Nintendo®

GAME BOY®

arcade CLASSIC NO. 1

KIDS TO ADULTS

K·A

AGES 6+ ™

Super GAME BOY® GAME PAK

ASTEROIDS®*

MISSILE COMMAND®**

INSTRUCTION BOOKLET

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Game Boy System.

Official
Nintendo
Seal of Quality

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Thank you for selecting the ASTEROIDS®*/ MISSILE COMMAND®**Game Pak for the Nintendo® Game Boy® unit.

Please read this instruction booklet thoroughly to ensure maximum enjoyment of your new game. Then save this book for future reference.

ASTEROIDS

TABLE OF CONTENTS

What Lies Ahead...?

Just this once, why can't your radar screen be wrong? But no such luck today. There are way too many blips out there. This is your worst nightmare come true: an unavoidable asteroid belt blocking your path. Now you may never get back home. Not alive, anyway. And to make matters worse, your radar screen also detects strange, faster moving blips. Blips you've never seen before. Blips that are heading right towards you.

Your Mission

The object of Asteroids is to destroy all of the asteroids on the screen before they destroy your ship. At the same time, you must avoid the hostile saucers that sporadically appear and attempt to blast you into cosmic debris.

GETTING STARTED

Insert the Asteroids/Missile Command Game Pak (label side out) into the Game Boy unit and turn the power switch to the **"ON"** position. When the title screen appears, press **UP/DOWN** on the Control Pad (or the A Button) to choose

Asteroids (the letters will be flash-ing), and then press the **START Button** to access the main menu. From the main menu, press the **SELECT Button** for the Options Screen, or press the **START Button** to begin play.

CONTROLLER INFORMATION

B BUTTON

A BUTTON

CONTROL PAD

SELECT BUTTON

START BUTTON

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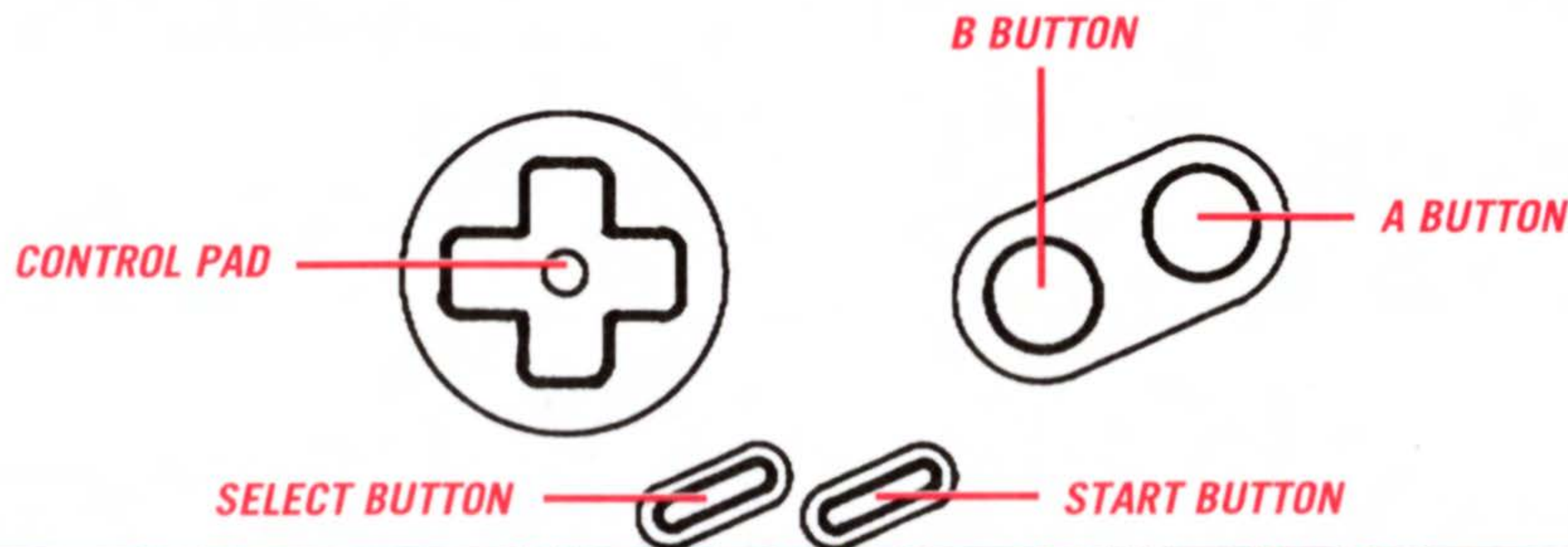
A Button: Enter Hyperspace (ship is warped to a random location on the screen)

