Nintendo

GAME BOY COLOR

BACK TO ROCK THE NEW MILLENNIUM

DMG-AARE-USA

ASTEROIDS™

INSTRUCTION BOOKLET

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THE STORY SO FAR

The galaxy is filled with valuable commodities. If a company wants to keep their business profitable, they must compete on the Earth and in the heavens. Interstellar mining has made people rich overnight. Seizing this great opportunity, the largest mining corporations merged into a single mega-conglomerate, the Astro-Mining Corporation. Increasingly, surveyors are finding the most valuable deposits deep within dangerous asteroid fields. In order to make big money, the corporation hires pilots to blast asteroids in the quadrant into a reasonable size, then sends in their massive mining machines to extract the valuable minerals. The corporation's efforts in space support entire off-world civilizations. Its guiding principles are simple: make the company rich, and it will make 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.

Talented pilots from all over the planet are being recruited by Astro-Mining to clear areas of space for the installation of equipment or 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 sharpshooters who can pulverize asteroids into dust with a well-aimed shot and can defend themselves fiercely against any enemies they might encounter.

You have been hired by the corporation. Good luck.

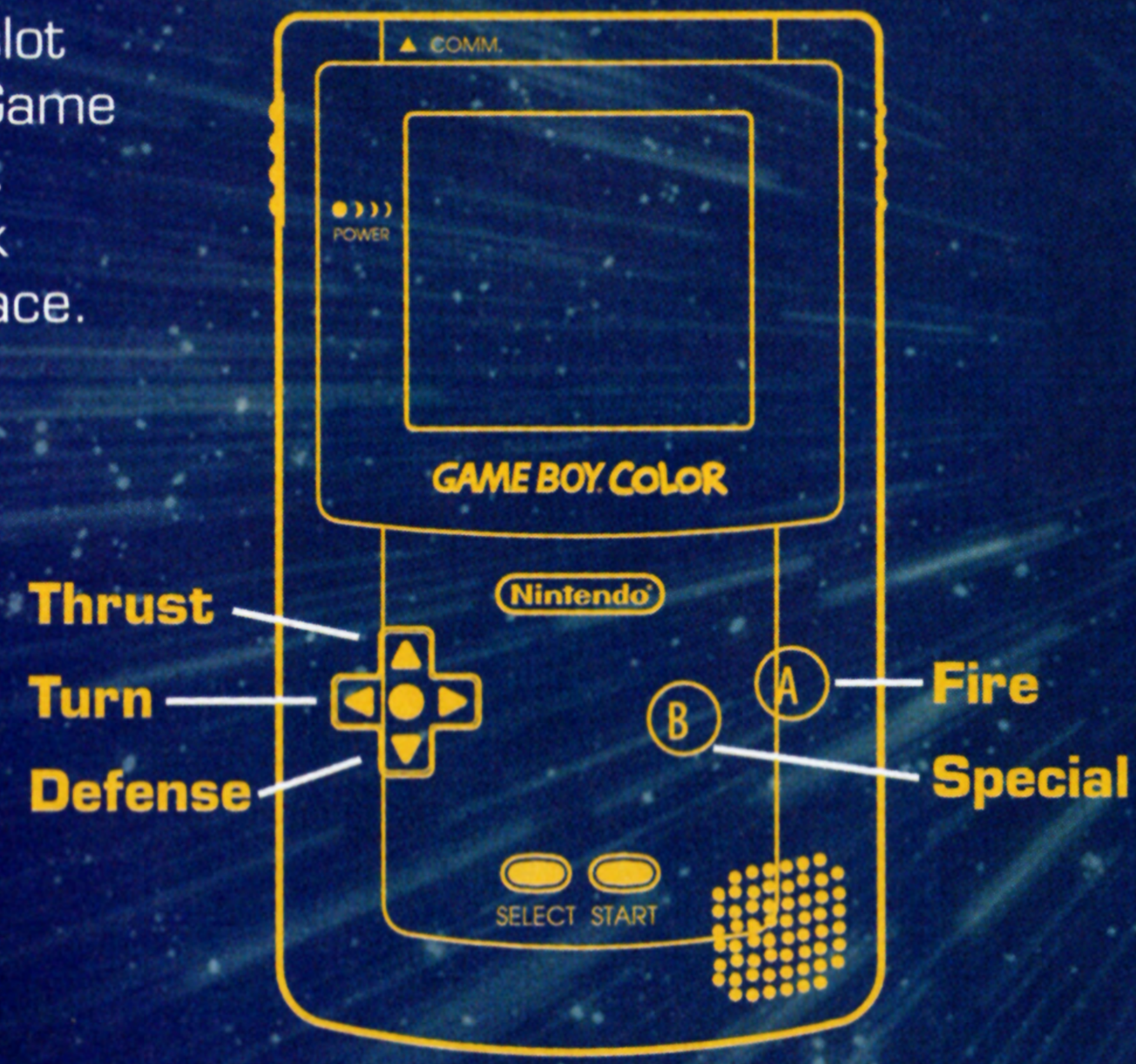
STARTING UP

Turn off the POWER switch on your Nintendo Game Boy® System. Never insert or remove a Game Pak when the power is on.

