

A game by Jason Aldred

# SCIENCE

## FLIGHT MANUAL



LOB  
2017



**C64**  
**PROTOVISION**

# SCIENCE

## THE STORY SO FAR...

Three million years ago a devastating civil war on the planet Yenoh almost wiped out the population of bees from the universe. With only a few hundred bees alive The Guardians (giant queen bees) had little choice but to abandon their home planet and rescue as many infant bees as possible from extinction. 100 Bees left Yenoh under the protection of The Guardians looking for a new home where they could live in peace. The Guardians scoured the universe for the perfect habitat. Many planets were either too hot or too cold but eventually The Guardians found a world with the perfect habitat -- Earth.

The bees quickly settled in to their new home pollinating Earth's flowers and producing their delicious honey. Happy that the bees were now safe, The Guardians left Earth to find their own home in a distant corner of the universe.

For millions of years the bees lived in harmony with the rest of the natural world. They witnessed the dawn and the death of the dinosaurs and the birth of mankind. The bees were a little wary of man as he was a destructive creature with a desire for power and a hunger for honey. But for thousands of years man and bee lived happily side by side neither posing a threat to the other.

It wasn't until the latter years of the 20th century that things began to change. Environmental damage caused by mass deforestation and pollution destroyed more and more of the bee's habitat while powerful farming pesticides killed millions of bees on a scale not seen since the time of the war on Yenoh. Within decades the bee population dropped by 50% and as the 21st Century arrived the decline continued at an alarming rate.

By 2017 only a few thousand bees remained. News of their near extinction spread across the universe and on Nitram, a far-flung planet on the outer reaches of the galaxy, The Guardians heeded the call.



## THE STORY SO FAR

Within 24 hours swarms of Guardians had attacked human settlements across Earth. London, Paris, Tokyo and New York were hit by swarms of killer bees which left thousands dead.

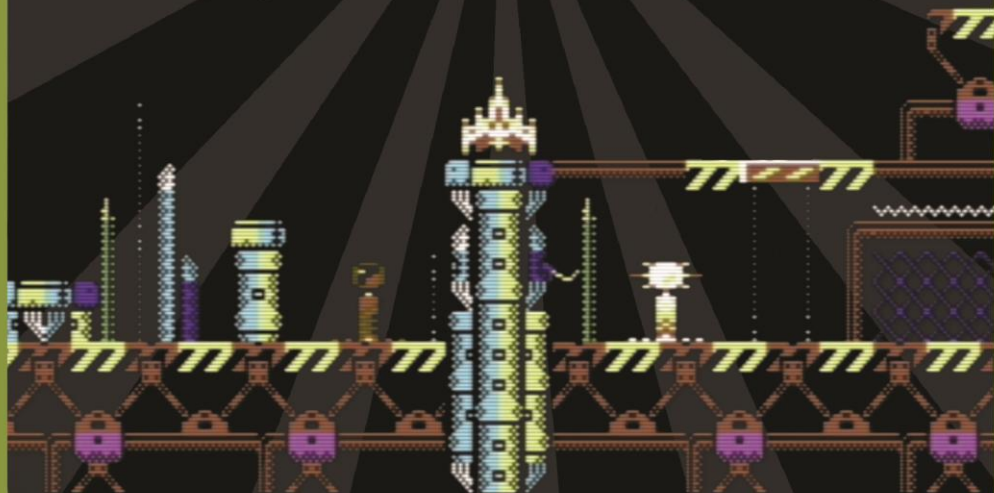
A global emergency was called and world leaders agreed that an armed and manned rocket ship would be launched from the I.S.S. It's mission would be to attack the Guardians who were gathered in space just outside the Earth's atmosphere. A crack team of military experts were assembled by Amy Starbanger, a renowned NASA scientist. Other than science, Amy loved three things more than anything else in life - her pet monkey Boo, classic 1980s videogames and bad jokes laced with innuendo.

Inspired by the legendary 1981 class fighters, Amy quickly designed the Galencia rocket ship. Galencia was cutting edge military technology and required a pilot of outstanding skills to fly it.

There was only one man for the job - Ace Harper. Ace had a glittering medal collection, a fearless reputation and - most importantly - he was the greatest fighter pilot that ever lived.

