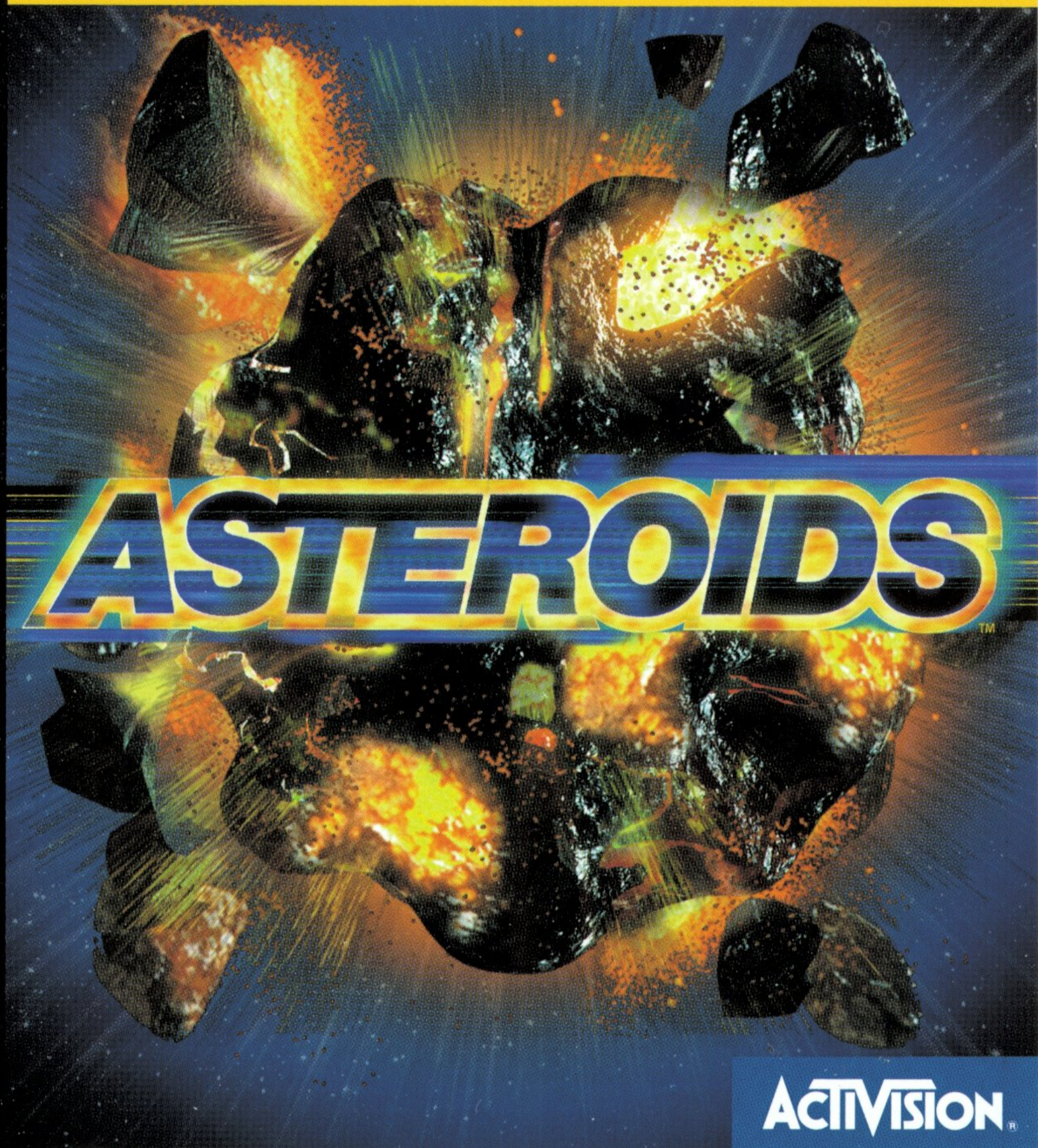
BACK TO ROCK THE NEW MILLENNIUM



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NTSC | U/C

PlayStation®

EVERYONE

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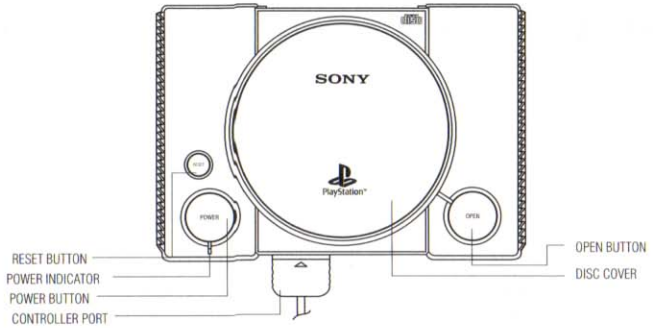
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Table of Contents

Starting Up 2
Game Controls 3
Main Menu 5
The Story So Far 9
Zones 10
Asteroids 12
Power-Ups 13
Wildcard Weapons 14
Enemies 16
Scoring 18
Classic Asteroids 18
Credits 19
Customer Support 21
Software License Agreement 22

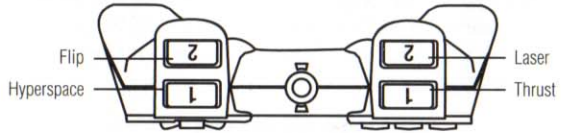
Starting Up

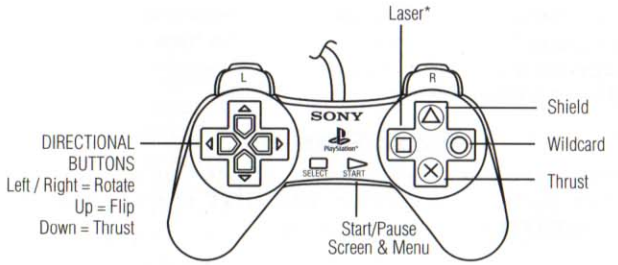


- Set up your PlayStation® game console according to the instruction manual.
- Make sure the power is off before inserting or removing a compact disc.
- Insert the Asteroids disc and close the disc cover.
- Insert game controllers and turn on the PlayStation game console.
- Follow the on-screen instructions to start a game.

Game Controls

The default controller configuration is shown here. All references to button selection in this manual will refer to the default controller configuration. You can change the controller configuration in the Options screen accessed from the Main Menu screen (see page 5).





* To charge the laser's power, press and hold the laser button for five (5) seconds, then release the button. This results in increased firepower. Note: The Dagger does not have a charged weapon.

Movies