Insert the Asteroids Game Pak into the slot on the back of the Game Boy, label facing out. Press the Game Pak firmly to lock it in place.

Turn the Game Boy POWER switch on.

Note: Super Game Boy is not supported.



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 (see page 6).

MOVIES

When you turn on your Game Boy Color, you will see an introductory cinematic, which can be interrupted by pressing START. If you are not using a Game Boy Color, you will go straight to the Main menu.

GAME MENUS

To select menu options, use the Control Pad up/down to navigate through the menu options, highlight the option you want to select, and press START to accept.

GAME RESET

You can reset to the Asteroids title screen at any time during gameplay by holding down START, SELECT, A and B buttons simultaneously. WARNING: You will abort your current game and lose all information from it.

MAIN MENU

Choose from the following options to begin playing Asteroids.



Single Player

Multiplayer

Options

Classic Asteroids*

* This option is unavailable to be selected until it is unlocked.

SINGLE PLAYER GAME

New Game—Choose this option to start a new game.

Password—Choose this option to resume a game or unlock a feature.

NEW GAME

SELECT A SHIP

Once you choose New Game, you will then have to select a ship to pilot. Each ship has a different special defense. You begin each level with enough power to use your defense a number of times, depending on your difficulty level, and can collect power-ups for a maximum of five uses. Use the Control Pad left/right to cycle through available ships.



Dagger—Flip Defense



Rapier—Hyperspace Defense



Longsword—Shield Defense

After selecting your ship, choose the level of difficulty you want.

Rookie—Beginners can earn their wings.

Veteran—For veteran pilots only.

Ace—With no wildcard weapons, you better be hardcore if you want to complete these levels

Password

Select this option to continue a game in progress using the password given to you. You will be given a password whenever you complete a zone (each comprised of 15 levels). In order to resume a password game, enter the password by selecting the characters using the Control Pad up/down, and the Control Pad left/right buttons to change the slot position. Press START to launch the game.

You will resume your game progress at the same place where the password was awarded, but it will have no special weapons and a score of zero.



OPTIONS MENU

Player 1 /Player 2 Controls

Choose player 1 and player 2 controller configurations by pressing left/right on the Control Pad to select from several pre-set configurations or create a custom configuration.

- Select Player 1/Player 2 controls from the Options screen.
- Press left/right on the Control Pad to choose a preset control set.
- In Custom Configuration, press up/down on the Control Pad until a controller button function is highlighted.
- Press left/right on the Control Pad to change the function of the button.
- Press up/down on the Control Pad to modify a different controller button.
- Once you have configured your controller, press START to accept your configuration.

Sound

Use the Control Pad left/right to turn sound effects on or off.

Music

Use the Control Pad left/right to switch music on or off.

Credits

See all the people behind the scenes.

MULTIPLAYER GAME

Start a Game

Once you choose a multiplayer game, each player must then choose a ship to pilot.

Turn-Based

In turn-based multiplayer games, each player fires on asteroids and aliens until their ship is destroyed. Then the other player takes a turn unless he or she is out of ships. Players will resume firing at the beginning of each turn at the point where their ship was last destroyed.

Select a Ship—Use the Control Pad left/right to cycle through available ships. Press START to choose a ship. Once both players have selected a ship, the game will begin.

OPTIONS

Each player may select an individual difficulty setting, allowing more experienced players to compete with novices. Harder settings give higher scoring opportunities.

Multiplayer Via Link

HEAD-TO-HEAD

In this mode, players compete to gain the highest score by progressing through the normal zones.

SCAVENGER HUNT

The Scavenger Hunt is a race against the clock to see who can collect the most Scavenger Hunt tokens before time expires.

TAG—YOU'RE IT

The goal of this game is to "tag" your opponent by colliding into them.

Note: You will need a Nintendo Game Link Cable, two Game Boy Color units, and two copies of Asteroids. Multiplayer play via the Game Link Cable is a special feature for owners of Game Boy Color, and is available only for Game Boy Color vs. Game Boy Color competition.

