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550 S. Winchester Blvd.
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Nintendo

GAME BOY

DMG-AN-USA

ASTEROIDS®

THE ORIGINAL ARCADE CLASSIC

ACCOLADE

Instruction Booklet

LICENSED BY

Nintendo®

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1. If you play for long periods, take a 10 to 15 minute break every hour or so.
2. This equipment is precision-built. Do not use or store it under conditions of extreme temperature, or subject it to rough handling or shock. Do not disassemble the unit.
3. Do not touch the terminals or let them come into contact with water, as this can cause malfunction.
4. Do not wipe this equipment with volatile solvents such as thinner, benzene or alcohol.
5. Store the Game Pak in its protective case when not in use.
6. A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are commonly present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsions.

Credits

Developer:	The Code Monkeys
Producer:	Chris Bankston
Testers:	David Friendland, Robert Daly
Manual:	Jeff Wagner

Thank you for purchasing the Nintendo ® GAME BOY ® Asteroids Game Pak.

> Before you start play, please read this instruction booklet carefully and be sure to follow the correct operation procedures. Keep this instruction booklet safe for future reference.

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INTRODUCTION

What Lies Ahead ...

Just this once, why can't your radar screen be wrong? But no such luck. Too many blips out there. Your worst nightmare come true: an unavoidable asteroid belt, blocking your path. Now you may never get back home. Not alive, anyway.

And to make matters worse, your radar screen also detects strange, faster moving blips. Blips you've never seen before. Blips heading right towards you.

YOUR MISSION

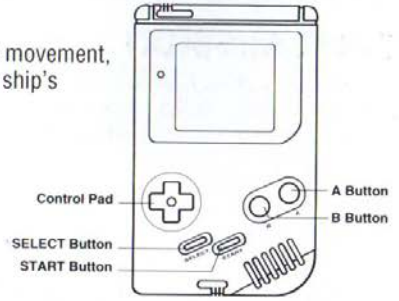
The object of *Asteroids* is to destroy all of the asteroids on screen before they destroy your fleet. At the same time, you must avoid enemy saucers which sporadically try to blast you into cosmic debris.

GETTING STARTED

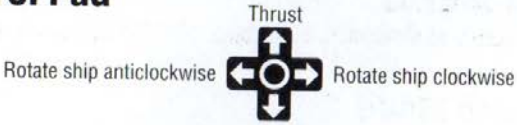
1 Make sure the power switch is OFF.
2 Insert the *Asteroids* cartridge (label side up) into the Game Pak slot at the rear of the Game Boy. (Refer to your Nintendo Game Boy instruction booklet for assistance.)
3 Turn the power switch ON.
4 After the title screen appears, press any button to move on to the Main Menu.

PLAYER CONTROLS

Use the Control Pad to direct your ship's movement, and other Game Boy buttons to fire your ship's weapon and/or activate other features:



Control Pad



Start Button

Press at Main Menu: Starts game
Press: Pause/unpause action

A Button

Press: Activates hyperspace (warps you to a random location in space)

B Button

Press: Fires bullet from photon cannon (can shoot two or four at a time)

Other Controls

Press **Start + Select + A + B** to reset game back to the title screen

THE MAIN MENU

The following two important tasks must be accomplished before you can venture into space:

Select a Game Mode

Press **Control Pad** ↑ / ↓ to move the on-screen spaceship next to one of the following game modes:

- **One player:** Standard Asteroids
- **Competition Play:** Two players appear on screen at the same time, each with their own bonus lives and score. A player's ship is vulnerable to attack by the other player. However, a player will benefit more if his opponent is alive. This mode requires two Game Boys joined by a Game Link™ cable.
- **Team Play:** Two players appear on screen at the same time, both sharing extra lives. Here, a player cannot damage the other player's ship. This mode requires two Game Boys joined by a Game Link cable.

Note: In 2-Player Mode, the ship you control will always be the darker of the two. Also, the player who presses **Start** will control the ship that initially appears on the *left*.

Choose a Difficulty Level

There are three different difficulty levels in *Asteroids*. To select one, simply press **Control Pad** ← / → to display one of the following:

One asteroid: Novice. Play begins with two large asteroids on screen. There are no enemy saucers in this level.

Two asteroids: Intermediate. Play begins with four large asteroids on screen. Enemy saucers are very accurate here.

Three asteroids: Advanced. Play begins with six large asteriods on screen. Enemy saucers are lethal at this level.

Note: When a two-player game begins, the difficulty level must be selected from the Game Boy on which the **START** button was pressed. In addition, selecting a 2-Player game will only work if another Game Boy can be detected during display of the Menu Screen.

HOW TO PLAY ASTEROIDS

Again, the object of the game is to use your ship's photon cannon to destroy all asteroids and enemy saucers on the screen. Here's how it works:

Blasting Asteroids

When you blast a *large* asteroid, it breaks up into two *medium* asteroids, which spin off in different directions and velocity.

When you blast a *medium* asteroid, it breaks up into two *small* asteroids, which also spin off in different directions and velocity.

When you blast a *small* asteroid, it disappears.

Scoring and Lives

As mentioned earlier, you start with three lives (ships). However, an extra life will be awarded every 10,000 points. Points are awarded for the following:

- Hitting a large asteroid: 20 points
- Hitting a medium asteroid: 50 points
- Hitting a small asteroid: 100 points
- Hitting a large saucer: 200 points
- Hitting opponent's ship (Competition mode only): 500 points
- Hitting a small saucer: 1000 points

The current score and the number of ships (lives) remaining are located at the top of the Game Screen (see **Figure 1**).

Note: Cooperative High Score is a combination of both player's scores.

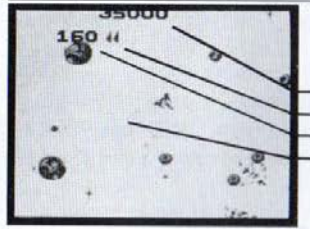


Fig. 1 *The Game Screen*

Rounds

After all asteroids on screen are destroyed, a new round begins – with the addition of one more large asteroid. This pattern continues until a maximum of *six* large asteroids appear at the beginning of each round. In addition:

1 The speed of play will increase.

2 The aim of enemy saucers will become more accurate.

Weapon

Each of your ships is equipped with a single photon cannon which can shoot two to four bullets at a time (two at a time in 2-Player Mode).

Hyperspace Drive

Ships are also supplied with a **Hyperspace** mechanism, which will warp you to a random location in space. Though useful in a sticky situation, using Hyperspace is always risky. You never know when you might be warped into a predicament worse than the one you're currently in.

STRATEGY AND PLAYING TIPS

1 You can shoot anything on screen, but you will score more points if you use target priority. The following example, executed in the order listed, will help you preserve your ship as well as score high:

- Fire at asteroids closest to your ship;
- Fire at the fastest moving target approaching you;
- Fire at saucers last.

2 You do not need to move your ship forward to play. You can stay in one place and fire while using hyperspace to avoid asteroid collisions. However, learning to maneuver your ship can extend your playing time by three or four ships per game.

3 In a two-player team game, both players should get together in the center of the screen and divide the battle zone into equal sectors. By protecting the other players' rear, the asteroids will almost never be able to approach a player — at least not until the final waves during the latter part of the game.

4 The playfield wraps horizontally and vertically.

5 Use control pad up and down to select letters in high score. Use control pad right or left or **A** or **B** to move the cursor right or left. Use **Select** or **Start** to finish.

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