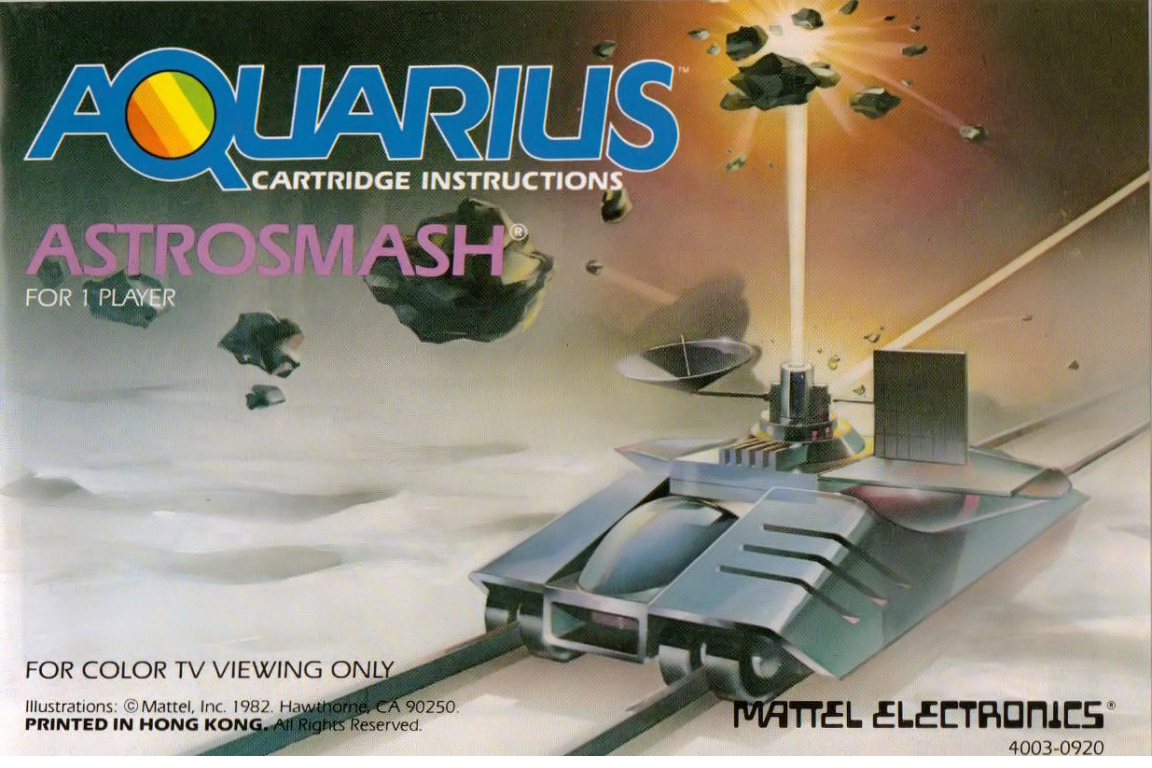
AQUARIUS™

CARTRIDGE INSTRUCTIONS

ASTROSMASH®

FOR 1 PLAYER



FOR COLOR TV VIEWING ONLY

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MATTEL ELECTRONICS®

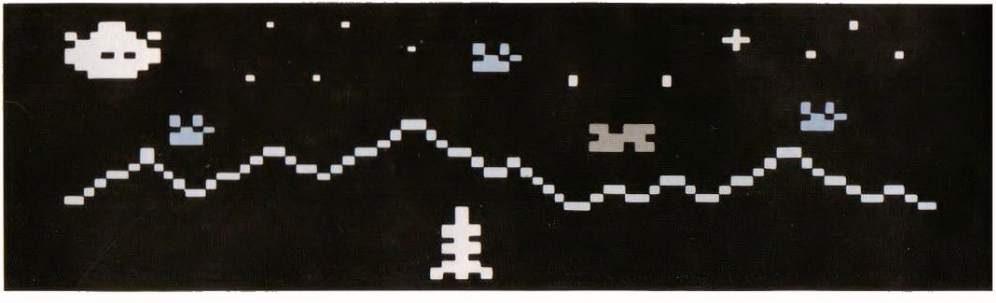
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THE GAME

Here it comes! ... an attack of multi-colored meteors with an occasional spinning bomb that will blow up one of your guns if you let it land. PLUS — some guided missiles and an Attack UFO, just to keep life interesting. As your score increases, so does the excitement!

