



GEOMETRY WARS™ GALAXIES

Geometry Wars™: Galaxies for Nintendo Wii™
The planet's purest arcade shooter is ready to explode
into your living room! Includes the complete **Geometry
Wars: Galaxies** experience plus:

- ▶ **Exclusive Bonus Content**
Link both versions to unlock new Wii™ missions
- ▶ **Multiplayer Co-Op Mode**
Add a partner for a warp-speed party game

Available Now
geometrywarsgalaxies.com

Vivendi Games
4247 S. Minnewawa Ave.
Fresno, CA 93725
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nintendo
Wi-Fi
connection

NINTENDO DS™



HIGH SCORE
3,979,000

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GEOMETRY WARS™ GALAXIES



INSTRUCTION BOOKLET

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THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.



Wireless DS
Single-Card
Download Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES DOWNLOADED FROM ONE GAME CARD.



Wireless DS
Multi-Card
Play

THIS GAME ALLOWS WIRELESS MULTIPLAYER GAMES WITH EACH DS SYSTEM CONTAINING A SEPARATE GAME CARD.



GEOMETRY WARS™ GALAXIES

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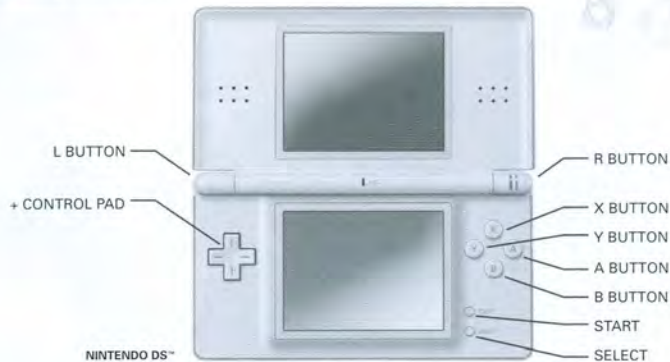


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Starting the Game



1. Press the Power Button to turn power OFF. Never insert or remove a Game Card when the power is ON.
2. Insert the *Geometry Wars™* Game Card into the Game Card slot on the Nintendo DS™ system. To lock the Game Card in place, press firmly.
3. Press the Power Button to turn power ON.
4. The Health and Safety Screen appears. Touch the Touch Screen or the one of the buttons to continue.
5. The Legal Screen appears, followed by the profile selection screen. Select a profile slot and enter your profile name.
6. Once your profile name has been entered, press the X Button to submit it. On the confirmation screen, press the A Button to save and continue.
7. Press the A Button to select your profile and you will advance to the Main Menu.

Controls

Menu Screen Controls:

Movement	+Control Pad
Select	A Button
Back	B Button

Standard Game Controls:

Bomb (Special)	L Button
Pause Menu	START

Multi Player Controls:

Send Wave (in Simultaneous mode)	R Button
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Aiming & Movement In Game:

Stylus	Selects Stylus to control "Firing" or "Movement"
Handed	Switches A / B / X / Y Buttons to "Movement" and +Control Pad to "Firing"
Display	Selects the top or bottom screen as the active game screen

Top & Bottom Screen

In OPTIONS, you can choose to play with the game screen on either the upper or lower screens.

Main Menu

GalaxiesSingle-Player Campaign Mode

Retro EvolvedClassic *Geometry Wars: Retro Evolved™* Gameplay Mode

Multi PlayerSingle Screen Co-op & Challenge Co-op Modes

Single-Player Campaign:

This mode gives you the opportunity to take on a diverse array of *GEOMETRY WARS™* levels, featuring new gameplay and enemy types.

Evolved:

Take on the classic *GEOMETRY WARS™* infinite shooter and try to be the best in the world!

Multi Player:

See DS Multi Player & Evolved Download.

Menu Options

PreferencesChange the Aiming Visual

ProfilesChange / Delete

AudioChange Volume Settings

CreditsSee the people who help made this game

In-Game Options:

PreferencesChange the Aiming Visual

AudioChange Volume Settings

The Players

Player 1



Player 2



Enemy Types

Classic Enemies

Wanderer



Gravity Well



G grunt



Proton



Weaver



Snake



Spinner



Repulsor



Tiny Spinner



Mayfly



Enemy Types

New Enemies

Mutator



Asteroids



Wormhole



Mutated



Cell Mass



Meteor



UFO



Dart



Mine Layer



Generator



Neutron



Flipper



Black Hole



NUFO



Geoms

GEOMS represent the currency in *Geometry Wars: Galaxies™*. When enemies are destroyed, they drop yellow Geoms that can be collected and spent on drone Behaviors or buying access to solar systems and planets.