When you turn on the PlayStation you will see an introductory movie, which can be interrupted by pressing the **Start** button or the X button.

Game Menus

To select menu options, use the Directional Buttons up/down to navigate through the menu options, highlight the option you want to select, and press the X button to accept. Screens without menus will have button press options listed on the bottom of the screen.

Game Reset

To abort a game in progress, press the **Start** button to pause the game and press the **Select** button to bring up the in-game menu. Choose **Quit** and press the X button. When prompted "Are you sure?", choose **Yes** and press the X button to quit from the game and return to the title screen. Choose **Continue** to resume play.

Soft Reset

You can reset to the Asteroids title screen at any time during gameplay by holding down **SELECT**, then pressing and holding **START** for two seconds.

Main Menu

Choose from the following options to begin playing Asteroids.

Single Player

Start a Game

When playing a single player game, there are up to three different options available:

New Game — Choose this option to start a new game.
Saved Games — Choose this option to load a saved game.

Resume Loaded Game — Choose this option to return to the saved game you currently have loaded.

New Game

Difficulty — Choose the level of difficulty you want.

- **Normal** — Experienced pilots will find this a walk in the park.
- **Expert** — For veteran pilots only.
- **Hardcore** — With no wildcard weapons, you better be hardcore if you want to complete these levels.