OBJECT OF THE GAME

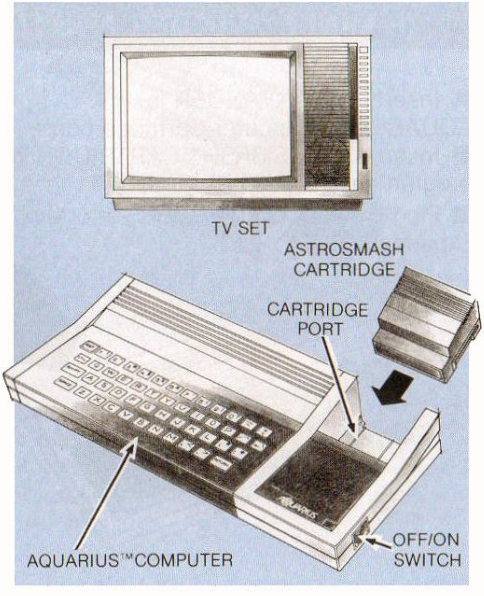
To hit as many meteors, bombs, missiles and UFO's as possible, without being hit yourself. As your score gets higher, the game gets faster and more challenging. Take turns with your friends to see who can get the highest "peak score".



CHECK YOUR EQUIPMENT

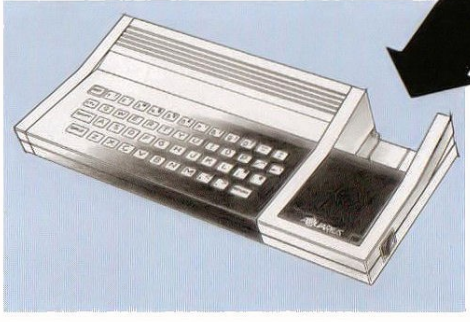
MAKE SURE:

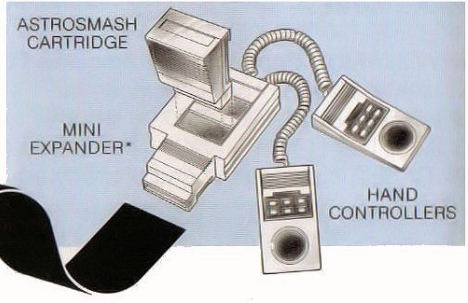
- AQUARIUS Computer is connected to TV set and power cord is plugged in.
- ANTENNA SWITCH BOX is set at COMPUTER.
- TV SET is plugged in and properly adjusted.
- ASTROSMASH cartridge is placed in CARTRIDGE PORT, firmly engaged. (See illustration on the right).
- OFF/ON SWITCH is turned ON.



IF MINI EXPANDER AND HAND CONTROLLERS* ARE USED

■ Insert MINI EXPANDER in AQUARIUS™ Computer Cartridge port.
■ Insert ASTROSMASH® CARTRIDGE in program port of Mini Expander.
■ Plug HAND CONTROLLERS into Mini Expander.

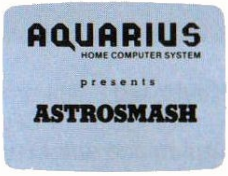




■ Turn OFF/ON SWITCH on computer ON.
(For detailed directions, see your Mini Expander instructions.)

*SOLD SEPARATELY.

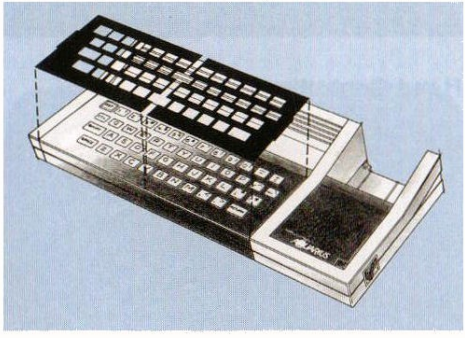
PRESS THE RST KEY ON YOUR COMPUTER. Game title will appear on the TV screen.



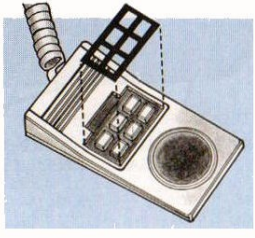
ADD OVERLAYS

Your ASTROSMASH® cartridge comes with one 2-piece overlay for the computer keyboard and two overlays for the hand controllers. These overlays are your visual guide to the ASTROSMASH game.

If you are using the computer keyboard to play the game, fit the 2 halves of the KEYBOARD OVERLAY over the keyboard, one on the left side and one on the right side.