Please turn each Game Boy off and then back on before starting multiplayer games.

MULTIPLAYER WEAPONS AND POWER-UPS

Although players cannot destroy one another directly, there will be special multiplayer weapons and power-ups that allow players to engage each other.

FREEZE

Possessing this special weapon will enable you to fire an ice bolt at your opponent that creates a cocoon around the opponent's ship that freezes him or her on the spot. This cocoon will last a number of seconds.



ELECTRICAL SHORT

Possessing this special weapon allows the player to fire a single shot at their opponent and, providing the shot hits its mark, will cause the opponent's controls to be randomly reassigned for a few seconds.



SLOW DOWN

Possessing this special weapon allows the player to fire a single shot that will cause the opponent's systems to function at half speed. Their rotation and speed will be slowed down. Slow Down will last a few seconds.



POINT DOUBLER

Collecting this power-up will result in double points being awarded for all actions completed, including collecting the Extra points power-up. Point Doubler lasts for five seconds.



DISABLE THRUST

When shot successfully at your opponent, this special weapon will disable their forward thrusters for a short time. The opponent will still be able to rotate normally.



DISABLE WEAPONS

When shot successfully at your opponent, Disable Weapons will disable their main laser for five seconds.



STANDARD POWER-UPS

Along with the multiplayer special weapons and power-ups, standard power-ups can also be collected in both single- and multiplayer games.

Extra Defense

Extra Ship

Extra points

Mystery "?"

Very Important:

Each player has a limit of ONE special weapon at a time. Players can collect special weapon power-ups at anytime, but they will lose their current unused special power-up.

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 asteroids and debris floating in the zone in order to provide safe passage for cargo ships. Avoid the center of the black hole–crushing gravitational forces exist there.

  Hint: Keep in mind that you can safely pass over the black hole's core and fly near its center. Just make sure to keep up enough speed to escape the crushing core.

- **Zone 3:** New Suns—The Poseidon Corporation wants you to clear the area so they can make a vacation spot here. Watch out for forming stars and supernovas.

  Hint: When attacking the ancient energy asteroids, be sure you give yourself enough room to avoid their stored 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 any 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, all 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 your standard giant floating 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 Monolith—No weapon can damage these impervious monoliths. 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 galaxy. Warning: When shattered, the shards of the creature can regrow 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—Originating from the very beginings of the universe, these orange crystal asteroids are composed of the same 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.



Extra Defense—This power-up gives you an extra defense usage.



Extra Points—Instantly boosts your score.



Extra Ship—Gives you an extra ship.



Mystery "?"—This power-up can be anything.

SPECIAL WEAPONS

HQ has sent these powerful weapons through space to help you on your missions. However, if you save the corporation money by not using any special weapons on your mission, you will be awarded extra points at the end of the zone.

GunSat–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–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–When activated, this special weapon emits a powerful blast of energy which destroys all objects within a large radius.



Homing Missiles—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.



Bounce Bomb—This projectile will hit one object, and then deflect off in another direction so that it can cause damage a second time.



Trigger Bombs—The Trigger Bomb is aimed and fired at an enemy by pressing and holding the special 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.



Ramming Shield—When the Ramming Shield is activated, you have a few seconds to ram your ship into an enemy or asteroid, causing massive damage.



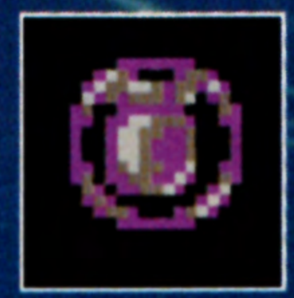
Wall—This power-up creates a stationary barrier that will explode if run into by an object.



Ion Curtain—Creates a large energy barrier which will destroy incoming objects.



Smartbomb—When launched, it will move to a nearby object and explode, doing damage in a large radius.



Wide Shot—This special weapon allows you to shoot several diverging photons at once.



Plasma Sword—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.



Super Saucer—A smaller, more deadly version of the saucer. It takes several hits to destroy.



Hex—When hit, the Hex will break into three Squad Fighters.



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.



Fuel Transports—These ships are used by smugglers to carry contraband across the galaxy without paying duties. Fuel transports have thick armor, and when destroyed will leave behind a fiery residue which reacts poorly with your ship's hull.



Living Turret—These organisms spit a destructive plasma from their bellies, which can instantly melt through the hull of your ship.



Repulsor Beam—These ships have a repulsor beam that can send you reeling into other objects.



Nuke Drivers—These are obsolete ships using a unique type of nuclear power. Because of this, they intermittently spew toxic exhaust, pulsing with deadly energy. These exhaust clouds will linger for a time after the Driver has moved on. Avoid their exhaust!