B Button: Fires the ship's photon cannon

Control Pad: UP = ship's thrusters LEFT/RIGHT = rotate ship clockwise/counterclockwise

Start Button: Pause game

NOTE: Press Start + Select + A + B to reset your game.

ASTEROIDS

> CONTROLS
> HYPER   'B'
> FIRE   'A'
> THRUST 'UP'
> GRAPHICS STYLE
> UPDATED

ASTEROIDS

CONTROLS
HYPER   'DOWN'
FIRE   'A'
THRUST   'B'
> GRAPHICS STYLE
CLASSIC

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THE MAIN MENU

By going to the Options Screen, you can set both the Controller Configurations and the Graphics Style. Press **UP/DOWN** on the Control Pad to choose Controller Configuration or Graphics Style, and press **LEFT/RIGHT** on the Control Pad to make your selection. Finally, press the **START Button** to begin play.

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'START' TO PLAY
'SELECT' FOR OPTIONS
DIFFICULTY

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Choose a Difficulty Level

There are three difficulty levels in Asteroids. To select one, simply press **LEFT/RIGHT** on the Control Pad to display one of the following:

One Asteroid: Novice - Play begins with two large asteroids on the screen. There are NO hostile saucers in this level.

Two Asteroids: Intermediate - Play begins with four large asteroids on screen. Enemy saucers are very accurate here.

Three Asteroids: Expert - Play begins with six large asteroids on screen. The enemy saucers are extremely lethal at this level.

HOW TO PLAY ASTEROIDS

Again, the object of the game is to vaporize all asteroids using your ship's photon cannon. Also, eliminate the hostile saucers that appear on the screen. Here's how it works:

Blasting Asteroids

When you shoot a large asteroid, it breaks up into two medium asteroids, which spin off in different directions and velocity.

When you shoot a medium asteroid, it breaks up into two small asteroids, which spin off in different directions and velocity.

When you shoot a small asteroid, it disappears.

Scoring and Lives

As mentioned earlier, you start off with three extra lives (ships). However, an extra life will be awarded for every 10,000 points scored. Points are awarded for the following:

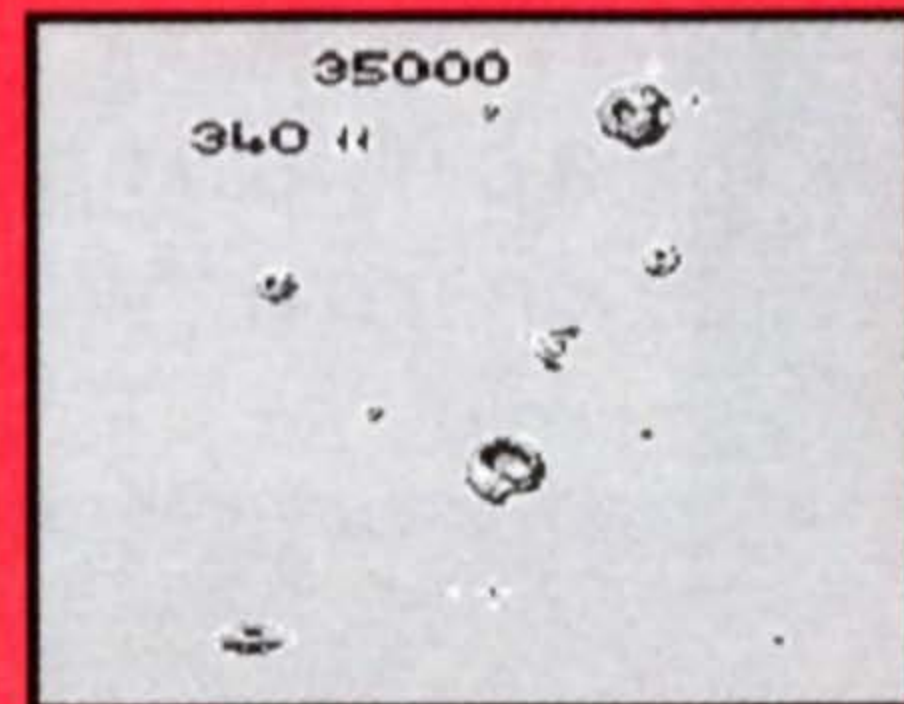**Hitting a large asteroid:**   20 pts

Hitting a medium asteroid: 50 pts

Hitting a small asteroid: 100 pts

Hitting a large saucer: 200 pts

Hitting a small saucer: 1000 pts

The current score and the number of lives (ships) remaining are located at the top of the Game Screen.

Rounds

After all asteroids on the screen
are destroyed, a new round
begins - with the addition of one
more asteroid. This pattern con-
tinues until a maximum of six
large asteroids appear at the beginning of each
round. In addition:

- **The speed of play will increase.**
- **The aim of enemy saucers will become more accurate.**

Weapon

Each ship is equipped with a single photon
cannon which can shoot several bullets at a
time.

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Hyperspace Drive

Ships also have a Hyperspace Drive, a mechanism which will warp the ship to a random location in space. Though useful in a sticky situation, using the Hyperspace Drive is always risky. You never know when you might be warped into a predicament worse than the one you just escaped from.

STRATEGY AND PLAYING TIPS

1 - You can shoot anything on the screen, but you will score more points if you use a system of target priority. The following example, executed in the order listed, will help you preserve your ship as well as high score:

- **Fire at the asteroids closest to your ship;**
- **Fire at the fastest moving target approaching you;**
- **Fire at saucers last.**

2 - You do not need to move your ship forward to play. You can stay in one place and fire while using the Hyperspace Drive to avoid asteroid collisions. However, learning to maneuver your ship can extend your playing time by three or four ships per game.

3 - The playfield wraps around both horizontally and vertically.

4 - Use **UP** and **DOWN** on the Control Pad to select letters for high score. Use **LEFT/RIGHT** on the Control Pad or the **A/B Buttons** to move the cursor right or left. Use the **SELECT** or **START Buttons** to finish.

ASTEROIDS®*

MISSILE COMMAND ®**

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INTRODUCTION

The first summons for help comes from Cairo, Egypt. Then New York City. Now London is under attack. Rumor has it that Sydney, Paris and Moscow are next. Sixteen cities in all are slated for destruction. Millions of innocent lives are in your hands, all depending on you to fend off a horrible barrage of bombs and missiles heading towards their homelands.

