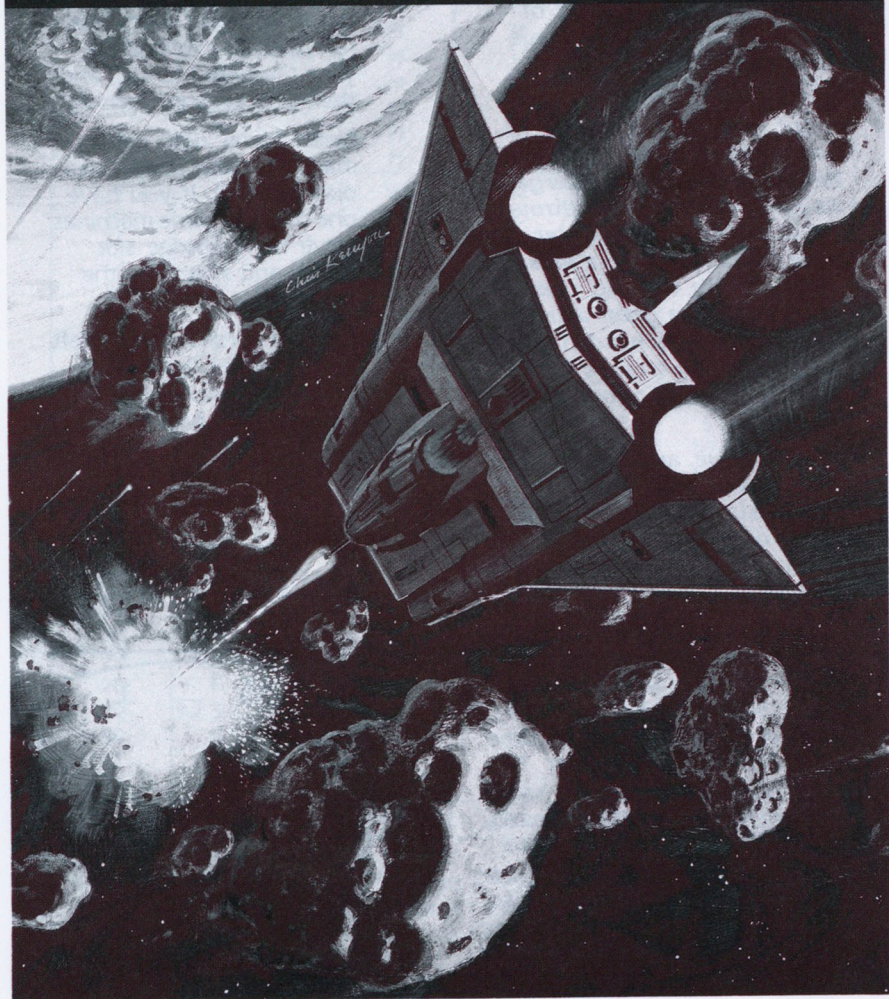


ATARI® 2600® Game Manual

# ASTEROIDS™



*It's a quiet evening, and the Cosmic Space Patrol has just set out for its usual night cruise through the boulevards of space. The beat has always been the same—calm, no action, no excitement.*

*But tonight feels different, somehow. 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. Look out! It's a giant asteroid boulder, and it's headed your way! The only chance for survival is to dodge or vaporize the boulder.*

*You dodge, and the boulder just misses you. Suddenly you're surrounded by thousands of these deadly asteroids. You must act quickly to save yourself!*

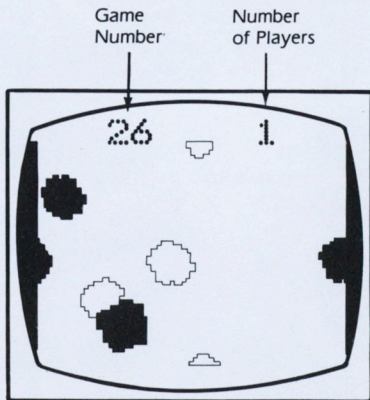
*You've been highly trained to handle this situation, and your spacecraft is loaded with the latest high-tech equipment: photon torpedoes, hyperspace speed control, protective shields, and a flip device. You're a mean match for these deadly asteroids—and for any other space hazards you may encounter along the way. This is just the chance you've been waiting for to flex your cosmic muscles!*

## Getting Started

1. With your television turned on, insert the Asteroids cartridge into your Atari 2600 (or 7800) as explained in your Owner's Manual, and then turn on your console.

**Note:** Some 7800 game machines come with Asteroids installed. If you have one of those game machines, leave the cartridge slot empty and switch on the machine.

2. Plug a controller into the left port for one player; plug another controller into the right port for two players.





# The Cosmic Dodge!

3. Press **[Select]** to choose the game you want to play. The game number appears at the top left part of the screen. The number of players appears at the top right. Games 1–33 are for one player; games 34–66 are for two players.
4. Set the difficulty switches to **B** for beginner game play; set them to **A** for more challenging game play with the addition of UFOs and satellites.
5. Press **[Reset]** to begin the game.
6. During play, press **[Reset]** to restart the game. To change game numbers quickly, press **[Select]** and **[Reset]** at the same time.

## Playing the Game

The object of the game is to destroy as many asteroid boulders as you can, while keeping your ship in space as long as possible. Use your controller to maneuver your ship through space. Move the directional control to the right to rotate the ship in that direction; move it to the left to rotate the ship to the left. Push the direc-

tional control forward to propel the ship through space. The ship moves in the direction in which it is pointing.

