

GALAXXION

Legacy



PSYCH SOFTWARE

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built on raw horsepower- good games are built on the inspiration and perseverance of developers dedicated to making good games! Psych Software strives to make good games, uninhibited by IP franchising, profitability margins, or keeping up with the Joneses. Games designed, simply, to be played and enjoyed!

Psych Software, the joint effort of Sean Kelly and the occasional various others who choose to work with him, is dedicated to games the way they used to be. Games which push the limits of the classic formulae of the 1980s and 90s, utilizing modern technology for things *other* than pushing photorealistic graphics, playing environmentally immersive soundtracks, and storing 500 hours of gameplay content. Games which serious developers have long since stopped caring about, dropping dime-a-dozen clones for cell phones and Flash players, which fail not only to innovate, but even to recapture the spirit and playability of the originals. Because good games are not

GALAXXON *Legacy*



The year is 3107. Generations have passed since the Galaxxon Wars of the late 30th and early 31st centuries. Fact has grown into legend, legend has grown into myth, many tales have been handed down of the great air and space battles waged by enlisted pilots and freelancers, not to mention the Legendary Pilot who almost single-handedly repelled two invasions and chased the Alien threat back to the Great Rift where they were sealed for many years.

The current era of peace does not sit well with the youth who grew up to the stories of yesteryear and are itching for adventures and daring heroics of their own. With Earth's military fleet disbanded in 3104- the hundredth anniversary of the final Alien encounter- many young pilots and pilot-hopefuls have joined the Greater Alliance of Mercenary Experts (GAME)- a loosely organized intergalactic mercenary squad, taking on missions across the universe for fun and profit, and perhaps if they're lucky, discovering and vanquishing new threats and becoming heroes in their own right.

Join the story of this new generation of pilots as they explore and expand the known universe and carry on the Galaxxon Legacy!

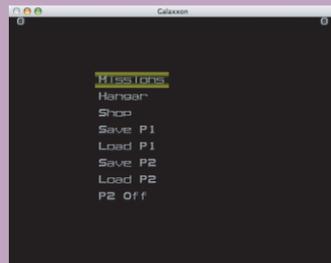
Galaxxon Legacy is a top-down "oldschool" arcade shoot'em up. Controls and concepts are fairly basic.

Action	Player 1	Player 2
Move your ship, Change menu selection	Arrow keys, aswd	Num-pad 4856
Fire weapon 1, Accept menu selection	Spacebar, z, Enter/Return	Num-pad 0
Fire weapon 2	comma, x	Num-pad period
Toggle weapon 1 auto	k	
Toggle weapon 2 auto	l	

Additional Keys:

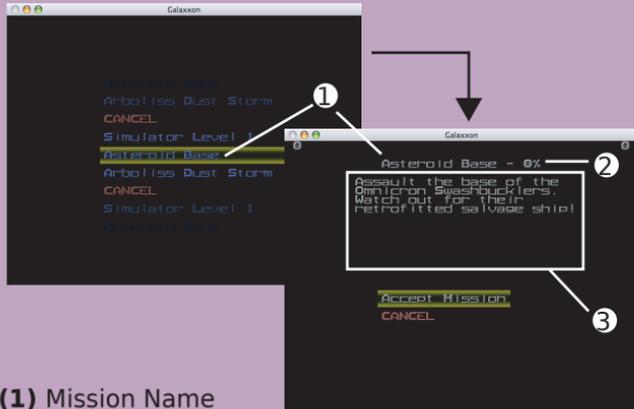
Toggle mouse control (player 1 / player 2 / off)	o
Pause	p
Toggle FPS display	f1
Quit	Esc

To begin, launch Galaxxon Legacy and select New Game from the title menu. You can now choose from a selection of personae and flagships (explained later) to begin your adventure. Completing this step, or loading from a saved game, brings you to the Main Menu.



- **Missions** - Accept and fly a new mission, or revisit completed stages. *Go here first!*
- **Hangar** - View your current fleet of ships, outfit and upgrade them, and select the one to fly.
- **Shop** - Buy new ships. As you progress, more become available.
- **Save/Load** - Record and restore game progress. Files may be loaded for play by Player 1 or Player 2, but only Player 1 can take advantage of the hangar and Shop.
- **P2 Off** - If you have loaded a second player ship, but wish to return to single-play, turn off Player 2.

Since you start the game with no spending money and no technology beyond what comes with your flagship, you'll want to go straight to Missions and select one of the initial missions GAME has to offer.