Select a Ship — Once you choose New Game, you will then have to select a ship to pilot. Use the Directional Buttons Left/Right to cycle through available ships.

- **Dagger** —An all-purpose ship. Equal parts shields, firepower, and rotation.
- **Rapier** —Increased rotation and firepower at the expense of shield duration.
- **Longsword** —This ship has less rotation, but increased shields and firepower.

Saved Games

Select this option to load a previously saved game from a memory card. You will be given the option to save your game

whenever you complete a zone (each comprised of 15 levels) or run out of ships.

In order to load a saved game, select the name of the saved game you want to play using the Directional Buttons. Once the name is highlighted, all the information about your saved game will be displayed on the screen. To load the game, press the X button. When the Load Game Yes/No query appears, select **Yes** to load your saved game. When **Game Restored** is displayed on the screen, press the X button. With **Resume Loaded Game** highlighted, press the X button again. The game will start at the beginning of the last zone that you saved.

Multiplayer Game

Start a Game

Once you choose a multiplayer game, each player must then choose a ship to pilot. Note: You will need both controllers plugged in to play a multiplayer game.

Select a Ship – Use the Directional Buttons Left/Right to cycle through available ships. Press the X button to choose a ship. Once both players have selected a ship, the game will begin.

Options Menu

Player 1 /Player 2 Controls

Choose Player 1 and Player 2 controller configurations by pressing **Left/Right** on the Directional Buttons to select from several pre-set configurations.

Analog Controller – Asteroids supports analog controllers. To calibrate an analog controller, follow these steps:

- Select **Player 1 /Player 2 Controls** from the **Options** menu. If your controller has an Analog/Digital switch, it must be set to Analog in order to work properly.
- If an analog controller is detected, you have the option of calibrating the controller by using the Up/Down on the Directional Buttons to select Calibrate Controller. Press the X button to begin calibration.
- Follow the on-screen instructions to calibrate the controller.

Dual Shock™ Controller – Asteroids supports the Dual Shock™ Controller. The Dual Shock™ Controller has auto-calibration and a vibration mechanism. You may disengage vibration by following these steps:

- Select **Player 1 /Player 2 Controls** from the **Options** screen.
- If the Dual Shock™ is detected, you have the option of turning the vibration on or off by pressing Up/Down on the Directional Buttons to highlight Vibration On/Off.
- Press Left/Right on the Directional Buttons to toggle the vibration On/Off.

Customized Setup

- Select **Player 1 /Player 2 Controls** from the options screen.

- Press **Left/Right** on the Directional Buttons to choose Customized Setup.
- Press **Up/Down** on the Directional Buttons until a controller button function begans to blink.
- Press **Left/Right** on the Directional Buttons to change the function of the button.
- Press **Up/Down** on the Directional Buttons to modify a different controller button.
- Once you have configured your controller, press the X button.
- Press the X button once again to accept your configuration.

Music Volume
Use the Left/Right Directional Buttons to change the music volume.

Sound FX Volume
Use the Left/Right Directional Buttons to change the sound FX volume.

Center Screen
Use the Directional Buttons to center the screen. Press X to confirm your view or Δ to cancel your screen alterations.

Credits
See all the people behind the scenes.

The Story So Far...

The galaxy is filled with valuable commodities. If a company wants to keep their business up-to-date, they must compete on the ground and in the heavens. Interstellar mining has made people rich overnight. Seizing this great opportunity, the biggest mining corporations merged into a single mega-corporation, the Astro-Mining Corporation. More and more, surveyors have discovered the most valuable deposits deep within dangerous asteroid fields. In order to make the big money, the corporation hires pilots to blast asteroids to a reasonable size, then sends in their massive mining machines to capture valuable minerals in the quadrant. The corporation's efforts in space support entire off-world societies. The rule is simple: Make the company rich, and it makes you rich in return.