GETTING STARTED

Insert the Asteroids /Missile Command Game Pak (label side out) into the Game Boy unit and turn the power switch to the **"ON"** position. When the title screen appears, press **UP/DOWN** on the Control Pad (or the B Button) to choose Missile Command, and then press the **START Button** to access the main menu. From the main menu, press **UP /DOWN** on the Control Pad to choose your game mode, and then press the **START Button** to begin play.
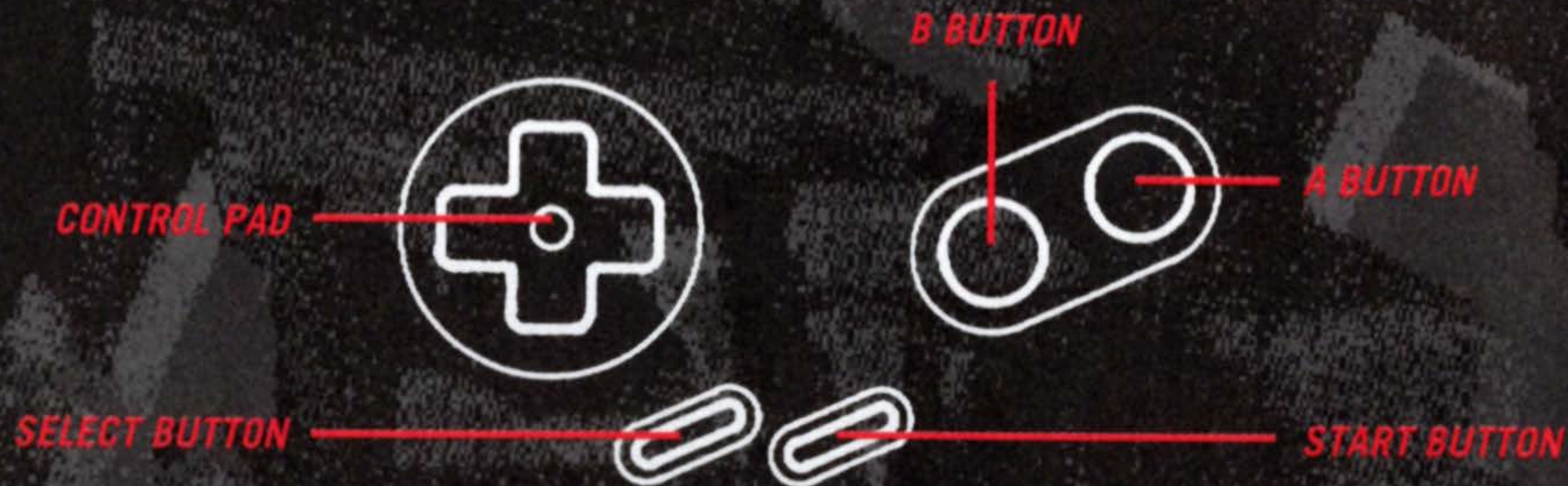
Your Mission

It's just you and your two anti-missile silos against an un-known, relentless enemy. You must intercept all incoming warheads before they hit the ground, or it's "adios, amigo!"

MISSILE COMMAND

- ONE PLAYER
  TWO PLAYER
  HIGH SCORES
  CREDITS

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CONTROLLER INFORMATION

B BUTTON

CONTROL PAD

A BUTTON

SELECT BUTTON

START BUTTON

A Button: Fire missile from the RIGHT missile silo

B Button: Fire missile from the LEFT missile silo

Control Pad: Aim you targeting crosshair

Start Button: Pause game

NOTE: Press Start + Select + A + B to reset your game

THE MAIN MENU

Before you can begin saving the world, you must first select one of the following Game Modes:

One Player: Standard Missile Command
Two Player: Compete against a friend.
In two player mode, both players share the same Game Boy, but take turns and have separate scores.