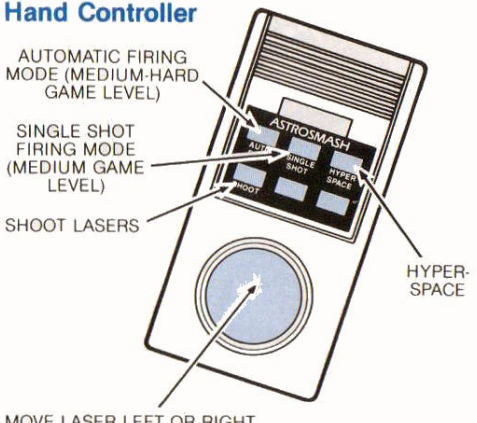


If you are using hand controllers to play the game, fit one hand controller overlay over the keys of each hand controller.

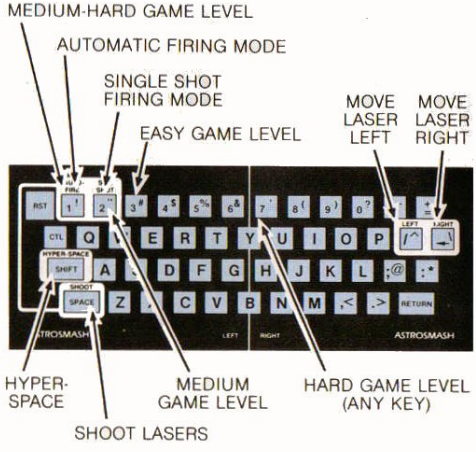


EXAMINE YOUR CONTROLS

Hand Controller



Keyboard

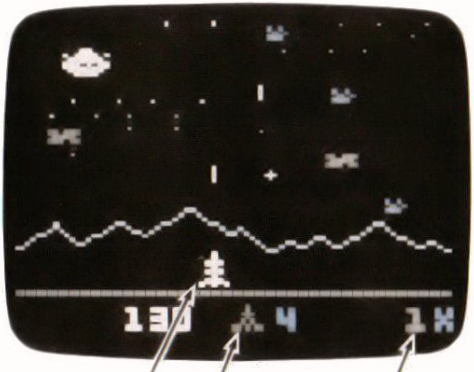


SELECT GAME LEVEL!

When you see the game title, USE THE COMPUTER KEYBOARD to select the level of game difficulty. Game speed increases with game difficulty.

LEVEL	COMPUTER KEYBOARD
Easy	**3**
Medium	**2**
Medium Hard	**1**
Hard	**Any key** except 1, 2 or 3

FIRE AWAY!



1 Move your laser gun left and right.

ON COMPUTER KEYBOARD:

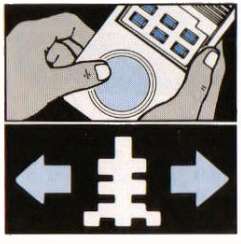


Press to move laser gun left.



Press to move laser gun right.

ON HAND CONTROLLER:



Press left side of disc to move laser gun left.

Press right side of disc to move laser gun right.

2 When you are under a falling meteor or other object, FIRE LASERS.

ON COMPUTER KEYBOARD:

Press KEY [2] for SINGLE SHOT MODE. Then press the SPACE key each time you want to shoot.

OR press KEY [1] for AUTO-FIRE MODE. The computer will shoot 3 times each second for you.

ON HAND CONTROLLER:

Press [SINGLE SHOT] to enter that mode. Then press the [SHOOT] key each time you want to shoot.

OR press [AUTO-FIRE] to enter that mode. The computer will shoot 3 times each second for you.

3 Hit as many meteors as you can — every one that lands reduces your score. If a meteor hits your laser gun, it destroys your gun.

4 Be SURE to hit every white "spinner"! Try to hit or avoid guided missiles and attack UFOs (which appear when your score is over 20,000 points!)

5 Every time your score goes up another 1,000 points, you get another laser gun in your arsenal.

6 Scoring formula:

Your score goes *UP* when you hit...

LEVEL	BIG ROCK 	SMALL ROCK 	WHITE SPINNER 	GUIDED MISSILE 	UFO 
1x	10	20	40	50	—
2x	20	40	80	100	—
3x	30	60	120	150	—
4x	40	80	160	200	400
5x	50	100	200	250	500
6x	60	120	240	300	600

Your score goes *DOWN* when...