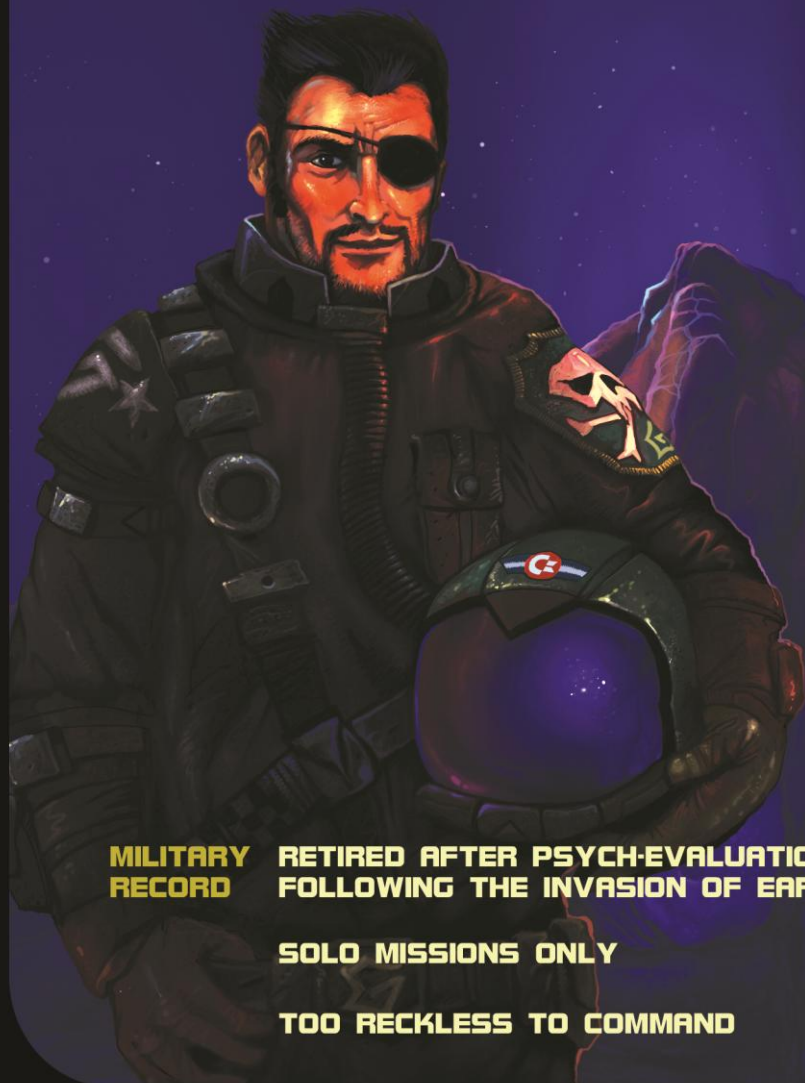
The call went out and Ace agreed but insisted that his lucky mascot ( his pet dog Roxy ) could come along for the ride. Amy accepted. Ace was handed the keys to the Galencia and told to get out there and save mankind.

Now, it's all in your hands Commander!



# ACE HARPER

**RANK** FORMER PATROL LEADER  
**AGE** 45 YEARS  
**STARSIGN** SCORPIO  
**NOTES** COMMITTED, LOYAL, DEADLY



**MILITARY RECORD** RETIRED AFTER PSYCH-EVALUATION  
FOLLOWING THE INVASION OF EARTH  
  
SOLO MISSIONS ONLY  
  
TOO RECKLESS TO COMMAND

# AMY STARBANGER

**RANK** COMMUNICATIONS AND ENGINEERING  
**AGE** 24 YEARS  
**STARSIGN** PISCES  
**NOTES** DIVINITY MODIFICATION  
INSTALLED IN 2011  
ODDLY ATTRACTED TO PILOTS

**MILITARY RECORD** SERVED IN THE LEGENDARY RED MOON  
PATROL UNDER THE DIRECT COMMAND  
OF BARON WINDER

EXEMPLARY RECORD  
REFUSING PROMOTION  
TO KEEP HER PATROL SAFE



## LOADING INSTRUCTIONS

### Cartridge

Power down your computer, firmly insert the cartridge with the label facing up. Make sure the cartridge is not at an angle and power up your computer.

### Disk

Insert the disk into the drive and close the latch.

Type:

LOAD <sup>“\*””</sup>8,1

then

RUN

### Controls

Joystick Port 2

F1 on title screen for options

Space Bar in game to pause

Q in game to quit the current game



### COPYRIGHT NOTICE

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Please support the tiny C64 Development Community and buy Galencia

## IN GAME OPTIONS

**Starfield Shade** · Select to suit your eyes and monitor.

**Score Palette** · Choose your favourite colours.

**Hi Score** · **Load, Save and Reset** · Disk users, please make sure your disk is write enabled.

**In Game Music** · Toggle the in game music on and off.

**Tournament Mode** · When enabled, you have a single life and it is not possible to earn more.

**Game Difficulty** · Select to match your ability.



To access the options screen  
**PRESS F1** on the title screen.