To select a Game Mode, use the Control Pad to highlight your choice, then press the **START Button**
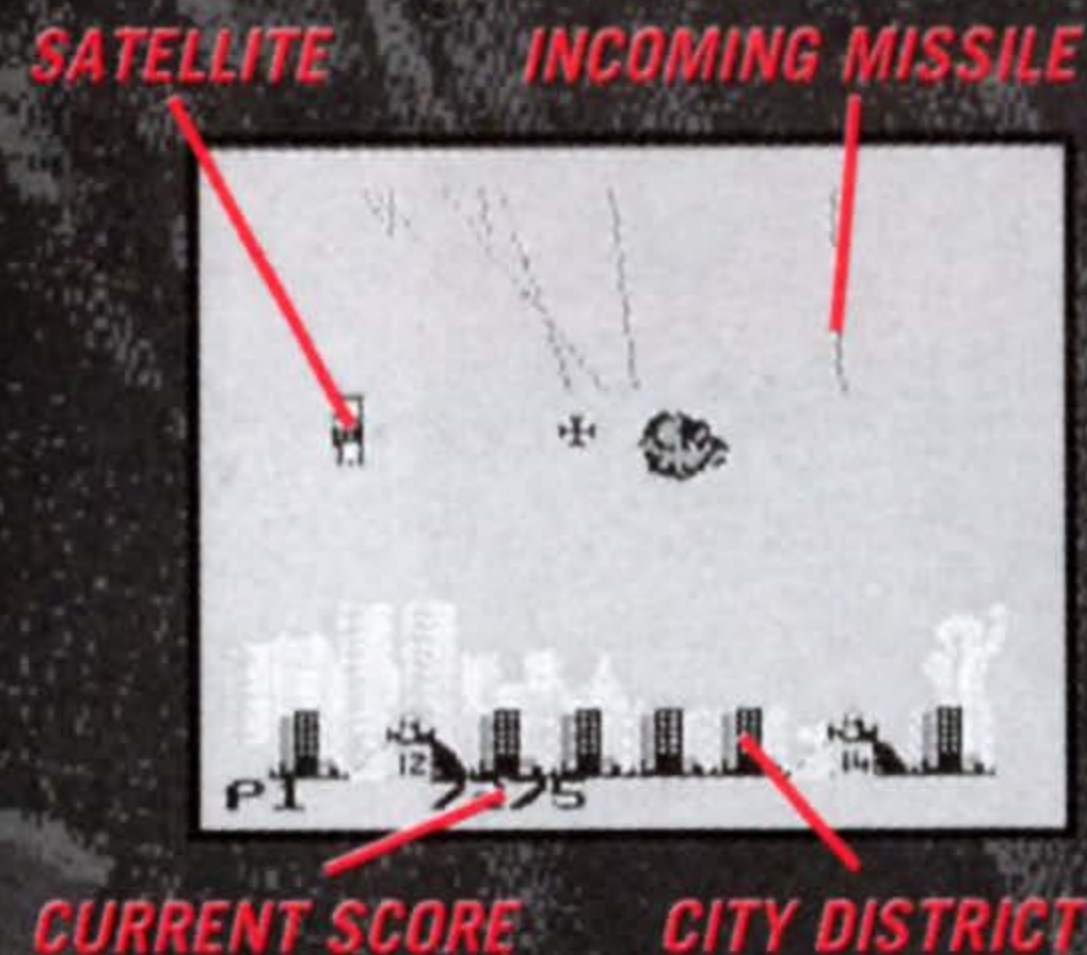
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HOW TO PLAY MISSILE COMMAND

Again, the object of the game is to protect your cities from attack by enemy missiles, bombers, satellites and smart bombs. Do this by shooting the attackers from the sky with your two anti-missile silos. The game begins in Cairo, Egypt, but there are 15 other actual cities worldwide on the verge of being attacked. Each city consists of six independent "districts" (represented by a skyscraper).
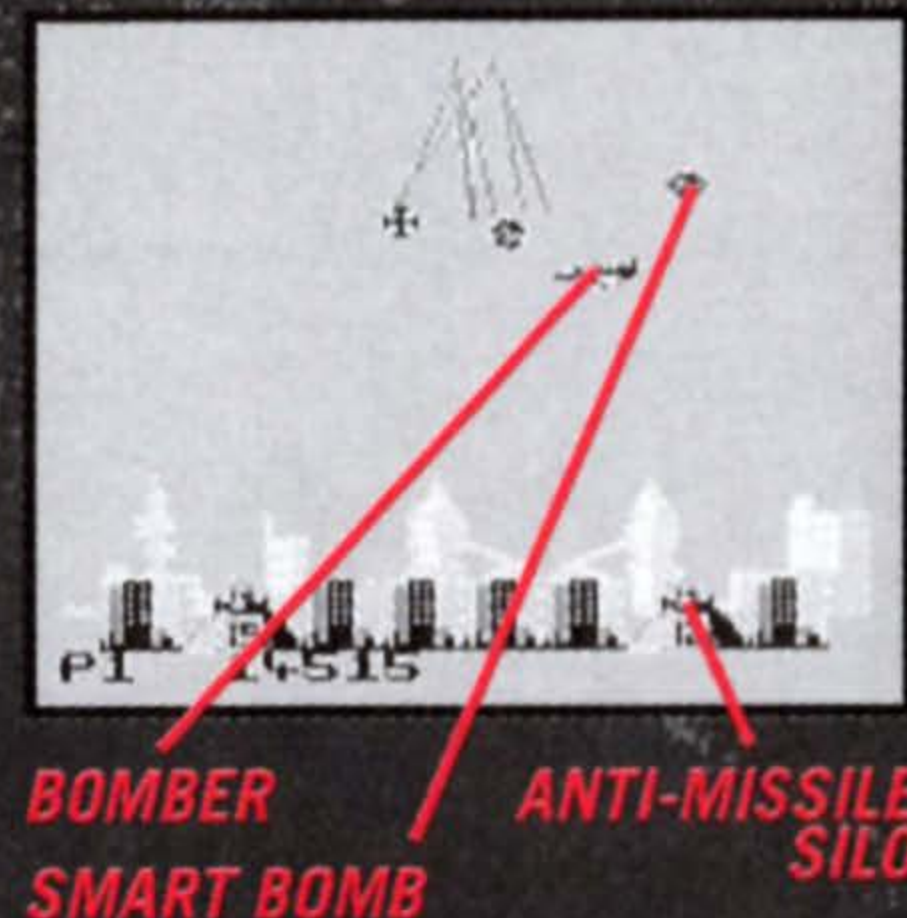
Rounds