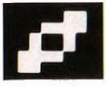
LEVEL	BIG ROCK LANDS	SMALL ROCK LANDS	YOUR GUN IS HIT, OR A SPINNER LANDS
1x	– 5	– 10	– 100
2x	– 10	– 20	– 200
3x	– 15	– 30	– 300
4x	– 20	– 40	– 400
5x	– 25	– 50	– 500
6x	– 30	– 60	– 600

Scoring level changes:

LEVEL	BACKGROUND COLOR	SCORE RANGE
1x	Black	up to 999
2x	Blue	1,000-4,999
3x	Purple	5,000-19,999
4x	Turquoise	20,000-49,999
5x	Gray	50,000-99,999
6x	Black	100,000 and over

NOTE: SCORING LEVEL is not the same as the LEVEL OF DIFFICULTY you choose when you start the game. Scoring level is determined by the number of points you have accumulated. When you get 1,000 points, you graduate from scoring level 1 to scoring level 2. This means that the number of points you get for each object you hit doubles: When you reach scoring level 3, it triples... and so on. AT THE HIGHER SCORING LEVELS, EVERYTHING SPEEDS UP AND YOU HAVE MORE TARGETS AND ATTACKERS, MOVING FASTER — ESPECIALLY WHEN THE TOTAL PASSES 100,000, 200,000, 500,000 AND ONE MILLION POINTS!

7 When you hit a meteor and it splits in two, try to hit both fragments: each gives you twice as many points as the original meteor!



8 Whenever you see a WHITE object, avoid it or shoot it down.

■ WHITE SPINNERS — Hit every one you can. If one lands, you lose a laser gun. (When you lose them all, the game is over.)



■ PULSATING GUIDED MISSILES — These seek out your laser gun and blow it up on impact! If you can, shoot it before it lands. If it reaches the ground, it may home in on your gun by flying horizontally. When this happens, your only escape

is to go into HYPER SPACE! When you press HYPER-SPACE (SHIFT key on the computer keyboard), your laser gun moves left or right a random distance. The guided missile will attempt to follow and you may have to go into hyper space again. (Danger: It is possible to hyper-space directly under a falling meteor.)



■ Attack UFOs — These appear occasionally when your score is over 20,000 points. They sweep across the screen, aiming huge bombs at your active laser gun. The bombs fall slowly enough for you to move out of the way. Keep moving! Try to get directly beneath the UFO and shoot it down!

9 Do not fire at meteors that are very close to your laser gun, as the explosion from hitting it may produce shrapnel and blow up your gun.

10 When you get good at ASTROSMASH® the game can go on for some time. If you want a break in the action, use the INTERRUPT CODE. Press KEYS 1 and 6 TOGETHER, on either the Computer Keyboard or a Hand Controller. This will "freeze" the action on the screen until you press any other key on the keyboard or hand controller.

IMPORTANT: Do not leave the game in interrupt mode for over an hour, especially if the TV contrast is set at maximum, as this could damage your TV screen.

START A NEW GAME

IF YOU WISH TO PLAY AGAIN AFTER THE GAME IS OVER, PRESS THE [RST KEY] ON THE COMPUTER KEYBOARD.

90 DAY LIMITED WARRANTY

Mattel Electronics warrants to the original consumer purchaser of any AQUARIUS cartridge, cassette, or disc it manufactures, that the product will be free of defects in material or workmanship for 90 days from the date of purchase under normal in-home use.

Mattel Electronics will not assume any liability or responsibility for loss or damage, direct or indirect, caused by or alleged to be caused by any Aquarius cartridge, cassette, or disc (software programs) or the use made of any such program by the consumer. This disclaimer includes but is not limited to any interruption of service, loss of money, or anticipatory profits resulting from the use or operation of such programs.

Mattel Electronics sole obligation under this warranty will be to repair or replace the defective product, at its option. If defective, return the cartridge, cassette or disc along with proof of the date-of-purchase to either your local dealer or postage prepaid to:

Mattel Electronics Service Center (East)
10 Abeel Road
Cranbury, New Jersey 08512

or

Mattel Electronics Service Center (West)
13040 East Temple Avenue
City of Industry, California 91746

This warranty excludes incidental or consequential damages resulting from the product or use of the product. (Some states do not allow the exclusion of incidental or consequential damages, so the above exclusion may not apply to you.)

This warranty gives you specific legal rights and you may also have other rights which vary from state to state. This warranty does not cover damage resulting from purchaser abuse, accident, negligence, or damages subsequent to purchase.

RECORD BOOK

NAME	SCORE

NAME	SCORE


AQUARIUS™
HOME COMPUTER SYSTEM
MATTEL ELECTRONICS®