

# BLASTEROIDS<sup>®</sup>



TENGEN



## ■ THE GAME

Blasteroids is a one or two player game.

There are four levels — Easy, Medium, Hard and Expert. Each Warp has several Galaxies; each Galaxy has 9 or 16 Sectors, depending on its level of difficulty. Fly down the tunnel of the Warp you want to play. Avoid Hard and Expert Warps unless you are very experienced.

To clear a Sector, you must destroy or disable all its asteroids. Shooting large asteroids will break them into smaller ones, which you must also destroy. Collisions and thrust use up energy. Replenish your fuel supply by collecting crystals. When you completely destroy a red asteroid, it will release crystals. The amount of energy each crystal contains goes down as it decays. Fly over the crystals to absorb their energy.

You will come across various types of enemy ships during your journey through each Galaxy. They all look different and attack in different ways. Destroying an enemy ship often reveals a piece of special equipment; fly over these to collect them.

When you have finished a Sector, the exit portal will spin into view. Fly down this to get to the Galactic Map.

## ■ YOUR STARSHIP

You can transform your starship into three modes:

- **Speeder** — for the most speed
- **Fighter** — for the most firepower
- **Warrior** — for the heaviest armor

Control your starship by rotating and thrusting, but remember that your ship has momentum: the faster you go, the harder it'll be to stop.

For control instructions, see back cover.

### *Two-Player Game*

By pressing the Fire button on the second set of controls, a second player can join the game. This will use one extra credit.

Two players can play separately, or they can join forces by docking their ships for extra power and protection. To dock, one player must be in Speeder mode, the other in Warrior; simply fly the ships together. The Warrior pilot flies the docked ships, controls the thrust and has some firepower. The Speeder pilot controls the turret and has the most firepower. To undock, just transform one of the ships into a different mode.

When disconnected, the first player to fly down the exit portal will obtain a large bonus and have control of the Galactic Map for the next Sector.

## ■ THE GALACTIC MAP

You may choose the next Sector by rotating your ship until the Sector you want to visit is highlighted. Press the Fire button to enter the Sector.

You'll be able to tell what asteroid and enemy types are in each Sector by the miniatures shown on the screen. Sectors you have already cleared will be empty; visiting these again only wastes precious fuel. Sectors which are out of range will have question marks — you'll have to fly closer before you can find out what's in them.

## ■ ASTEROID TYPES

**Normal** asteroids can be destroyed by shooting them.

**Red** asteroids contain power crystals.

**Popcorn** asteroids, when hit several times, will stop. They don't blow up; they expand as you hit them. To clear a Sector, you must stop all popcorn asteroids.

**Egg** asteroids contain Leeches. When released, Leeches will home in on you and attach themselves to your ship. They will then begin to absorb your energy. Try flying very fast or colliding with objects to shake them off.

**Seeker** asteroids will fly towards you at high speed when they are first shot. Shoot them several times to destroy them.

## ■ SPECIAL EQUIPMENT

Eight types of equipment are released when enemy ships are destroyed. They only work for a limited time:

**Shields** help protect you against collisions and enemy fire. The number of shields are displayed at the top of the screen. They deplete as you are hit.

**Blasters** give you double shots.

**Extra Shot Power** improves the penetration power of your shots.

**Ripstar**, when activated, will cause your ship to spin furiously and emit huge amounts of firepower. You can only use this once for every Ripstar you get. To activate, pull back on your joystick and press the Fire button.

**Extra Fuel Capacity** lets your ship carry more fuel. The fuel gauge will enlarge to display this.

**Booster** increases the thrust of your ship.

**Crystal Magnet**, when collected, will attract loose power crystals towards your ship.

**Cloak** makes your ship invisible to your enemies and prevents them from homing in on you.



## ■ MUKOR

When you have completed all the Sectors in one Galaxy, you still have to face Mukor. This ugly monster will try to destroy you by ramming you and by sending out miniature enemy ships. Attack Mukor by shooting his tentacles. Once you have destroyed all of them, Mukor will slide away and leave you some special weaponry.

If you have completed all the Galaxies of a Warp and managed to defeat Mukor each time, you will have finally conquered him and cleared the entire Warp.

### QUESTIONS OR PROBLEMS?

If you have questions or problems with this game even after reading this manual, please call a **Tengen game counselor** at **(408) 433-3999** Monday through Friday from 8:30AM - 6:00PM Pacific Time.

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ARCADE HITS THAT HIT HOME



# CONTROL INSTRUCTIONS

## AMIGA

- Insert disk and turn on computer.

### *Joystick Controls*

**Forward** — Thrust  
**Back** — Transform ship  
**Left** — Rotate counter-clockwise  
**Right** — Rotate clockwise  
**Fire** — Shoot

### *Keyboard Controls*

**P** — Thrust  
**L** — Transform ship  
**Z** — Rotate counter-clockwise  
**X** — Rotate clockwise  
**Space** — Shoot

**Shift Q** — Quit current game

**F5** — Music on  
**F6** — Music off  
**F8** — Continue game  
**F9** — Pause game  
**F10** — Toggle 50/60 Hz

## ATARI 520/1040 ST

- Insert disk A and turn on computer.
- Insert disk B when prompted.
- Press space when prompted.

### *Joystick controls*

**Forward** — Thrust  
**Back** — Transform ship  
**Left** — Rotate counter-clockwise  
**Right** — Rotate clockwise  
**Fire** — Shoot

### *Keyboard Controls*

**P** — Thrust  
**L** — Transform ship  
**Z** — Rotate counter-clockwise  
**X** — Rotate clockwise  
**Space** — Shoot

**Shift Q** — Quit current game

**F5** — Music on  
**F6** — Music off  
**F8** — Continue game  
**F9** — Pause game  
**F10** — Toggle 50/60 Hz

## COMMODORE 64/128

- Turn on disk drive.
- Turn on computer.
- Insert disk and type:  
LOAD "\*", 8, 1 (then press the  
RETURN key)
- The red ship is controlled by  
joystick port #1.
- The green ship is controlled by  
joystick port #2.

### *Joystick controls*

**Forward** — Thrust  
**Back** — Transform ship  
**Left** — Rotate counter-clockwise  
**Right** — Rotate clockwise  
**Fire** — Shoot

### *Keyboard Controls*

**F3** — Quit current game  
**F5** — Pause the game  
**F7** — Resume the game

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