

FULL WARNING STATUS: RED

BLASTEROIDS®

THRUSTER ● LAUNCH!
WARRIOR ● LAUNCH!
SPEEDER ● LAUNCH!



STRAIGHT FROM THE ARCADES COMES *BLASTEROIDS*, TENGEN'S CLASSIC MIX OF ONE OR TWO PLAYER ACTION WITH FULL POWER-UPS, RIP-STARS, SHIELDS, DOUBLE-UP AND MORE. THIS IS *THE* COIN-OP CONVERSION OF 1989.

AND BEWARE – MUKOR AWAITS!
"ALL THE PLAYABILITY AND ADDICTIVE QUALITIES OF THE ARCADE PARENT."
THE ONE - 81%
"EASILY THE BEST SHOOT'EM UP TO DATE ... SUPERB!" C & VG - 90%



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MIT DEUTSCHER ANLEITUNG
INSTRUCTIONS EN FRANÇAIS
CON INSTRUCCIONES EN ESPAÑOL
CON ISTRUZIONI IN ITALIANO



MPIX-BLAZ.1



FULL WARNING STATUS: RED

BLASTEROIDS®



ATARI ST



BLASTEROIDS

BLASTEROIDS IS A GAME OF ARCADE SKILL. Using your thrust craft in its three forms, you must battle your way through the Sectors and Galaxies riddled with asteroids and deadly enemy ships to ultimately defeat the evil MUKOR, who rules all Galaxies.

BLASTEROIDS has four different Warps of increasing difficulty.— EASY, MEDIUM, HARD and EXPERT. Each Warp contains several Galaxies, and each Galaxy consists of 9 or 16 sectors depending on its level of difficulty. Fly down the tunnel of the Warp you wish to play, HARD and EXPERT Warps are to be avoided unless you are very experienced at piloting your thrust craft.

Your craft is transformable between:

SPEEDER — the quickest ship • **FIGHTER** — has the most firepower • **WARRIOR** — has the heaviest armour •

You control your craft by rotating and thrusting, but remember that your ship has mass and momentum.

To clear a sector you must destroy or disable all the asteroids present. Shooting large asteroids will break them up into smaller asteroids, which in turn must also be destroyed. Collisions and thrust use up energy, and you must replenish your fuel energy supplies by collecting crystals. Crystals are released from red asteroids when they are completely destroyed. The energy content of the crystals reduces as

they decay. Fly over the crystals to absorb their energy.

You will come across various types of enemy ships during your journey through the Galaxy. These all have different appearances 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 completed a sector, the exit portal will spin into view — fly down this to get to the Galactic Map.

To control your ship, move the joystick left or right, to rotate the ship in the direction desired. To thrust, push your joystick forward. For rapid fire, hold down the fire button.

THE GALACTIC MAP

You may select the next sector by rotating your ship until the sector you wish to visit is highlighted. Press fire to enter the sector.

The contents of each sector are represented by miniatures, indicating asteroid and enemy type (if any). Sectors you have already cleared will contain nothing — visiting these again only wastes precious fuel. Sectors which are out of range will have question marks — you will have to travel closer before discovering what they contain.

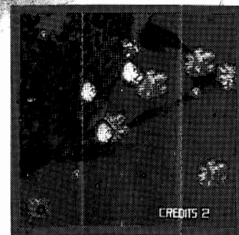
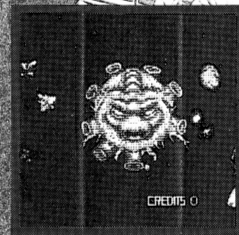
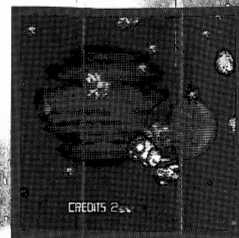
ASTEROID TYPES

NORMAL asteroids can be destroyed by shooting them • **RED** asteroids contain the Power Crystals

POPCORN asteroids require several hits before they are inactivated and stop. They will expand as they are hit. All popcorn asteroids must be inactivated before the sector is cleared.

EGG asteroids contain **LEECHES**. When released leeches will home in on you and attach. They will then begin to absorb your energy. Fly very fast or collide with objects to try and 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

The equipment released when enemy ships are destroyed takes one of 8 forms:—

SHIELDS — these provide a limited amount of protection against collisions and enemy fire. The number of shields are displayed at the top of the screen. They deplete as you are hit.

BLASTERS — these provide double shots.

EXTRA SHOT POWER — the penetration of your shots is improved with this piece of equipment.

RIPSTAR — this weapon, when activated, will cause your ship to spin furiously and emit huge amounts of firepower. Only once per Ripstar. To activate, pull back on your joystick and press the fire button.

EXTRA FUEL CAPACITY — this will allow your ship to carry more fuel at a time. The fuel gauge will enlarge to display this.

