

ASTEROIDS

MSX® GAME PROGRAM™ INSTRUCTIONS



MSX

CX2648

COMPLETE
GAME PLAY
INSTRUCTIONS



**SPECIAL
FEATURE**

HELPFUL HINTS
Section 7



SPECIAL FEATURE

This Game
Program™
contains
additional
versions for
game reviewers.

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

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1. GLOBAL SPACE DEFENCE COUNCIL

In the year **2050**, humanity had grown comfortable. Fusion power lit the cities, orbital elevators carried cargo to the stars, and the old fears of extinction felt like ancient history.

Then the Kuiper Belt shattered.

A rogue mega-asteroid — later named **Goliath** — slammed into the icy outskirts of the Solar System. The impact hurled thousands of fragments inward, each one a potential planet-killer. The projections were merciless: within nine months, a cluster of twenty-three large asteroids would intersect Earth's orbit. Even one would be catastrophic.

NASA, ESA, and the newly formed **Global Space Defense Council** agreed on one thing: they needed someone who had done the impossible before.

Someone who had saved Earth once.

Someone who had died doing it.

Harry S. Stamper had been gone for over fifty years — but his DNA hadn't. In 2038, a classified project called **PHOENIX** had quietly begun: a program to preserve and, if necessary, clone humanity's greatest heroes.

The world didn't know. Most of the scientists didn't even know whose DNA they were working with.

But when the simulations showed that only a deep-core drilling expert could plant charges inside the largest incoming asteroid, the Council opened the vault.

And Harry Stamper woke up.

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He wasn't the same man — younger, stronger, but carrying echoes of memories he didn't fully understand. He remembered a daughter's face. A promise. A sacrifice. And a world worth saving.

The ship waiting for him was the **GSDC Starhammer**, humanity's first orbital gunship.

It carried:

- twin plasma rail cannons
- a rotating asteroid-shredder turret
- a magnetic debris net

and a cockpit interface built from the salvaged computer of the **Tesla Roadster** that had drifted through space since 2018.



Figure 1



The Roadster's AI core had survived decades of radiation and micrometeorites. Engineers rebuilt it into a targeting system so precise it could hit a pebble at a thousand kilometres.

When Harry boarded the Starhammer, the Roadster AI greeted him with a cheerful chime.

"Welcome, driver. Ready for a ride?"

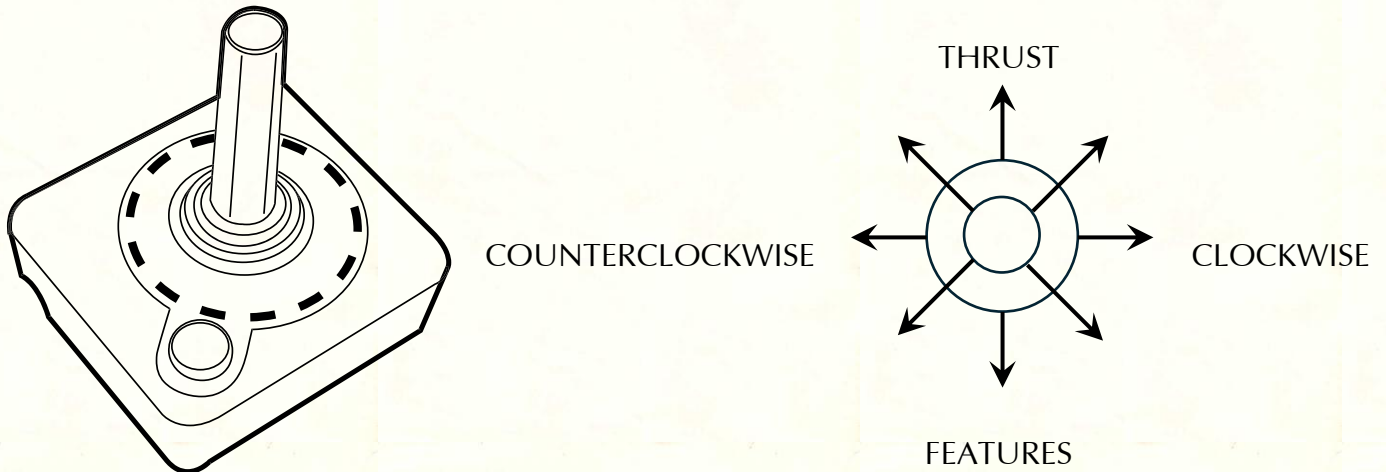
Harry smirked.

"Let's go make some dust."

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 manoeuvre 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 MSX® 'Game Program™ cartridge. Be sure to plug the controller cables firmly into the jacks of your MSX Video Computer System™ Game. Hold the controller with the 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.

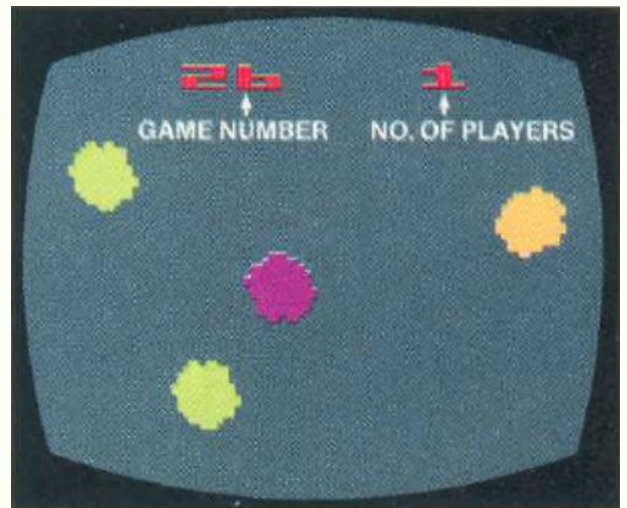


Figure 2

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
SPECIAL OBJECTS	SURPRISE

6. GAME VARIATION

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.

GAME REVIEWER'S VERSIONS

Games 33 and 66 are easy versions for game reviewers. These games feature slow asteroids, hyperspace, and an extra ship with each 5000 points. Your ship can be hit up to 3 times before it explodes.

7. HELPFUL HITS

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

1. Try avoiding flying into rocks.
2. Make sure you know how to operate the joystick.
3. In space, no one can hear you scream. So don't scream.
4. Avoid flying your spaceship while intoxicated on alcohol or cannabis.
5. 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.
6. It is often helpful to remain in the centre of the screen throughout the game, aiming your spaceship right and left or in a circular motion.

8. GAME SELECT MATRIX

HOW TO READ THE GAME SELECT MATRIX

SPEED

S = Slow
F = Fast

EXTRA LIFE

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

FEATURES

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