You must protect a city through TWO separate inva-

sions to successfully complete ONE round. After each round, a new city will appear for you to defend. In addition, point totals will increase after every round (see Scoring & Gaining Extra Districts). If you happen to successfully defend all 16 cities, then get ready, because you get to defend them again. Good luck!

SATELLITE   INCOMING MISSILE

CURRENT SCORE   CITY DISTRICT

BOMBER   ANTI-MISSILE SILO
SMART BOMB

Anti-Missile Silos

You control two anti-missile silos located at each end of the city. Each silo can fire only 15 missiles per attack, so don't waste them! If you successfully complete a round,

you are awarded bonus points for every unfired missile.

Keep track of how many missiles each silo has left by watching the number that appears just below the silo. If it reaches zero, you're in big trouble! And remember - your silos are NOT missile-proof, so you must protect them, too!

A warning tone will sound when either of your silos has only 3 missiles remaining. A second, distinct tone will sound if you attempt to fire from a silo that is out of missiles.

BONUS POINTS
40 55
2000
BONUS CITY
P1 28640
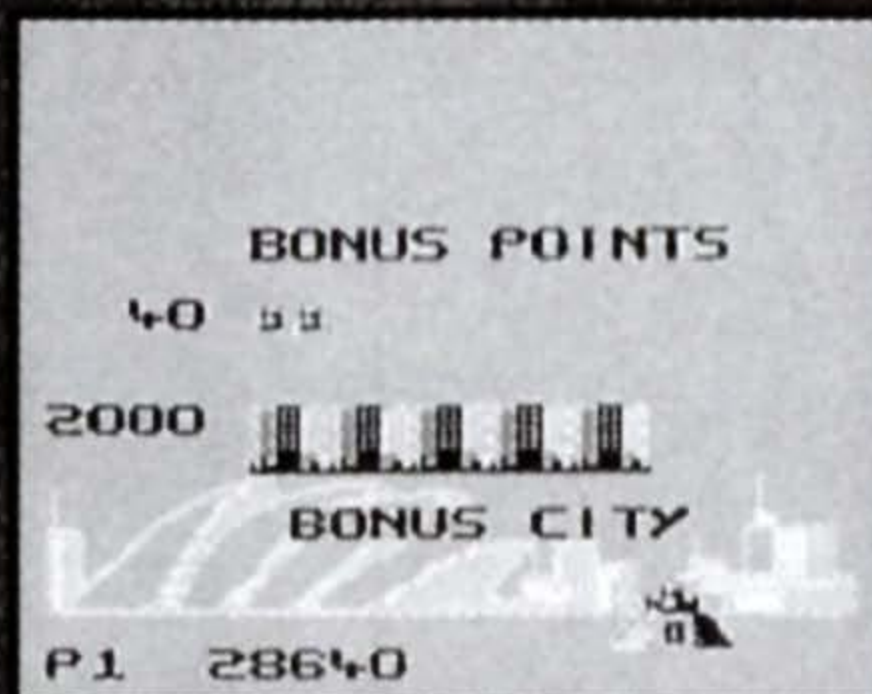
Scoring & Gaining Extra Districts

The main objective of Missile Command is to score as many points as possible. The current player's point totals appear on the screen directly under the city. After a game

is over, and if you have accumulated one of the highest scores recorded, you will be added to the High Score table.

