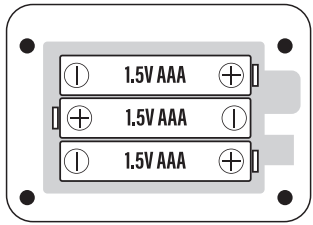
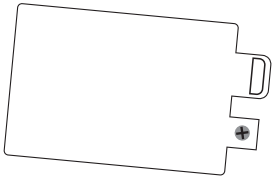


## HOW TO INSERT BATTERIES



Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver.



**WARNING!** Not suitable for children under 3 years. Contains small parts which may cause a choking hazard. Insert the USB cable into the USB-A socket on a suitable device. This product is not to be directly connected to the mains supply. If this product is used with an adaptor or power bank, please ensure it is UKCA / CE/ UL recognised, approved and suitable. Only use the USB cable provided. **BATTERY INSTRUCTIONS.** Requires 3 X AAA, 1.5V batteries (not included). **HOW TO INSERT BATTERIES:** Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same equivalent type as recommended are to be used. Batteries are to be inserted with the correct polarity (+ and -). Exhausted batteries are to be removed from the product. If using rechargeable batteries, charge under adult supervision and remove before charging. Non rechargeable batteries are not to be recharged. The supply terminals are not to be short-circuited. Do not throw batteries into a fire. Batteries should never be left in the product when not in use for a long period of time. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. NOTE: This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

Instruction sheet and packaging must be retained since it contains important information.

CAN ICES-3(B)/ NMB-3 (B)

FCC-ID: 2AIPD-320115

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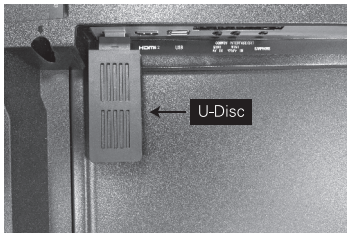
Manufactured for Fizz Creations Inc,  
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10353  
06/2025  
Made in HuiZhou, China  
320158 (320158) FIZZ-0868-V1

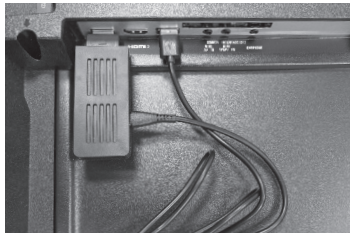
## GALAGA PLUG & PLAY INSTRUCTION MANUAL

## HOW TO CONNECT TO A TV

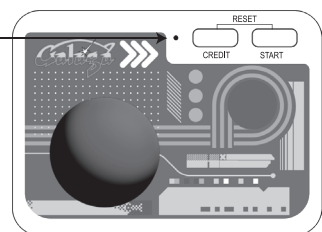
Take the game U-Disc and remove the cap before plugging it into one of the slots in your TV.



Finally, connect the power plug to the U-Disc and insert the USB into the TV.



If the U-Disc is powered on, a red light will illuminate, indicating that your game is ready to play.



Distance and large obstacles can impact signal stability in wireless gaming and cause a slight lag in the gameplay. For optimal control, sit within 2.5m of the screen, and without any obstructions between the controller and screen.

## INSTRUCTIONS FOR USE

The objective of the game is to earn the highest score by destroying enemy ships with your fighter. All whilst dodging enemy fire. Use the joystick to move your fighter left and right along the bottom of the screen. Press the 'Fire' button (the round button in the bottom right of the controller) to shoot. If you get hit by an enemy, you lose a life. When you lose all your lives, it's game over. You earn points and advance to higher levels by destroying enemy ships.

GALAGA™& ©Bandai Namco Entertainment Inc.

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- Do NOT go to mass production without written approval.
- Do NOT edit the artwork or die cut without consent from the designer.
- All artwork is copyright of Fizz Creations Ltd.