- **(1)** Mission Name
- **(2)** Destruction rate
- **(3)** Mission Detail

Completing missions unlocks new, possibly related missions. Uncompleted missions are listed in blue.

Achieving 100% destruction in a mission causes it to display in gold, and may give you something special!

As a mercenary, your job is to fly missions which various clients have entered into the GAME database.

Select a mission to get a brief overview of the client and objective. The goal of every mission is to destroy enemy ships and survive until the end of the run, but the overview will give you some idea of where you'll be and what to expect in the way of resistance.

Of note, GAME has not been around long enough to gain the trust of high-rolling clients. As such, what clients are willing to pay consists of end-of-mission repairs/recharging, basic flagship replacement, and salvage rights to any downed enemy craft. Completing a mission thus does not grant any inherent reward beyond opening up new missions. To fatten your own pocketbook you'll need to leverage the salvage clause: take out as many enemy targets as possible to strip for resources and technology.

Even when completed, missions will remain available to replay if you wish. If you can't handle a new mission, build up your cash in old missions until you can afford a few upgrades.

Once in a mission, most of the screen is devoted to showing your ship, enemy ships, and the terrain you're flying over. There are, however, a few important indicators.

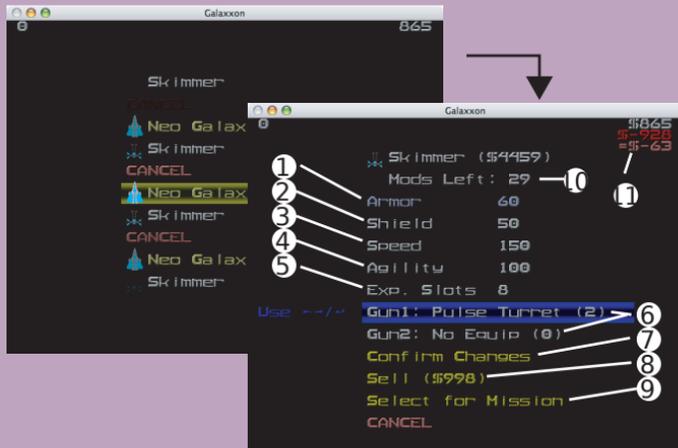
- (1) Player: Your current ship. It may not be the pictured model, but it will always be facing up.
- (2) Enemies: Things that absorb your shots and explode. They also hurt you if you touch them. Enemies may have varied movement patterns, but always face down.
- (3) Shield Bar (blue): Taking damage reduces shields, but they recharge over time. See the Hangar section for more information on shields. Player 2 shields are displayed on the left of the screen, enemy shields are displayed above their ships.
- (4) Armor Bar (brown): Taking damage in excess of what your shields can handle reduces your armor. Armor does not recharge, and if it is depleted entirely, you may fail the mission. See the Hangar section for more information on armor. Player 2 armor is displayed on the left of the screen, enemy armor is displayed above their ships. Armor in general determines ship-to-ship collision damage.



- (5) Cash: Your cash and score are interchangeable in Galaxxon Legacy. This number is a good measure of how much you've accomplished during the game, and may be spent between missions to improve your ship. See the Hangar and Shop sections for what you can do with your hard-earned cash. Player 2 cash is displayed on the left of the screen.

You begin the game with your flagship and the shirt on your back, but as you progress you will have the option to purchase and outfit additional ships. All ships in your current fleet can be accessed via the Hangar menu.

Your hangar serves as more than a showroom- it is also your workshop. Selecting a ship in your hangar brings up the ship modification interface. Here you can equip and upgrade new weapons and, within limits, enhance the performance of a ship. Use the up/down controls to select a category and the left/right controls to change values.



- **(1) Armor** - This value represents the damage your ship can sustain after its shields are compromised. It also determines how much damage your ship will deal upon collision with enemies. Increasing armor will make your ship heavier, however, and cause Speed and Agility enhancements to cost more.