Hi Scores will show a **T** if its a Tournament score  
The difficulty is marked with a **(E)**asy **(N)**ormal or **(P)**ro

## BASIC GAMEPLAY

The premise is simple, survive for as long as possible against 50 waves of ebb and flow difficulty!

Destroy all aliens, discover the hidden secrets of the Sirens and learn how to earn a double fighter ability.

Don't miss on the Challenging Stages for incredible bonuses.

Use your piloting skills in a game of risk and reward in the Asteroid Fields.



LEARN THE MASTER RANKS



10

20

30

40

50

8



## SIRENS

Sirens are different to other enemies you might encounter, they have an irresistible tractor beam, known in the academy as the 'Sirens Call'. If your fighter is close enough to the beam, you will lose control and the fighter will become captured.

Once captured you have a chance to regain control of the fighter by shooting the Siren when she attacks, be careful not to shoot the Siren in formation and avoid shooting the captured fighter or you will lose the ship for good!

Once you have freed the captured fighter, you will be rewarded with a double fighter, you now have double the firepower. Take care as a double fighter is also a double sized target!



The Siren approaches



Her beam is deployed



Your fighter is captured when entering her beam



Shoot the Siren when she is attacking to unlock the double fighter

Keep an eye on the timer, if it gets too low Sirens will call in reinforcements.

## CHALLENGING STAGES

You will encounter challenging stages at levels 5,15,35 and 45.

Each challenging stage is more difficult than the last one.

There are incredible bonuses available for hot shot pilots, including Extra Lives, Twin Ships and Promethean Stars.



Simple advice: don't miss!



## ASTEROID FIELDS

Asteroid fields appear at levels 10,20,30 and 40.

They are extremely dangerous and present the player with a risk and reward challenge.

You can either take it easy and try to simply survive or, risk it all to collect the Promethean Stars worth an incredible 10,000 points each.



Remember that you will earn  
an extra life every 100,000 points!



## BOSS BATTLES

Commander, we have detected two huge life forms.

One is approximately half way through the enemy armada and the second is trailing at the back of the armada.

Both these life forms seem to be flanked by huge ion cannons, take care as you approach these sectors.

Be sure to listen to Amy!

ACCESS LEVEL: OMEGA

CLASSIFIED: EYES ONLY



Commander, this is the best image we have.



Looks kind of crunchy to me!



## //// ADVANCED GAMEPLAY ///

There are different rewards available for players using different styles, will you try to clear the level as fast as possible and reap the bonus for seconds remaining on the timer? Or will you take your time and maximise the points available for shooting down bees as they attack?

Think about what might be coming up next, a double ship sure is handy for those challenging stages but not so useful in the asteroid fields!

Is it best to clear the bees by columns or by rows?  
What happens if you clear them in a specific order?  
Are there any hidden bonuses to discover?

Have an experiment and find out!

There are lots of things happening 'under the hood' and careful observation will help you learn the secrets of Galencia.