Press the fire button to shoot photon torpedoes at the asteroids. When you hit an asteroid, it may just break up into smaller boulders or it may be completely pulverized. In some games, you will face additional space hazards, such as satellites and UFOs, both of which can fire torpedoes back at you.

In games 1–32 (one player), the odd-numbered games feature slower moving asteroids; the even-numbered games feature faster asteroids. In games 34–65 (two players), the asteroids move more quickly in the even-numbered games.

You start each game with four spaceships. The number of spaceships you have remaining appears at the top right of the screen. You earn an extra spaceship every 5000, 10,000, or 20,000 points, depending on the game you are playing. You will hear a beeping sound when you earn an extra spaceship. However, in the toughest games, you don't earn any extra spaceships. (See the **Games Chart** for information on extra lives.)

If the difficulty switches are set to **A**, you will encounter UFOs and satellites in addition to the asteroids. Use the controller to maneuver your ship and destroy these as you would the asteroids. UFOs make a high-pitched sound and are tough to hit, but each one is worth 1000 points. Satellites are larger and easier to destroy. They make a low-pitched sound. Both UFOs and satellites may fire back at you, so be on the lookout for their stray artillery. UFOs do not attack until you have scored more than 7500 points.

## Special Features

**Hyperspace** is a feature of games 1-8 (one player) and games 34-41 (two players). Pull the directional control back to send your ship into hyperspace mode. The ship will disappear and then reappear at another location on the screen. Hyperspace is useful for quick getaways from on-coming asteroids. Watch out, though. This maneuver may set your spaceship in the path of another asteroid when the ship reappears.

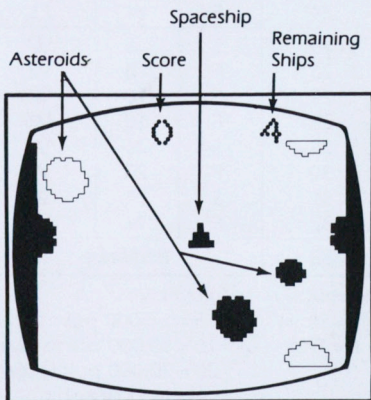
**Shields** allow you to protect your spaceship in games 9-16 (one player) and games 42-49 (two players). Pull the directional control back to put up the protective shields. Don't use the

shields for more than 2 seconds, though, or your spaceship will blow up!

The **Flip** feature, in games 17-24 (one player) and games 50-57 (two players), allows you to flip your spaceship around 180 degrees, aiming it in the opposite direction. This is a fast way to attack asteroids coming from behind you.

Games 25-32 (one player) and games 58-65 (two players) have no special features. These games are more challenging because you have to rely solely on your quick skill and coordination.

Games 33 (one player) and 66 (two players) feature slow asteroids, hyperspace, and an extra ship for each 5000 points. These games are designed for beginners.





## Game Chart

ONE PLAYER				TWO PLAYERS							
Game No.	Speed	Extra Lives	Features	Game No.	Speed	Extra Lives	Features				
1	S	5	H	34	S	5	H				
2	F	5	H	35	F	5	H				
3	S	10	H	36	S	10	H				
4	F	10	H	37	F	10	H				
5	S	20	H	38	S	20	H				
6	F	20	H	39	F	20	H				
7	S	N	H	40	S	N	H				
8	F	N	H	41	F	N	H				
9	S	5	SH	42	S	5	SH				
10	F	5	SH	43	F	5	SH				
11	S	10	SH	44	S	10	SH				
12	F	10	SH	45	F	10	SH				
13	S	20	SH	46	S	20	SH				
14	F	20	SH	47	F	20	SH				
15	S	N	SH	48	S	N	SH				
16	F	N	SH	49	F	N	SH				
17	S	5	FL	50	S	5	FL				
18	F	5	FL	51	F	5	FL				
19	S	10	FL	52	S	10	FL				
20	F	10	FL	53	F	10	FL				
21	S	20	FL	54	S	20	FL				
22	F	20	FL	55	F	20	FL				
23	S	N	FL	56	S	N	FL				
24	F	N	FL	57	F	N	FL				
25	S	5	W	58	S	5	W				
26	F	5	W	59	F	5	W				
27	S	10	W	60	S	10	W				
28	F	10	W	61	F	10	W				
29	S	20	W	62	S	20	W				
30	F	20	W	63	F	20	W				
31	S	N	W	64	S	N	W				
32	F	N	W	65	F	N	W				
33	Beginner			66	Beginners						
<b>Speed:</b> S = Slow F = Fast				<b>Extra Lives:</b> 5 = 5000 points earns 1 extra ship 10 = 10,000 points earns 1 extra ship 20 = 20,000 points earns 1 extra ship N = No extra ship				<b>Features:</b> H = Hyperspace SH = Shields FL = Flip W = Without features			

# Scoring

Large asteroid .....	20 points
Medium asteroid .....	50 points
Small asteroid .....	100 points
Satellite .....	200 points
UFO .....	1000 points

## Strategy

When you have cleared the screen of asteroids, avoid placing your ship close to the right or left edge of the screen. The next batch of asteroids will almost always start its attack from the edges.

It is often useful to remain in the center of the screen throughout the game, aiming your ship right or left or moving in a circular fashion.

If you are close to earning an extra ship and your spaceship is about to crash, you may want to collide with a small asteroid, UFO, or satellite. You will earn extra points even if you crash, which may give you that extra ship.

Try to hit the faster and smaller asteroids. They are more difficult to hit, but they are worth more points.

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