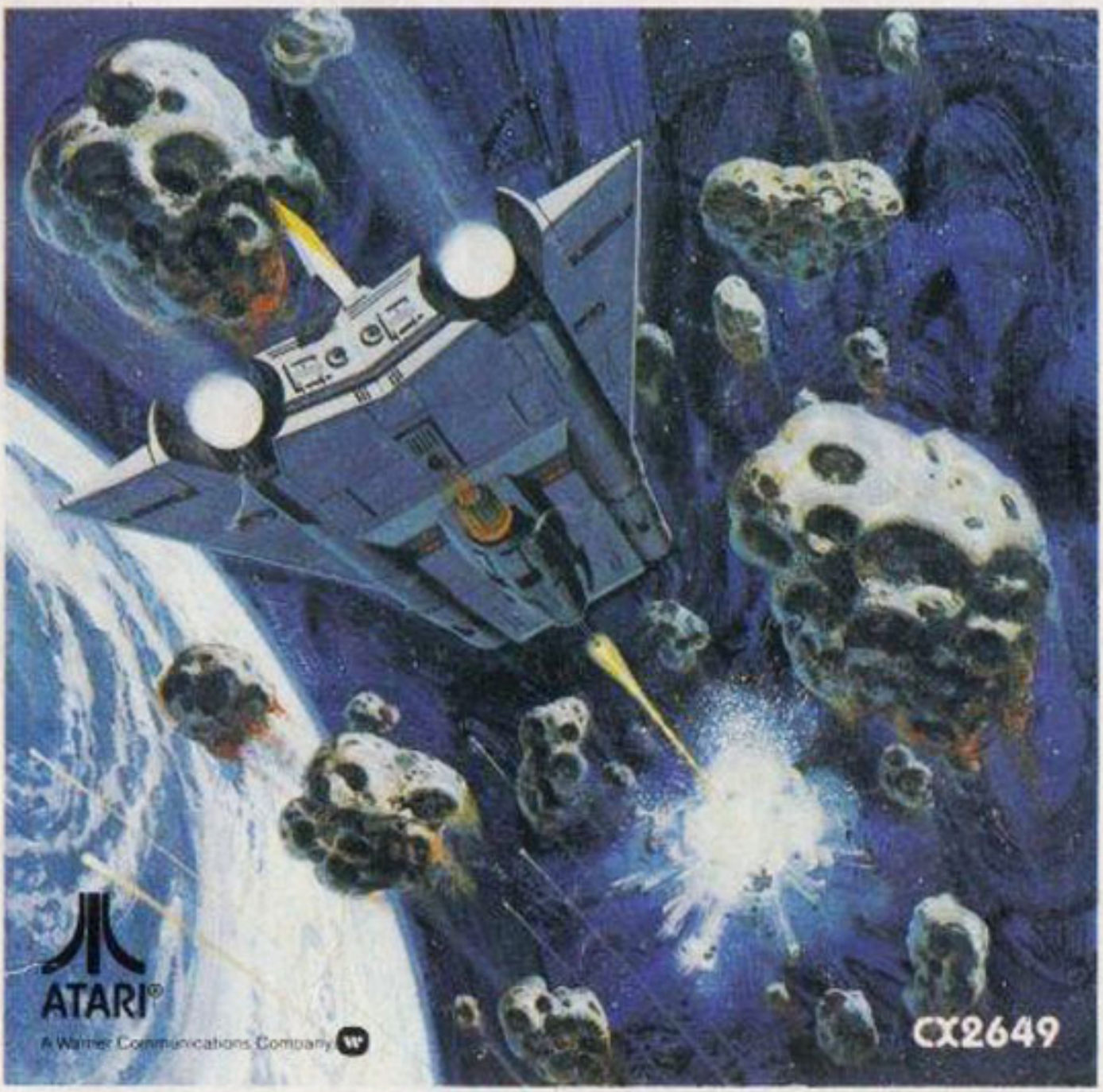
ASTEROIDS™

ATARI® GAME PROGRAM™ INSTRUCTIONS



COMPLETE
GAME PLAY
INSTRUCTIONS

SPECIAL
FEATURE

HELPFUL HINTS
Section 7



NOTE: Always turn the console power switch off when inserting or removing an ATARI® Game Program™ cartridge. This will protect the electronic components and prolong the life of your ATARI Video Computer System™ game.

