

Getting Started

1. Insert your Asteroids Deluxe program diskette into drive and switch on the computer.
2. Double-Click upon the ASTEROID.PRG program file to start loading the game.
3. Follow the On-Screen prompts to start the game.

Game Controls

Keyboard

F1	Start Game/End Game
F2	No. of Players
F3	No. of Joysticks
Undo	Exit Game
Esc	Pause/Continue

Joystick

Start Game	Fire
Turn Left	Joystick Left
Turn Right	Joystick Right
Thrust	Joystick Forward
Engage Shields	Joystick Back
Dis-Engage Shields	Joystick Fire

Playing the Game

Asteroids crowd in on your ship in waves from all corners of the screen. When you empty the screen of asteroids, a new wave crowds in. Each wave you face is more difficult to destroy than the last.

You have more than enough photon power to destroy all of the asteroids. When hit small asteroids disintegrate; medium asteroids split into two small asteroids; and large asteroids break into two medium asteroids.

Watch out for the Alien Robot Saucers! They are armed with special photon lasers that destroy anything they hit. Groups of Alien Robot Drones crowd together to form a protective shield from the asteroid storm. They'll ignore you until their group is broken, but as soon as they break formation the Drones will start homing in on your ship.

Your Spaceship is equipped with the latest in anti-matter force fields. Pull back on your Joystick to protect your craft but keep your eyes on the Shield Strength Indicator – the power drain imposed by the shields means that you only have protection for a limited period of time.

A reserve fleet of three ships stands ready in hyperspace. Each time an asteroid or alien ship hits you destroying your ship, a reserve ship appears in the starting position and play continues.

Scoring

Use your photon cannon to destroy the foe and gain points. Player 1's score is displayed in the upper left corner of the screen. Player 2's in the upper right corner. The number of ships remaining is listed next to your score. You gain a bonus ship for every 10,000 points you score.

Points are scored in the following way:



Small Alien Robot Saucer 1000 Points



Large Alien Robot Saucer 200 Points



Alien Robot Drones 100 Points



Small Asteroid 100 Points



Medium Asteroid 50 Points



Large Asteroid 20 Points