You are awarded points for destroying enemy missiles, satellites, bombers and smart bombs. The points breakdown for Round 1 are:

- 25 points for each in-coming missile destroyed
- 100 points for each satellite destroyed
- 100 points for each bomber destroyed
- 125 points for each smart bomb destroyed (see note on next page)

NOTE: Bombers and satellites never appear at the same time; neither will appear until the second invasion of Round 1. Smart bombs won't begin to appear until the start of Round 3. After Round 1, the points will increase as follows:

POINTS TABLE

Round 2: Round 1 points x2
(i.e., 50 pts. for each incoming missile)

Round 3: Round 1 points x3
(i.e., 75 pts. for each incoming missile)

Round 4: Round 1 points x4
(i.e., 100 pts. for each incoming missile)

Round 5: Round 1 points x5
(i.e., 125 pts. for each incoming missile)

Round 6 and beyond: Round 1 points x6
(i.e., 150 pts. for each incoming missile)
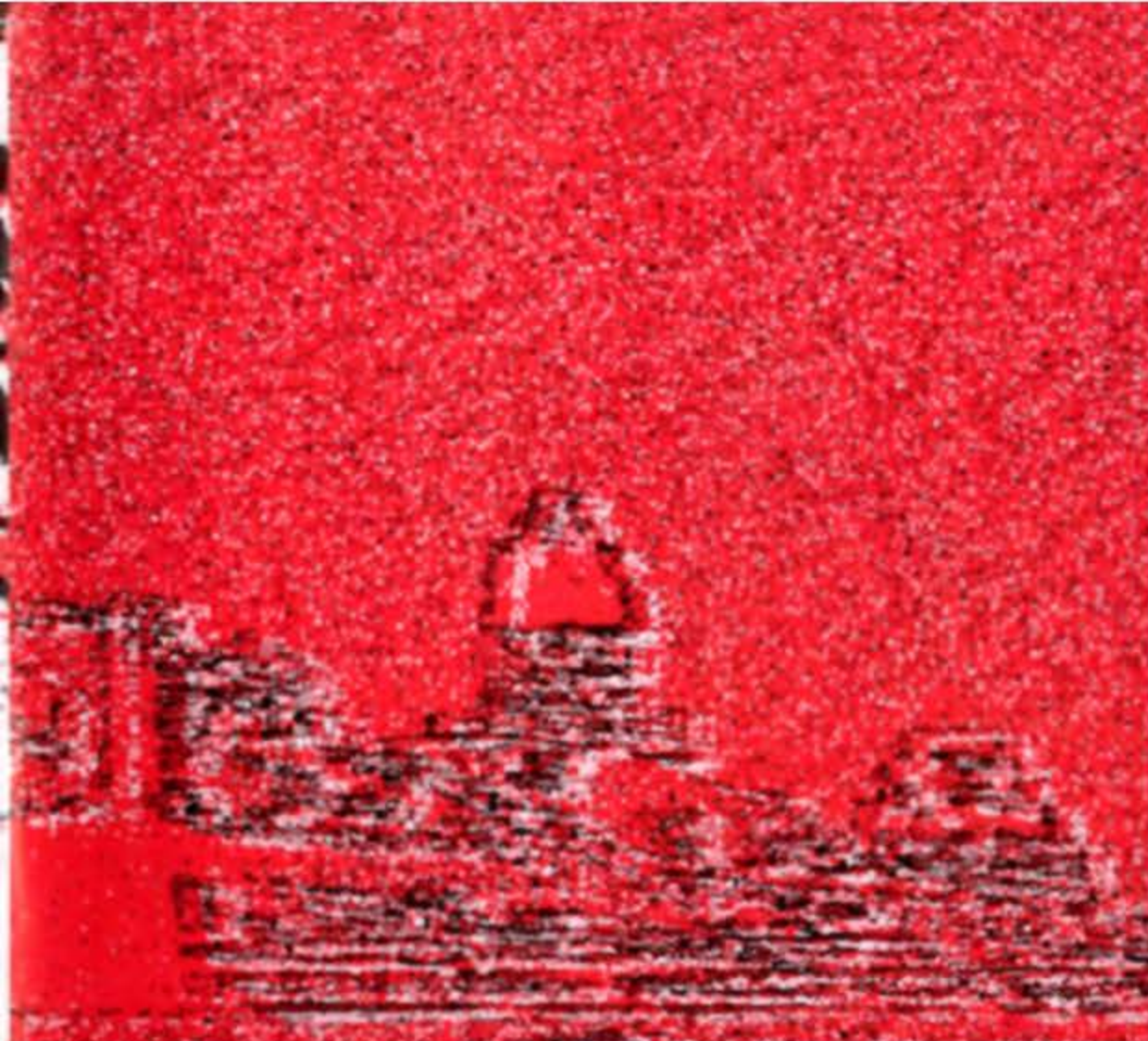
Bonus Points