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1. COSMIC SPACE PATROL



On a quiet serene evening the Cosmic Space Patrol sets out for the usual night cruise through the boulevards of space. This beat was always the same; calm, no action and no excitement. For some reason this night feels different. Shortly before 0200 hours some form of intergalactic material is sighted through the visual particle counter. The material is too large a mass to measure. It's drifting closer. Lookout, it's a giant asteroid boulder and it's headed straight for the Cosmic Spacecraft. The only chance for survival is to dodge the boulder or destroy it. Destroying it doesn't mean just breaking it up, it means vaporizing it. Small asteroid boulders are equally as fatal as large ones.

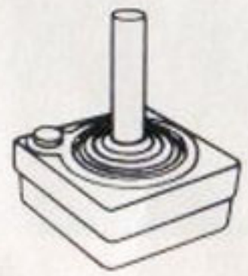
Whew, the boulder just missed colliding with the Cosmic Spacecraft, but suddenly the Cosmic Space Patrol find themselves surrounded by thousands of the deadly asteroids. The Cosmic Space Patrol must act quickly to save their spacecraft and spare their lives. The spacecraft is equipped with photon torpedoes, hyperspace, shields, and flip control.

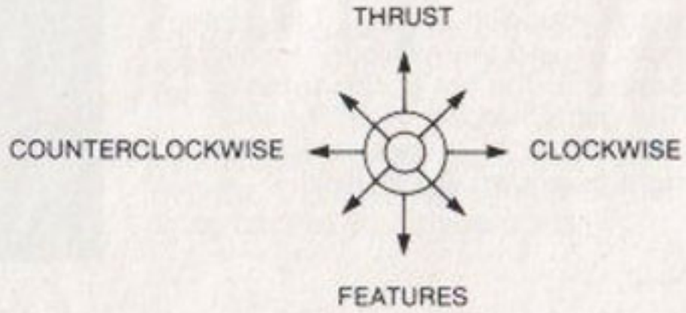
The Cosmic Space Patrol is highly trained to handle this situation. Could you do as good a job as the Cosmic Space Patrol? How would you protect yourself if you were caught in a deadly asteroid belt? This is your big chance to fly throught the dimensions of space and fend against asteroid boulders. The longer you survive, the more space hazards you'll encounter.

2. GAME PLAY

The object of the game is to destroy as many asteroid boulders as possible and keep your ship in space as long as possible. Use your Joystick Controller to maneuver your ship through space and press the red controller (fire) button to shoot photon torpedoes at the asteroid boulders. When an asteroid is hit, it may just break up into smaller boulders, or it may be completely pulverized. In some game variations you'll face additional space hazards such as satellites and UFOs (Unidentified Flying Objects); both of which may be firing torpedoes back at you.

3. OPERATING YOUR SPACESHIP





Use your Joystick Controller with this ATARI® Game Program™ cartridge. Be sure to plug the controller cables firmly into the jacks at the back of your Video Computer System™ Game. Hold the controller with the red fire button to your upper left toward the television screen. Use the LEFT CONTROLLER jack for one-player games. *See Section 3 of your owner's manual for further details.*

Use the Joystick Controller to aim the spaceship and to fire photon torpedoes at the asteroids. Move the Joystick right to rotate the ship clockwise; move it left to rotate the ship counterclockwise. Push the Joystick forward to thrust (propel) the ship through space. (The ship moves only in the direction it's pointed.)

Pulling the Joystick down causes the ship to perform different functions such as hyperspace, shields, or flip (*see Section 6*, **GAME VARIATIONS**). After aiming the spaceship with your Joystick, press the fire button to shoot photon torpedoes at the asteroid boulders. Continue to press and release the fire button as fast as possible to quickly destroy all of the asteroids.

If the game variation you're playing includes satellites and UFOs, use your Joystick to aim and press the fire button to shoot torpedoes at them just as you would for the asteroid boulders.

