alien  types on one level.  Easy 1 alien.
                       Normal mode 2 aliens.  Hard 3 aliens.
                      -Added joypad control on the preferences screen.
                      -Added some extra game secrets!
                      -Improved and added some other stuff.    13/11/94
```

I have tested the game on a A2000B/68000 with 3MB memory and 1MB
chip memory with and with out harddisk. And on a A1200 with both
a 68020 and a 33MHz 68030/MMU and 6MB RAM. And I have not
discovered any uggly bugs on my setup.

Thanks to everyone that sent me bug reports, messages and have
helped me with this game!!!! Special thanks to the very kind
person that converted the doc file into this Amiga Guide file!!
(Sorry, but I've lost your name... :~((( )

Please do NOT hack this game and PLEASE do NOT make any trainers
for the game!!!!!!!!!!!!!   This will kill both the game and any
future projects that I had in mind!!!!!!!

1.17 Technical info

```
--------------------------------------------------------------------------
GenAm Macro Assembler Copyright © HiSoft 1985-93
All Rights Reserved - version 3.04

Assembling galaga2.4.S
Pass 1
Pass 2

0 errors found
34107 lines assembled into 234124 bytes, Amiga executable relocatable code
262 optimisations saving 642 bytes
954414 bytes used
--------------------------------------------------------------------------
```

34107 lines of Devpac v3.04 assembler code. A great
assembler package!!!! Assembling time : 27.69 seconds on a
33 MHZ 68030 A1200 with 6MB RAM.

371KB+ bytes of raw graphics.
Over 1050 frames of animations.
Over 90 sprites on screen at once (68030)
Over 185 BOB'S on screen at once (68030)
78 sound effects, 4 jingles, 30 max music pieces.

If you are interested in making your own games or assembler
programming then you can buy the whole source code and
development tools for only $75, £50 or 500 NOK

You will then receive the following...

Source code   (assembler, with comments)
Data files   (graphics, animations, sound effects)
Level Creator   (make new levels for Deluxe Galaga)
SFX Creator   (Synthetic and sample sound effects creator)
Converter 5.0   (Graphics converter and cruncher)

You will also receive all the source code for all the tools1