By collecting them during a battle you will increase your multiplier, this is the key to massive scores. Collecting them will also earn you extra lives, smart bombs and weapons changes, a reward sound will play when you are given this sort of bonus.

Drone, Behaviors and Upgrading

Your drone is an autonomous craft that helps you fight your enemies.

There are quite a few very different Behavior types that can be fitted to the Drone, each one will give you a specific type of assistance that might prove crucial in certain types of battle.

Initially your Drone will be fitted with an **ATTACK** Behavior but once sufficient Geom funds have been amassed (see GEOMS), this can be changed to others, after purchase. Behaviors are changed in the Drone Behavior interface on the right hand side of the planet summary screen.

The Behavior you take into battle will level up depending on your performance in battle. The more you use a Behavior the more useful it will become. Its Behavior capabilities will increase and it may even get up rated weapons. The player will be able to see a summary of the level of the Behavior in the Drone Behavior interface.

Note: The Drone setup cannot be changed during gameplay and must be done before entering a particular planet battle.

DS Multi Player & Evolved Download

If your friend has a **NINTENDO DS™** or **NINTENDO DS™ Lite**, you can download the complete *Geometry Wars: Retro Evolved™* game from your DS™. Online scoring is not supported on this version.

Go to the **MAIN MENU** of the DS version of the game and select **CONNECTIVITY**.

Select **Game Share**.

On the DS consoles without the cartridge installed, select **DOWNLOAD** from the main menu of the **NINTENDO DS** or **NINTENDO DS Lite** boot screen.

Once the DS or DS Lite has found the available download, select it and follow the on-screen instructions.

Download Features

The downloaded version of the game contains 2 main elements:

RETRO EVOLVED: A complete version of the main infinite-play game, without the online scoring feature.

MULTI PLAYER: All multiplayer game modes and the ability to search for hosted games.

Multi Player Games Game Types:

Co-op: Allows 2 players to play together in the same battle, either with separate scores, lives and bombs or with shared scores, lives and bombs.

Versus: 2 player game where one player has to deal with the enemy waves that the second player throws at him.

Simultaneous: 2 player game where each player can send the enemies they destroy in different waves. Each player's enemy list will count the enemies the player destroys and add them to each group's total.

Note: This game will only be playable while the DS or DS Lite is powered on or in SLEEP MODE (achieved by closing the lid with the power on). Once the DS or DS Lite is switched off, the game download will be lost.

Wi-Fi Setup

During wireless game play, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

Nintendo Wi-Fi Connection allows multiple *Geometry Wars: Galaxies™* owners to play together over the internet—even when separated by long distances.

- To play Nintendo DS games over the internet, you must first set up the Nintendo Wi-Fi Connection (Nintendo WFC) on your Nintendo DS system. Please see the separate Nintendo Wi-Fi Connection instruction booklet included with this game for directions on setting up your Nintendo DS.
- To complete the Nintendo WFC setup, you will also need access to a PC that has a wireless network device installed (such as a wireless router) and an active broadband or DSL internet account.
- If you do not have a wireless network device installed on your PC, you can order a Nintendo Wi-Fi USB Connector (sold separately) directly from Nintendo. See the separate Nintendo WFC instruction booklet for more information.
- Nintendo Wi-Fi Connection game play uses more battery power than other game play. You may prefer to use the AC Adapter to prevent running out of power when using the Nintendo Wi-Fi Connection.
- You can also play Nintendo WFC compatible games at selected internet hotspots without additional setup.
- The Terms of Use Agreement which governs Nintendo Wi-Fi Connection game play is available in the Nintendo Wi-Fi Connection instruction booklet or online at www.nintendowifi.com/terms. For additional information on the Nintendo WFC, setting up your Nintendo DS, or a list of available internet hotspots, visit www.nintendowifi.com (USA, Canada and Latin America) or call 1-800-895-1672 (USA/Canada only).