After all city-threatening objects have been destroyed, the following bonus points are awarded:

- 100 points for each district remaining
- 5 points for each unfired missile.

Bonus Points also increase after every round in the same ratio as regular points (see POINTS TABLE).

Extra Districts

The city you are currently protecting will gain an extra district for every 10,000 points you earn. However, six districts are the maximum you can have on the screen at once.

PLAYER 1
3 X POINTS

DEFEND LONDON

P1   13925
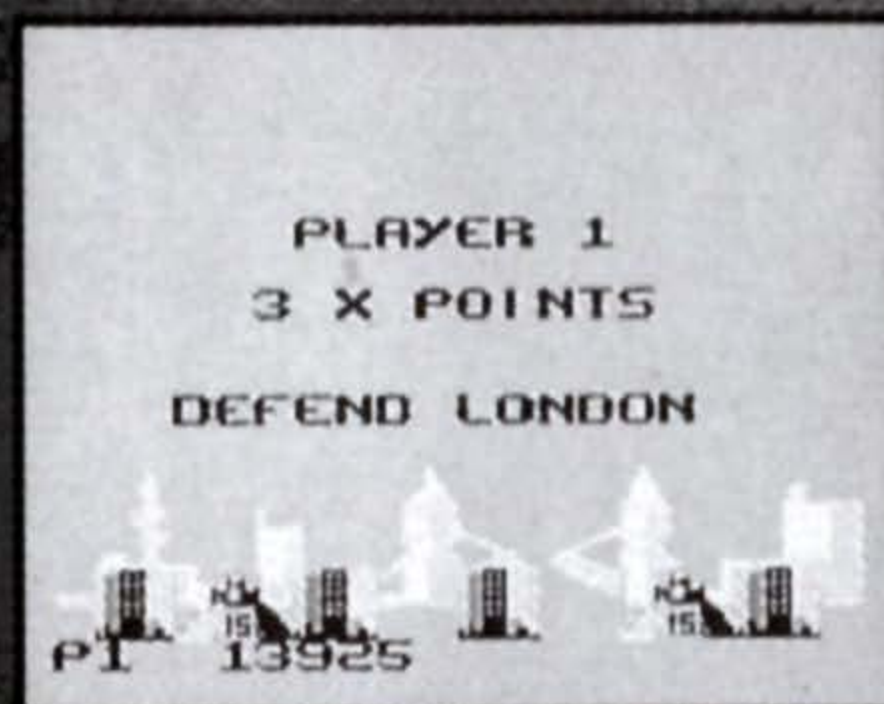
GAME OVER, MAN! GAME OVER!!

The game ends when a city you are defending loses all of its districts, including any extra districts gained by scoring 10,000 points. Again, if your score is among the highest at the conclusion of the game, you will be added to the High Score table. Better keep practicing...

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