## TECHNOLOGIES USED

Galencia was developed over a 7 month period in 2017

**Assembly environment**

**CBM PRG STUDIO** by Arthur Jordison

**Sprites**

**SPRITEPAD** by Subchrist Software

**Backgrounds and characters**

**CHARPAD** by Subchrist Software

**Music and sound effects**

**GOATTRACKER** by Cadaver of Covert Bitops

**Data compression**

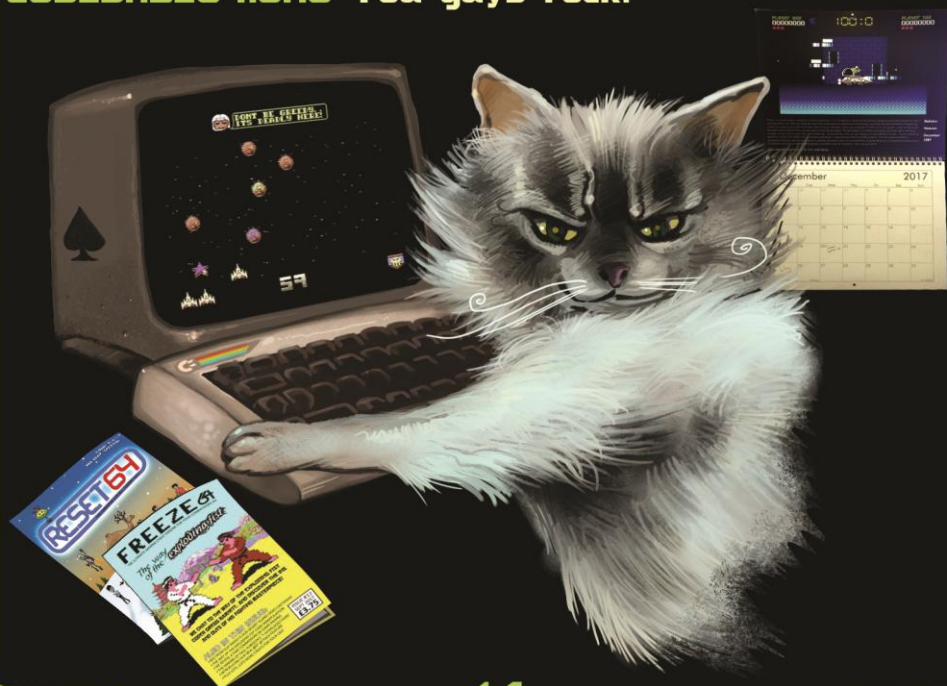
**EXOMIZER** by Magnus Lind

**Cassette mastering**

**TMP 3.0** by Richard Bayliss and Martin Piper

**The best resource for C64 assembly coding**

**CODEBASE64.ORG** You guys rock!





## CREDITS



**CODE & GRAPHICS**  
**JASON ALDRED**

A big shout out to all the great guys I have met along the way during Galencias development.

An enthusiastic community can really encourage tiny indie devs.

A sincere thanks for the support!



**MUSIC & SFX**  
**PULSEBOT**



**CONCEPT ART**  
**FLEMMING DUPONT**



**GRAPHICS & SFX**  
**SAUL CROSS**



**PROTOVISION**  
**JAKOB CHEN-VOOS**

2017 has been an incredible year for the C64. With a wide range of quality releases, both hardware and software.

Lets make 2018 even better!

Cheers, Jay

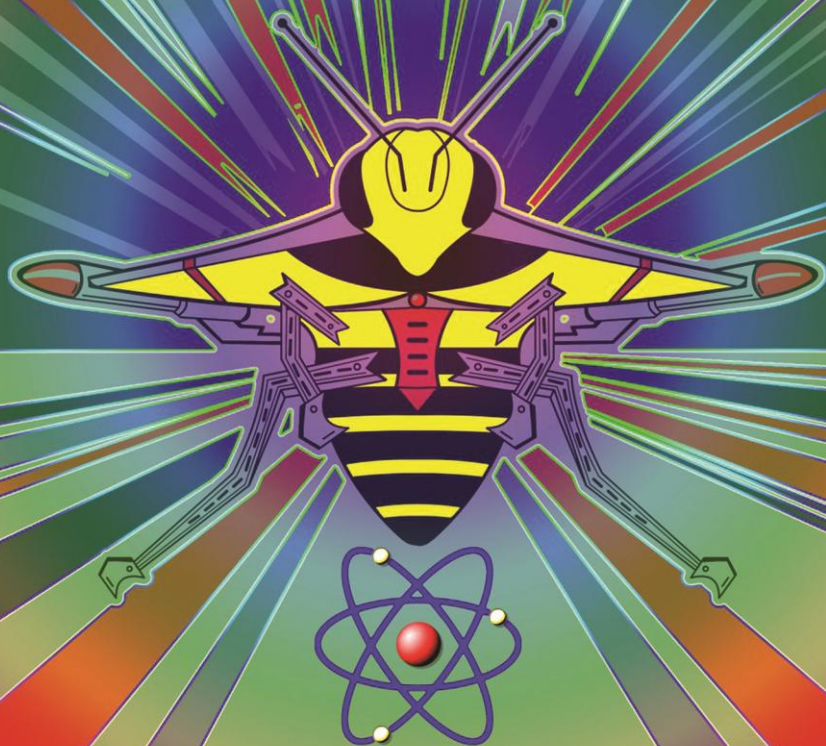


**BOX & MANUAL**  
**LOBO**

**SPECIAL THANKS INDIAN NICK WINDER**  
**MARTIN C GRUNDY INTRODUCTION STORY**  
**MANUAL BACK COVER MARK HARDISTY**

**35 YEARS OF THE C64**

# Galencia



**a game BY  
JASON ALDRED**

**THE GAME IS NEVER OVER!**