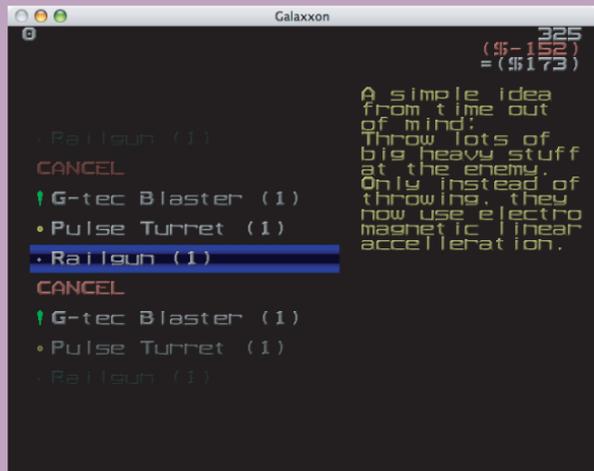
- **(2) Shield** - This value represents how much damage your ship's shields can absorb from a full charge. During gameplay, your shields will recharge by a certain percentage every second, but any damage your shields cannot absorb leaves a far more indelible mark on your armor. Shields are a little pricier to upgrade than armor, and because of the power they consume, higher shields will make it more expensive for you to upgrade your thrusters (Agility).

- **(3) Speed** - This value combines the net output of your thrusters, available power, aerodynamic concerns, and other factors which limit the top speed your ship can attain. It's harder to maintain speed performance under increased physical and energy load, however, so increases to speed will also make future Armor and Shield enhancement pricier.

- **(4) Agility** - This value represents the on-demand output of your thrusters, affecting how quickly you can accelerate and change direction. It will do you no good to have a high top speed if you have to accelerate for ten seconds to reach it. Of course, it's harder to keep a ship peppy when it is loaded down, so Armor and Shield costs will go up the more agile you try to make your ship.

- **(5) Expansion Slots** - Every ship is designed with a certain amount of firepower in mind. Few are initially equipped to the limit of their capabilities, but that limit does exist. Expansion Slots represent the total combined level of weapons your ship has room for. It can be increased, at high cost, but such a heavy-handed retrofit will make it more expensive to enhance virtually anything down the road.

•(6) **Gun1 & Gun2** - A variety of weapons and modules are available in the universe. Many systems scavenged from downed enemies can be reverse-engineered and adapted for your own use. Highlighting a gun slot and pressing the Accept key will bring up a list of available modules, and the price estimate in the corner of the screen will change to reflect the cost of equipping the module on a standard vessel (Note: this may not be the exact cost! Return to the ship configuration screen to see how the new module will affect your particular ship.). Not all gun modules can be equipped in all slots! Some are limited exclusively to primary or secondary status. Pressing right and left with a Gun slot selected will increase and decrease the power level of the equipped module. Every module has a maximum power level of 10, but higher levels are more expensive, and each ship can only support a certain total power level across its two Gun modules.



- (7) **Confirm** - You can preview adjustments as much as you want, but the mechaics won't install them until you agree to pay. Confirm your changes before leaving!
- (8) **Sell** - Apart from your flagship (see subsequent sections), any ship in your fleet may be sold at a markdown. You'll only get a fraction of its value, so you'll be better off not buying what you don't need than selling off extra ships.
- (9) **Select for Mission** - Choose this ship as your default for subsequent missions. If this ship is destroyed, your flagship will automatically become your default until you choose something else. Your default ship will be tinted yellow on the Hangar menu.
- (10) **Ship Overview** - The ship's name and total value are displayed at the top of the screen. In addition, a reflection of total upgrades is displayed:

Mod Points

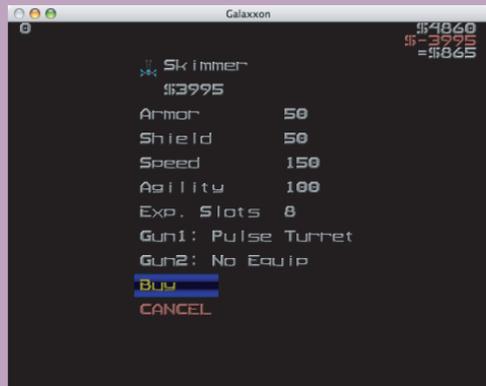
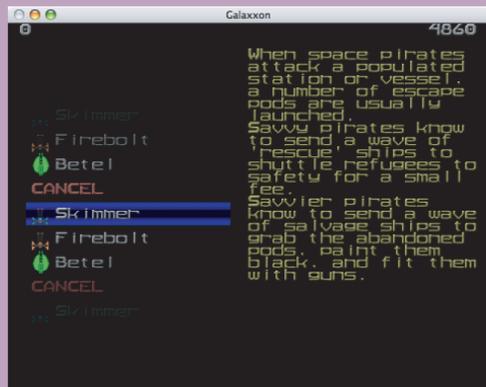
At the end of the day, unfortunately, a single ship can only be modified so far from its original configuration. Weapon levels may be changed as much as you want, but increasing Armor, Shield, Speed, Agility or Expansion Slots will consume a Modification point (Mod). Your flagship, being a carefully-engineered custom craft to begin with, can only tolerate 20 mods, but more generic fighters usually have more room for improvement.