4. CONSOLE CONTROLS

GAME SELECT SWITCH

To select an **ASTEROIDS**™ game, press down the **game select** switch. (*See Section 8*, **GAME SELECT MATRIX** to choose the game you wish to play.) The game number and the number of players appear at the top of the screen. The game number is on the left; the number of players is on the right as shown in **Figure 1.**

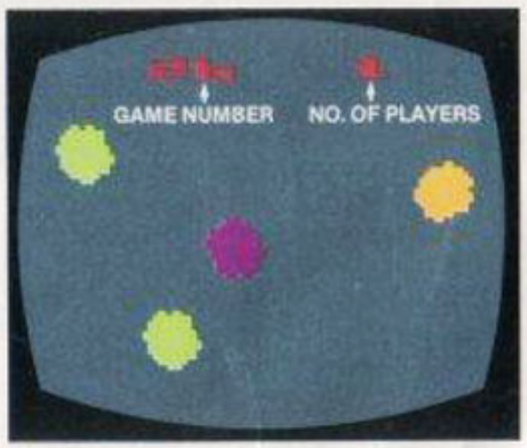


Figure 1

GAME RESET SWITCH

Once you have selected a game number, press down the **game reset** switch to start the action. Each time **game reset** is pressed down the game starts over. After the game starts, the score appears at the top of the screen as shown in **Figure 2.**

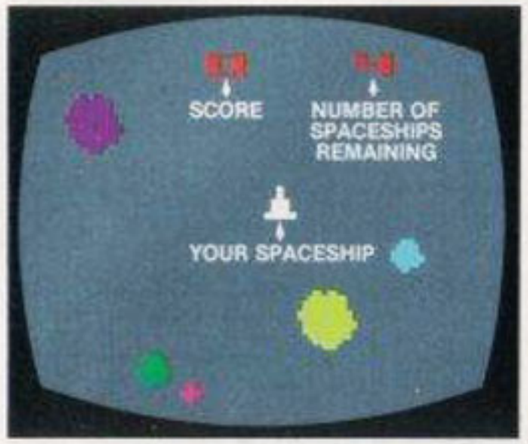


Figure 2

NOTE: To change game numbers quickly, hold down **game select** and **game reset** together.

DIFFICULTY SWITCHES

The **ASTEROIDS** game has two difficulty levels, **a** and **b**. The **b** level is normal game play for beginning players. The **a** level offers a bigger challenge with the addition of UFOs (Unidentified Flying Objects) and satellites (see **Figures 3 and 4**).

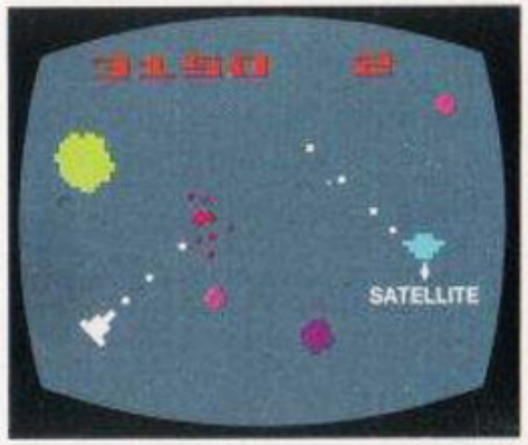


Figure 3

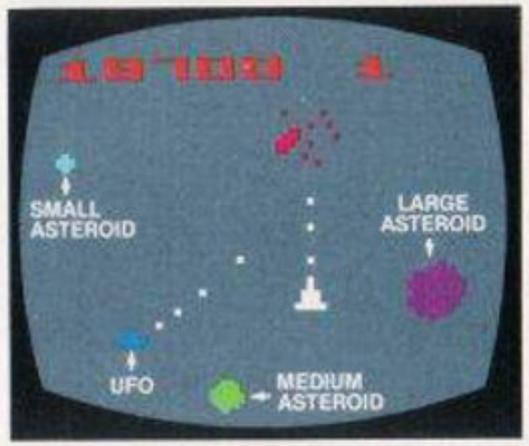


Figure 4

UFOs are tough to hit, but each one is worth 1000 points. (*See Section 5 for* **SCORING**.)

Satellites are larger and easier to destroy. UFOs and satellites may be firing back at you, so be on the

lookout for their stray artillery. UFOs do not attack until you have reached over 15,000 points. When satellites and UFOs sneak up to attack you, you'll hear their engines. The satellites have a low pitched engine sound and the UFOs have a higher pitched sound.

TV TYPE SWITCH

Set this switch to **color** if your television is color or to **b/w** if your television is black-and-white. Setting this switch to **b/w** will not affect a color television.

5. SCORING

Points are determined by the size of the asteroid boulders. Obviously, the smaller boulders are harder to hit and therefore worth more points. With each game or turn you have four spaceships. You can earn extra spaceships by scoring high as indicated in the **GAME SELECT MATRIX**.