Wii / DS Unlockable Content

If you purchase a copy of *Geometry Wars: Galaxies™* for the Wii™ Console, you can wirelessly connect to your DS to exchange data and add new challenges to your playing experience.

Go to the MAIN MENU of the DS version of the game and select CONNECTIVITY, then select "Link to Wii" and follow the on-screen instructions.

Go to the MAIN MENU of the Wii version of the game and select CONNECTIVITY, then select "Link to DS" and follow the on-screen instructions.

Credits

Kuju Entertainment

Project Designer
David Millard

Project Concept
Bizarre Creations / Jim Mummary

Project Art
Tanguy Dewavrin

Project Lead
Ryan Doyle

Technical Director
Sean Murray

Graphics Programmer
Jonathan Hobson

Senior Software Engineer
Mark Sinclair

Senior Software Engineer
Dave Ream

Software Engineer
James Gilby

Junior Programmer
Christian West

Producer
Richard Underhill

Studio Head
James Brooksby

Bizarre Creations

Geometry Wars: Galaxies™
LICENSING TEAM
Design

Craig Howard
Stephen Cakebread

Audio and Sound Design
Nick Wiswell
Nick Bygrave
Matthias Grunwaldt

Music
Audio Antics

Business Side
Bizarre Creations

And in addition:

**Original Geometry Wars:
Retro Evolved™**
DEVELOPMENT TEAM
Code and Design
Stephen Cakebread

Production
Richard Benavides, Brandon Valdez,
Cyra Talton, Fausto Lorenzano

Art
Jeff Lewis

Bizarre PR
Ben Ward

Bizarre Biz
Martyn Chudley
Sarah Chudley
Walter Lynsdale
Michelle Langton

Sierra Entertainment

PRODUCTION
Senior Producer and Team Lead
Roger Carpenter

Senior Producer (US)
Tim Ramage

Associate Producer
Tim Tran

**Technical Direction
and Music Support**
Danny Koo

Technical Director (UK)
Mark James

VP Technology
Brian Leake

Quality Assurance
Samer Raad, Calvin Wong,
David Luyties, Mavin Giss, Alex Gold,
Nelson Herrera, Matt Simmers, Joshua
Rubin, Joseph Parise, Colin Campbell,
Ramon Villacorta, Patricio Martinez,
Ahuizotl Garcia

Technical Requirements Group
Grant Bryson, Joe Olivas,
Kevin Jackson, Kyle StClair, Dustin
Portesi, Phil Lawless, Fabian Tuason,
Miguel Vega, Steven Baker,
Dustin Thomas, Samuel Cooper

VUPC Group
Richard Benavides, Brandon Valdez,
Cyra Talton, Fausto Lorenzano

MARKETING
David Kim, Guy Welch, Steve Fuller,
Thomas Seris

NEW BUSINESS
Bob Loya, Rocco Scandizzo

PUBLIC RELATIONS
Michael Cerven

CREATIVE SERVICE
Steve Parker, Michelle Garnier
Winkler, Hector Bolanos

INTEGRATED MARKETING
Ami Matsumura-Blaire,
Linda Ethridge, NR Pesquera,
Julie Thomas-Knap,
Nikki Pounds, Jack Walker,
Chad Nimmo, Eric So, Jim Halkett

MEDIA PRODUCTION
James Carey, Amy Allison,
Stuart Allison

LEGAL
Rod Rigole, Pam Teller

FINANCE
Richard Zerbel

CONSUMER RESEARCH
Page Patten

SPECIAL THANKS
President, Worldwide Studios
Martin Tremblay

Senior Vice President, Production
Mario Coculuzzi

**Executive Vice President,
Chief Strategy and
Marketing Officer**
Cindy Cook

**Senior Vice President,
Global Marketing**
Al Simone

**Executive Vice President,
Global Sales**
Pascal Brochier

They Might Be Giants

Nintendo of America
Steve Okimoto,
Ramin Ravanpey,
Sandy Hatcher
and Dana Brockman

CUSTOMER SUPPORT

Technical Support

Phone: (800) 630-0811, 10:00 AM-8:00 PM M-F EST

Online Support: <http://support.vgames.com>

Customer Service

Phone: (800) 757-7707, 10:00 AM-8:00 PM M-F EST

Mail

Vivendi Games
4247 South Minnewawa Avenue
Fresno, CA 93725

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