- (11) **Price Balance** - The top number, as usual, is your total cash. Displayed underneath is a blue (positive) or red (negative) number indicating total cost of proposed changes. The final value is your total cash remaining after implementing the proposed changes.

So your flagship isn't good enough for you? You've blown all your Mods but want a clean slate to do better? No problem. Just like gun modules, most enemy craft you shoot down can be reverse-engineered or restored and added to your list of blueprints. The Shop is where you go to commission a new ship for your fleet based on your list of known models.

The shop system is fairly straightforward, and functions much like the Hangar. Use up and down controls to scroll through available ships and see any database entries which exist on them. Highlight a ship and press Accept to see the ship's detailed specifications and stock modules. If you're happy with your choice and can afford the pricetag, Buy the ship to add it to your hangar.

Note that your flagship will be better than most generic models available in the Shop, however generic ships can also accept more modifications, and sometimes you may just need a sacrificial spare to complete a tough mission.

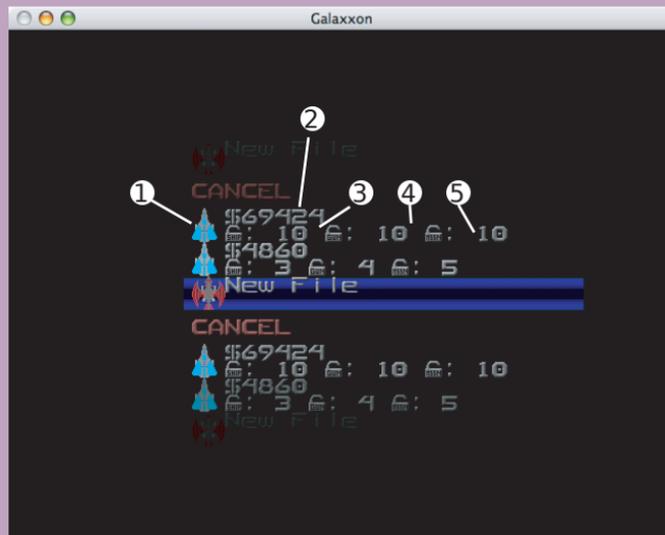


Galaxxon Legacy allows you to save your progress to internal files.

Save P1 allows you to create or overwrite a game save file based on the current state of Player 1. Load P1 will allow you to load any saved file to play as Player 1.

Load P2 may be used to initiate a 2-player game by loading any save file to play as Player 2. Player 2 cannot use the hangar and shop features, but can assist Player 1 on missions and will reap the benefits of any missions and equipment discovered during the 2-player game. Save P2 and P2 Off will not function unless a 2-player game has been initiated. Save P2 functions like Save P1, storing the current state of Player 2 to an internal file. P2 Off ends a 2-player game, clearing all current Player 2 data. Be sure to Save P2 before turning P2 Off if you wish to keep anything you earned as Player 2!

Because the files are stored internally, moving or copying the Galaxxon Legacy application (or install directory, on Windows) will move/copy your files. Because the programmer is too busy to standardize the save format, however, saves made on an Intel Mac will be unusable on a PowerPC Mac and vice-versa. Saves made on an Intel mac WILL, however, be available on Windows and vice-versa IF you manually copy them over to/from the Mac .app Package Contents (see Build-Your-Own section).



Save/Load Menu Information:

- **(1) Flagship** - The flagship selected for the file.
- **(2) Cash** - Money earned in the file.
- **(3) Ship Unlocks** - Total ships available for purchase in the Shop
- **(4) Gun Unlocks** - Total weapon options available in the Hangar
- **(5) Mission Unlocks** - Total missions available on the Mission database

The million-dollar question: what's up with this Flagship thing anyway? Apart from being a near-and-dear part of your persona's backstory, your flagship is a unique custom ship more powerful than most generic craft. Your flagship comes with powerful weapon systems which may not become available to other pilots until late in the game, if indeed at all, and these weapon systems can be equipped on any ship in your fleet from the start of the game.