Points are scored as follows:

SMALL ASTEROIDS	100 POINTS
MEDIUM ASTEROIDS	50 POINTS
LARGE ASTEROIDS	20 POINTS
SATELLITES	200 POINTS
UFOs	1000 POINTS

6. GAME VARIATIONS

ASTEROIDS includes 66 game variations for 1 or 2 players.

FAST/SLOW

FAST/SLOW (F/S) refers to the speed that the asteroids travel.

LIVES

LIVES is a feature which allows you to earn extra spaceships. Game variations provide you with an extra ship every 5000, 10,000, or 20,000 points, depending on the game number you choose. The tougher game variations don't provide any extra spaceships. (*See Section 8,* **GAME SELECT MATRIX** *for extra ship lives.*) You'll hear a beeping sound when an extra spaceship is earned.

FEATURES

Depending on the game variation you choose, you may be able to save your spaceship from destruction by using one of the game features of **ASTEROIDS**.

Hyperspace

Hyperspace (H) is a feature offered in **Games 1** through **8** for one player and **Games 34** through **41** for two players. By moving the Joystick down, or towards you, hyperspace makes your spaceship disappear in space and reappear at some other place on the screen. Hyperspace is helpful as a quick getaway when an asteroid boulder is headed toward your spaceship,

but it may also be a hindrance if your spaceship reappears in the path of an oncoming asteroid boulder.

Shields

Games 9 through **16** for one player and **Games 42** through **49** for two players allow you to protect your spaceship by surrounding it with protective shields (SH). Pull your Joystick back towards you to put up shields, but don't use shields for more than two seconds or your spaceship will blow up.

Flip

In game variations featuring flip (FL), you can flip your spaceship around 180 degrees which aims it in the opposite direction. Flip is a fast way to attack asteroids coming from behind. Flip is a feature in **Games 17** through **24** for one player and **Games 50** through **57** for two players.

Games 25-32 (one-player) and **Games 58-65** (two-players) have no optional features (W). This makes these game variations more challenging and you must depend solely on your quick skill and coordination.

YOUNG CHILDREN'S VERSIONS

Games 33 and **66** are easy versions for young children. These games feature slow asteroids, hyperspace, and an extra ship with each 5000 points.

7. HELPFUL HINTS

After playing **ASTEROIDS** several times you'll discover which techniques work best for you. Here are some that the space cadets at ATARI found most helpful.

1. When the screen becomes clear of asteroids (just before a new group of large asteroids appears), try to avoid placing your spaceship close to the right or left edge of the screen. New asteroids almost always begin from these edges.

2. It is often helpful to remain in the center of the screen throughout the game, aiming your spaceship right and left or in a circular motion.

3. If you're close to earning an extra ship, and your spaceship is about to crash, you may want to cause your spaceship to collide with a small asteroid, UFO, or satellite. You'll earn points even if you crash, and this may be just enough points to earn that extra ship.

4. Try to hit the faster and smaller asteroid boulders. This will give you more protection and more points.

8. GAME SELECT MATRIX

HOW TO READ THE GAME SELECT MATRIX

SPEED

S = Slow
F = Fast

EXTRA LIFE

5 = 1 Extra Ship Every 5,000 Points
10 = 1 Extra Ship Every 10,000 Points
20 = 1 Extra Ship Every 20,000 Points
N = No Extra Ships

FEATURES

H = Hyperspace
SH = Shields
FL = Flip
W = Without Features

GAME SELECT MATRIX

One Player	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
Speed	S	F	S	F	S	F	S	F	S	F	S	F	S	F	S	F
Extra Life	5	5	10	20	20	20	N	N	5	5	10	10	20	20	N	N
Features	H	H	H	H	H	H	H	H	SH	SH	SH	SH	SH	SH	SH	SH
Two Players	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49

One Player	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33
Speed	S	F	S	F	S	F	S	F	S	F	S	F	S	F	S	F	CHALLENGE
Extra Life	5	5	10	20	20	20	N	N	5	5	10	10	20	20	N	N	
Features	FL	FL	FL	FL	FL	FL	FL	FL	W	W	W	W	W	W	W	W	
Two Players	50	51	52	53	54	55	56	57	58	59	60	61	62	63	64	65	66



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