## ARTWORK SPECIFICATIONS: PAPER PRODUCT

DATE 07/07/25

DESIGNED BY EB

## INFORMATION

320158 (320158) FIZZ US GALAGA PLUG & PLAY IFU 0868 V1

## FINISH

☐ MATT OIL Please don't use 膠覆膜, use 啞油 instead

☐ MATT LAMINATION

☒ UNCOATED

## MATERIAL

☒ SPECIFIED ON SPEC SHEET

☐ OTHER: xxx

## KEY

CUT (SOLID) ——— CREASE (DASHED) - - - - -

GLUE AREA //

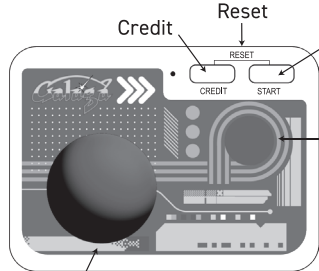
INK USED FOR THE PRINTING OF THIS PRODUCT OR ITS PACKAGING  
MUST BE MINERAL OIL-FREE AS PER THE FRENCH LAW

根据法国法律，用于印刷本产品或其包装  
使用的油墨不能含有矿物油成分

Height:148 x Width:210

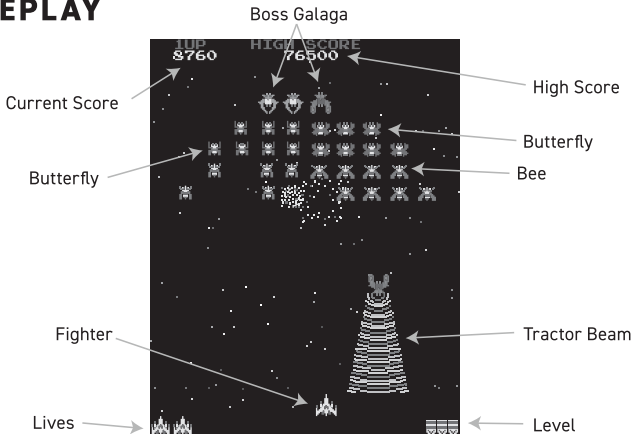
# US ARTWORK

## CONTROLS



**Joystick:** Move the fighter left and right.  
**Fire:** Press to shoot.  
**Start:** Press once to start.  
**Credit:** Press once to add a credit – Just like the arcade you need credits to play the game!  
**Reset:** Press both buttons to reset the game.

## GAMEPLAY



## TRACTOR BEAM

Boss Galagas will sometimes hover in midair emitting a tractor beam that will steal your fighter if you are hit by it. You can rescue a stolen Fighter by destroying the Boss Galaga, whilst it dives, without hitting your Fighter. The rescued Fighter will then return to your side, which in turn will double your firepower.

Remember not to hit the Boss Galaga that has captured your Fighter unless it is diving! If you do it will not return to your side, and you will forfeit a life.

## EXTRA ICONS

Once per stage (beginning with Stage 4), a Bee (or a Butterfly if no Bees exist) will transform into a set of three enemies. Transforms – Scorpions 🐍, Stingrays 🐟, Galaxian Flagship 🚢.

These are targets which you will only encounter during the Challenging Stages. Bonuses - Dragonfly 🦋, Satellite 📡, Enterprise 🚀.

## SCORING

Destroy the enemies to earn points!

<b>BEE:</b> In formation	50 points
<b>BEE:</b> Diving	100 points
<b>BUTTERFLY:</b> In formation	80 points
<b>BUTTERFLY:</b> Diving	160 points
<b>BOSS GALAGA:</b> In formation	150 points
<b>BOSS GALAGA:</b> Diving alone	400 points
<b>BOSS GALAGA:</b> Diving with 1 escort	800 points
<b>BOSS GALAGA:</b> Diving with 2 escorts	1,600 points
<b>CAPTURED FIGHTER:</b>	1,000 points
<b>1 GROUP OF ENEMIES IN 1ST AND 2ND CHALLENGING STAGES:</b>	1,000 points
<b>1 GROUP OF ENEMIES IN 3RD AND 4TH CHALLENGING STAGES:</b>	1,500 points
<b>1 GROUP OF ENEMIES IN 5TH AND 6TH CHALLENGING STAGES:</b>	2,000 points
<b>1 GROUP OF ENEMIES IN 7TH AND SUBSEQUENT CHALLENGING STAGES:</b>	3,000 points
<b>ANY TRANSFORM INDIVIDUALLY:</b>	160 points
<b>ALL SCORPIONS:</b>	1,000 points
<b>ALL STINGRAYS:</b>	2,000 points
<b>ALL GALAXIAN FLAGSHIPS:</b>	3,000 points

## STAGE INDICATORS

STAGE NUMBER: 1 5 10 20 30 50

ICON:



## TIPS AND TRICKS

Diving enemies are worth more points.

The more escorts that a Boss Galaga dives with, the more points its worth.

Beware! The patterns that the enemies use when they fly in changes each round.