But that's not all! If you start a mission in a ship other than your flagship and happen to be shot down, you will instantly and automatically continue in your flagship. Your flagship is a safety net on difficult missions!

Finally, in the unfortunate event that you do get shot down, your flagship is the only ship you can never lose. Any ship purchased at the shop will be gone if destroyed during a mission, but your flagship will always be restored to its original condition if wrecked in combat. You'll lose any upgrades and enhancements (and correspondingly, regain used Mod Points), but the ship itself will remain a solid baseline to rebuild from.

In short, choose your flagship wisely to best suit your play style. It will be a defining part of your game however you play!



Jon Strant

Age: 34

Homeworld: Earth

Experience: Galaxxon Conflict Historian

Jon claims descent from the great hero of the legendary Galaxxon wars, although corroborating information is scarce. What can be said is that he knows the events backwards and forwards, and has even built and armed his flagship off the classic Galaxtec blueprint. An unusual choice indeed...



Neo Galaxtec

Armor: 110

Shield: 110

Speed: 200

Agility: 400

Expansion Slots: 16

Armament:

- Galaxtec Blaster

Good For: Beginners and casual players seeking a well-rounded ship.

Bad For: Min/maxers and experienced players wanting to leverage a particular play style.



Chris Baxter

Age: 28

Homeworld: Santra

Experience: Professional Racer

Chris is a flamboyant champion of numerous Low-G suborbital and orbital Grand Prix. A humble winner and gracious loser, Chris recently retired from racing, using a portion of his winnings to refit his skiff for combat. Rumors would indicate an affection for fellow racer Julia Silvers a factor in the decision...



Gold Wasp

Armor: 50

Shield: 70

Speed: 300

Agility: 800

Expansion Slots: 12

Armament:

- Strike Laser

Good For: Snipers or other players willing to sacrifice defense for offense.

Bad For: Players uncomfortable with the controls or with poor dodging skills.

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Catherine Ellis

Age: 19

Homeworld: Tër

Experience: Astroengineering Major

Catherine would be the model overachieving A-student at the Tër Planetary Academy of Engineers... if model A-students were known to skip class and fly home-built starfighters for tuition money. Still, the job seems to be working out, and she's petitioning to use it as an independent study next semester.



Dragon

Armor: 200

Shield: 60

Speed: 130

Agility: 180

Expansion Slots: 20

Armament:

- Twin Railgun
- Rockets

Good For: Less confident players who want solid firepower and lower speed.

Bad For: Aggressive players who need tight control.

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Julia Silver

Age: 26

Homeworld: Luna

Experience: Professional Racer

An accomplished and competitive Low-G racer, Julia doesn't take lightly to defeat, or to empty victory. Seeking a satisfying win over the great and infuriatingly acquiescent Baxter, she sees no choice but to follow him into his new field. Or so she tells the press, her apparent enjoyment notwithstanding.



Lady Bat

Armor: 70

Shield: 90

Speed: 280

Agility: 700

Expansion Slots: 13

Armament:

- Spreader

Good For: Dodgers who don't like having to watch where they shoot.

Bad For: Players who like to go into the fray and deal heavy hits.

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Sam Diedrichson

Age: 73

Homeworld: Mars

Experience: Sol Military, 47 years



Cpl. Samuel F. Diedrichson enlisted in the Sol Space Corps at age 21, and has been fighting ever since, undeterred by such trivialities as peacetime or his own mandated retirement 5 years go. That he pilots what seems to be a rebuilt army surplus tank through the stratosphere is a testament unto itself.



Halfplate

Armor: 150

Shield: 150

Speed: 160

Agility: 210

Expansion Slots: 18

Armament:

- Machine Gun
- Homing Mines

Good For: Autopilots, pilots who take a lot of damage.

Bad For: Players who want control over damage dealt.

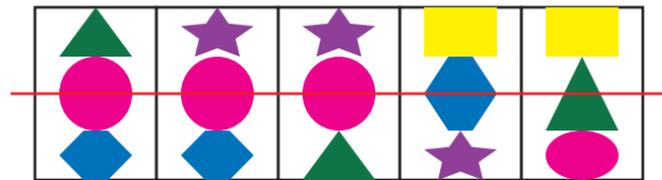
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Galaxxon Legacy was in part designed as an expandable sh'm'up framework, with the idea that players could drop in their own level, ship and weapon data at any time and have the game integrate it cleanly. While the process is a bit esoteric, it is possible to create new content with only a text editor and a drawing program. Mac users, right-click (control-click) the Galaxxon Legacy application and Show Package Contents, then open 'Contents/Resources'. Windows users, open the 'resources' directory. Inside is a 'data' directory, and inside that are directories including 'levels,' 'ships' and 'guns.' Inside each of those are sets of numbered subdirectories.