The bulk of the Astro-Mining Corporation contracts are from the military, which explains why mining has become such a dangerous, yet lucrative occupation. The corporation realized that not only could it mine for valuable ores, but it also could provide a clearance service for debris-infested areas of space. Since the military has been engaging in wars against hostile extraterrestrials, they have needed an efficient way to clear interstellar highways of any potential hazards. . . such as asteroids. One small asteroid can have a devastating effect on everything from a transport to a battle cruiser, particularly since these craft normally travel at half the speed of light. An entire asteroid field is a deadly obstacle, indeed.

Talented pilots from all over the planet are being recruited by Astro-Mining to clear areas of space for equipment to be moved in and to provide safe passage for military and civilian life. These pilots must be talented dogfighters who can dodge and weave among the constant threats found within an asteroid belt. In addition, they must be skilled shooters who can pulverize asteroids into dust with a well-aimed shot and can fight fiercely against any enemies they might encounter.

You have been selected. Good luck.

Zones

There are five different zones that you will encounter in Asteroids. Each zone is comprised of fifteen levels that you must complete.

Zone 1; Sigma Delta – Clear the area of all asteroids. Beware of any alien craft.
Hint: Destroy all the broken pieces of the crystal asteroids before they grow into new, full-size crystals!

Zone 2: Black Hole – Destroy all foreign material floating in the zone in order to provide safe passage for cargo ships. Avoid staying in the center of the black hole for too long, or you may be lost forever!
Hint: Keep in mind that you can safely pass over the black hole's core and fly near its center. Just do not stay in its eye for too long or you will pay the price for your actions.

Zone 3: Sun – The Poseidon Corporation wants you to clear the area so they can make a vacation spot here. Avoid the solar flare explosions at all costs.
Hint: When attacking the ancient crystal asteroids, be sure you give yourself enough room to avoid their reflected energy bursts.

Zone 4: Worm Zone – The military has sent you to clear this zone of debris, however they failed to mention that it is a breeding ground for alien space worms. Annihilate all opposition and destroy all alien eggs in the area.
Hint: Beware the alien queen! She cannot be killed, so be sure you are continually moving to avoid her crushing your vessel.

Zone 5: Save the Earth – The aliens have launched a counter-assault on earth. Prevent any asteroids from hitting the earth. If the planet takes too much damage, life will cease to exist... including your own!
Hint: Try to stay just above earth in order to have a clear shot at all incoming asteroids. If you stray too far into space, it will be harder to protect the planet from the barrage of rocks hurtling toward it.

Asteroids



Classic Asteroid — These are floating volcanic space rocks.



Mined Asteroid — These asteroids are surrounded by cages that are embedded with high-explosives. If fired upon, they will explode in a massive blast of destructive force.



Space Debris — There is a wide assortment of junk floating in space. The debris consists of huge ripped-open chunks of ships, satellites, and other space objects that clutter many transportation routes.



Indestructible Asteroid — No weapon can damage these impervious asteroids. However, with enough shots, a pilot can change the direction of this hazardous debris.



Fireball Comets — These flaming comets move fast!



Crystal Asteroid — These crystal blue asteroids are actually bizarre extraterrestrial organisms found throughout the galaxies. Warning: When shattered, the shards of the creature grow into full-size crystals if they are not quickly dispatched.



Alien Egg Asteroid — The alien egg asteroids are dense egg packs that hold baby space worms. Destroying one of these eggs releases the deadly offspring from their shell, allowing them to directly attack your ship's hull. . . unless you can eliminate them first.



Ancient Energy Asteroid — It comes from the most ancient of times. These orange crystal asteroids are composed of the energy that fueled the Big Bang. If you attack these asteroids, they will absorb your laser's energy, and send it right back at you in a powerful blast.

Power-Ups

Power-ups are objects found in space that bestow various benefits to the pilot's ship.



Shield — (Light Blue Power-Up) This power-up will instantly recharge your shield.



Free Ship — (Yellow Power-Up) This power-up gives you an extra ship.



Bonus Point — (Green Power-Up) This power-up will give you extra points.

Wildcard Weapons

These are powerful weapons that can be found floating around in the darkest recesses of space.