Regenerator—A bladed ship that regenerates if not dispatched efficiently. Deadly!



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



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.



SCORING

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

CLASSIC ARCADE 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 asteroids you may see floating in space...

GAME BOY PRINTER REWARD

If you are able to complete the entire game, you are awarded a commendation for valor and you are given the option to print out a certificate commemorating your awesome piloting skills (you must own a Game Boy Printer.) Follow the on-screen directions prompting you to attach your Game Boy Printer, as directed by the Game Boy Printer instruction manual. When directed, proceed printing, then display your award with pride!

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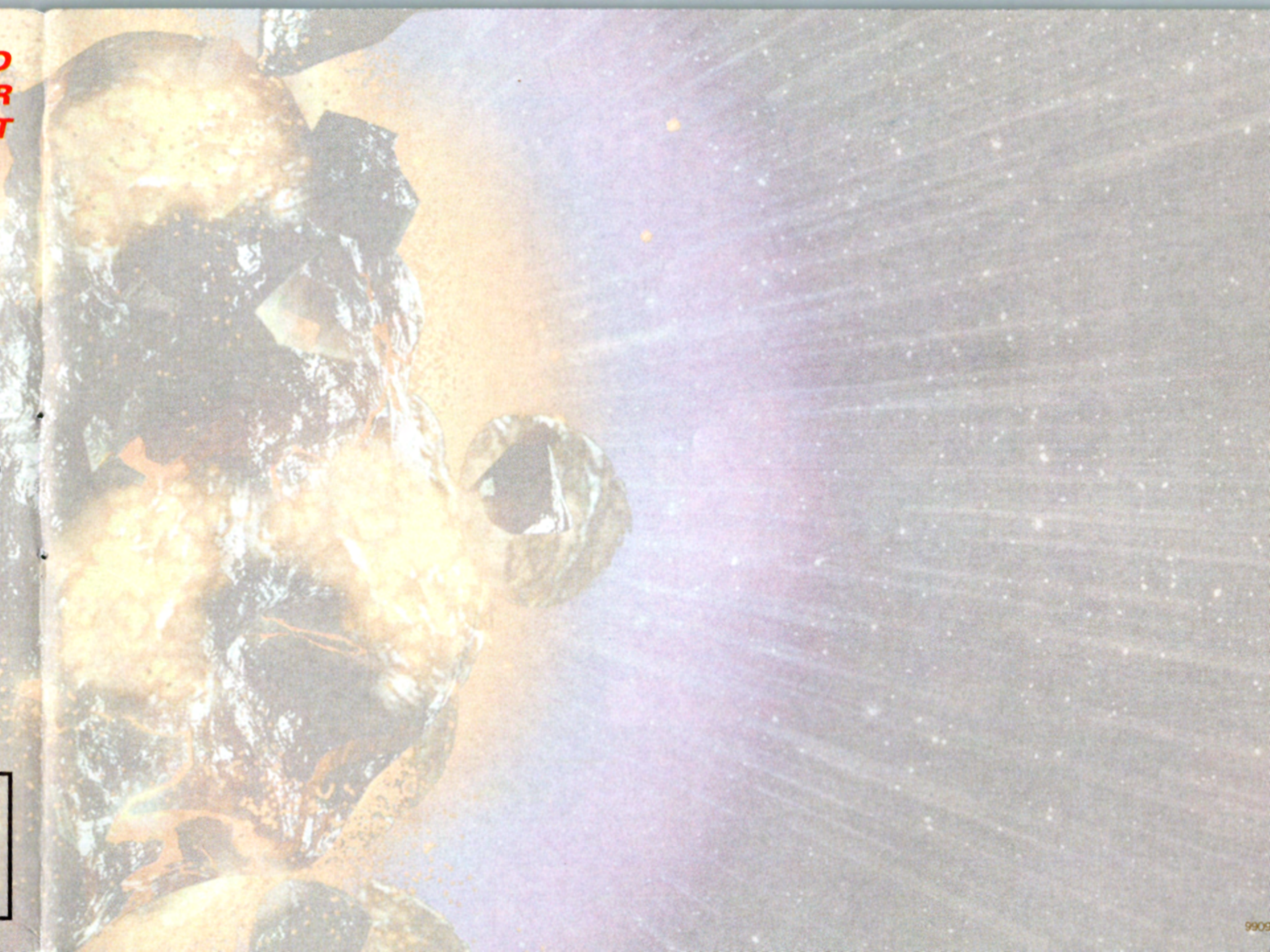
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