Each numbered subdirectory, as becomes evident upon minimal inspection, contains content for one particular level, ship, weapon, etc. The 'config.txt' files in each subdirectory store the specific data, in a format described by the bookkeeping 'index.txt' files at the main directory level.

The images for each item should be in 4-channel png format. Look at the provided files to determine which number file should contain which image. The normal map images are optional, but if you provide a map for one sprite/tile, you must provide maps for *all* sprites/tiles in the subdirectory.

The first thing to understand when you decide to play slots is how a slot machine works. Actually, the **first** thing to understand when you decide to play slots is that the house always wins in the long run, so **you can only ever win in the short run and should stop immediately if you're ever "ahead,"** but how a slot machine works is a close second. Picture the below:



The brightly colored shapes in the above image are called **symbols**. These will vary from machine to machine, and their exact appearance has no bearing whatsoever on the game in nearly all cases.

Symbols are laid out on vertically spinning **reels**, either physically or on a video screen. Either way, in all modern machines a computer (unadjustable by the house) controls the actual **payout**- the money you win, and any mechanisms involved in determining it.

Match symbols along a **payline**, such as the one drawn in red, to win.

Paylines, and the **pay table**- a chart of what symbols yield what payouts- must be displayed on, in, or around a machine. If only a paytable is displayed, you're probably dealing with a basic machine featuring one payline running left-to-right along the center row of symbols visible on the reels. 3-reel slots tend to have only one payline. Symbols not on an **active payline** are usually irrelevant, as are symbols that don't form an unbroken matching series from the left end of the line.

In this most simple case, your odds of getting n symbols in a row are a simple product:

1 in a row: $p(1) = 1.0$. You'll always get SOME symbol, call it x , on reel 1.
 2 in a row: $p(2) = p(1) * (\% \text{ of symbols on reel 2 that match } x)$
 3 in a row: $p(3) = p(2) * (\% \text{ of symbols on reel 3 that match } x)$
 4 in a row: $p(4) = p(3) * (\% \text{ of symbols on reel 4 that match } x)$
 5 in a row: $p(5) = p(4) * (\% \text{ of symbols on reel 5 that match } x)$

As you can see, that can get to be a small number fast, assuming a random distribution of even 5 symbols (a roughly 20%, or .2, chance of matching on each reel), fewer than nearly any real-world machine.

Some machines have **wild** symbols on the paytable, which may match (substitute for) two or more regular symbols. Wilds tend to increase your odds, but such machines will generally have lower payout values or more total symbols to offset this.

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Finally, **scatter** symbols may yield payout based on how many are displayed *anywhere* on a spin, or at very least how many land on any active payline.

Many machines also let you opt to play with additional active paylines. Look for "Play n " buttons on the machine, where n is commonly 3, 5, 7 or 9. Digital machines may allow 100 lines or more, almost always at the cost of 1 credit per spin per line. Before signing up for 100 lines, however, consider:

- Non-intersecting paylines are, mostly, statistically independent. They shouldn't change your odds, but may cover more total symbol spaces. If a machine allows scatter symbols, but only on active paylines, it pays to have a line through every slot available.
- Intersecting lines *without* wilds decrease your odds. Think: if you match symbol A along payline 1, and payline 2 intersects payline 1, you can't match symbol B along payline 2 unless symbol A is symbol B. And the way symbols are laid out, that should never happen.
- Intersecting lines *with* wilds are a toss-up. A wild landing on an intersection handily solves the above matching problem, and indeed may make wins more likely. But it will all depend on the wild frequency.
- Intersecting lines with scatter symbols is usually a bad idea. Scatter symbols generally don't match any non-scatter symbols, so if you get a scatter symbol on an intersection, all intersecting lines are blocked.
- The biggest jackpots and bonuses on a machine may be explicitly prohibited to any player not playing all available lines and/or **betting** the maximum amount on each line (paying more for each line to multiply payout accordingly). This sucks.

But this is may all be moot, since the designers look at every possible spin on a machine to *set* the payout!

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