GunSat — (Green Power-Up)
The GunSat activates a rotating satellite that spins around the ship. The satellite will automatically fire a shot at the closest enemy as it spins. If an object impacts with the GunSat, it will be destroyed, but your ship will be safe.



Mines — (Red Power-Up)
When a mine is fired, it is ejected from the rear of the ship. The mine is armed and will explode upon impact with an object, causing significant damage to anything caught in its blast.



Armageddon — (Purple Power-Up)
When this attack is activated your ship will start to spin. During this rapid spinning motion, the laser will fire continuously. Any ships or asteroids in range will be destroyed or take damage. *



Homing Missiles — (Light Blue Power-Up)
When fired, these plasma missiles lock onto the closest enemy object within its current flight path. If the enemy changes direction, the missile will adjust its angle of attack to compensate.



Plasma Drill — (Light Blue Power-Up)
This powerful laser can cause major destruction.



Trigger Bombs — (Dark Blue Power-Up)
The Trigger Bomb is aimed and fired at an enemy by pressing and holding the **wildcard** button. As long as the button is held, the Trigger Bomb will continue to travel in the direction launched. When the button is released, the bomb will explode. The bomb will be triggered early if impact occurs with another object.



Laser — (Light Blue Power-Up)
This weapon fires a beam that cuts through almost anything.



Ramming Shield — (Red Power-Up)
When the Ramming Shield is activated you have a few seconds to ram your ship into an enemy or asteroid, causing massive damage. *



Robo Wall — (Light Blue Power-Up)
This power-up creates a stationary barrier that adjusts itself to the orientation of your ship.



Missile Armageddon — (Purple Power-Up)
A bigger, badder 360 degree spin weapon. Once spinning, the ship will fire a barrage of plasma missiles.

* Be warned, though. The tremendous drain on your systems will render your laser momentarily inactive (in order to recharge).



Smartbomb — (Dark Blue Power-Up)
Tremendous damage.



Wide Shot — (Green Power-Up)
This Wildcard weapon allows you to shoot three photons at once.



Plasma Sword — (Red Power-Up)
The Plasma Sword leaves a deadly trail of liquid plasma death. Use it to destroy objects approaching from behind you.

Enemies



Standard Saucer — This round saucer-style ship fires small bolts.



Asteroid Tug — The Asteroid Tug has the annoying habit of capturing asteroids and protecting them from your attacks. Shoot the tug in order to free the asteroids.

This heavily armored tug has a high shield capacity which powers down when it captures an asteroid.*



Crystal Ice Ship — This crystal ship fires cold plasma bolts. The plasma bolts are slow-moving and if they hit your ship, you will be unable to move for a few precious seconds.

*The tug can only be destroyed once its shields are down.



Fuel Transports — These transports have a laser support system to protect their valuable cargo. The armor of these ships combined with their firepower make them one tough enemy.



Hex — When hit, the Hex will break into two Battle Stations. When either Battle Station is hit, it will break into Squad Fighters.



Living Turret Cruiser — One wrong move and you are space dust.



Super Saucer — The Super Saucer is smaller, yet more powerful than the standard saucer. It has a better weapon tracking system than its larger predecessor, so be careful.



Repulser Beam — These ships have a repulser beam that can push you in a random direction.



Nuke Drivers — These are old ships using a unique type of nuclear power. Because of this, they leave an exhaust trail that is pulsing with deadly energy. These trails will linger for a while after the Driver has moved on. Avoid their exhaust!



Vulturoids — These ships avoid direct confrontations. If you fly towards them, they will fly away.



Regenerator — A bladed ship that regenerates. Deadly.



Kamikaze — Controlled by a "hive-mind," these vehicles make high-speed suicide runs at your ship.

Scoring

Your score is shown at the top of the in-game screen.

Classic Asteroids

Somewhere within the game, the classic version of Asteroids , from 1979, is hidden. In order to unlock it, you will need to be very observant while playing the updated version of the game. Beware of any out-of-place debris you may see floating in space...

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