BOOSTER — increases the thrust of your ship.

CRYSTAL MAGNET — when collected, this device will attract loose power crystals towards your ship.

CLOAK — this piece of equipment makes your ship invisible to the enemy, and prevents them homing in on you.

All these special features only function for a limited time.

MUKOR

When you have completed all the sectors in the Galaxy, you will have to face MUKOR. He will attempt to destroy your ship by ramming you and by sending out miniature enemy ships to attack you. You can 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 Galaxies (there are several Galaxies in each Warp) and manage to defeat MUKOR then you will have finally conquered him and cleared the entire Warp.

Instruktionen zur Steuerung

ST & AMIGA: Diskette 1 einlegen, Computer neu starten. ST-Benutzer legen auf Aufforderung die zweite Diskette ein. (Die Amiga-Version findet auf einer einzigen Diskette Platz.)

Zur Steuerung kann ein Joystick oder die Tastatur benutzt werden. Wenn 2 Spieler teilnehmen, können entweder beide über Joysticks spielen oder der eine die Tastatur und der andere den Joystick benutzen.

Die Tastatur steuert immer das rote Schiff. Der zweite Joystick-Steckplatz steuert das grüne. Bei Verwendung von zwei Joysticks lenkt der erste Steckplatz anstelle der Tastatur das rote Schiff. Wenn die Tastatur als Steuergerät dient, sollte man vermeiden, ein im ersten Steckplatz angeschlossenes Gerät (z.B. eine Maus) zu bewegen.

JOYSTICK-STEUERUNG

Nach vorn = Schub
Zurück = Umwandlung
Links = Drehung nach links
Rechts = Drehung nach rechts
Feuerknopf = Feuer

ANDERE FUNKTIONEN

SHIFT+Q = Laufendes Spiel abbrechen
F10 = Umschalten 50/60 Hz
F9 = Pause
F8 = Weitermachen
F6 = Musik aus
F5 = Musik ein

TASTATUR-STEUERUNG

P = Schub
L = Umwandlung
Z = Drehung nach links
X = Drehung nach rechts
LEERTASTE = Feuer

Instrucciones de control

ST y Amiga: Inserte el diskette nº1 y reinicie la máquina. EL ST requerirá que se inserte el 2º diskette en el momento indicado. El Amiga sólo tiene un diskette.

Puede utilizarse la palanca de mando (joystick) o el teclado. En modo "2 jugadores", ambos jugadores pueden utilizar palancas de mando, o un jugador puede utilizar el teclado mientras el otro utiliza la palanca de mando.

El teclado siempre controla la nave roja. La puerta de la segunda palanca de mando controla la nave verde. Si se utilizan 2 palancas de mando, la primera puerta controlará la nave roja en vez del teclado. Si está utilizando el teclado para la nave roja, procure que cualquier dispositivo conectado en la primera puerta permanezca inmóvil (por ejemplo, el ratón).

CONTROLES DE LA PALANCA DE MANDO

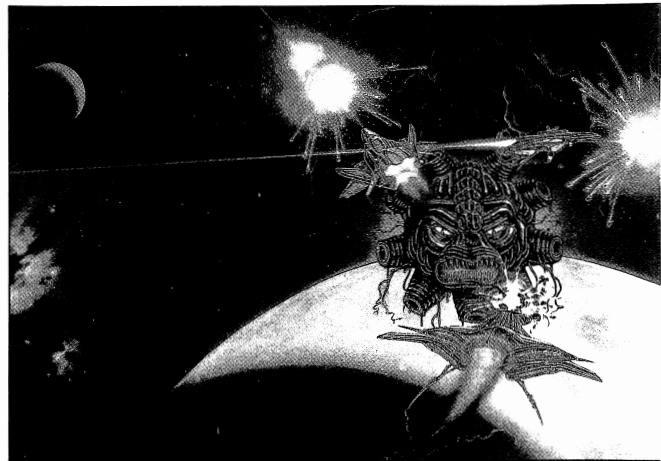
Adelante = Propulsión
Atrás = Transformación
Izquierda = Giro hacia la izquierda
Derecha = Giro hacia la derecha
Botón de disparo = Fuego

CONTROLES DEL TECLADO

P = Propulsión
L = Transformación
Z = Giro hacia la izquierda
X = Giro hacia la derecha
ESPACIO = Fuego

SHIFT+Q = Terminar juego en curso
F10 = Conmutación modo 50/60Hz
F9 = Pausa
F8 = Reanudación
F6 = Sin música
F5 = Con música

CONTROL INSTRUCTIONS



BLASTEROIDS®

ST AND AMIGA



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Insert disk one and reset the machine. The ST will require the second disk to be inserted when prompted. The Amiga has only one disk.

Joystick or keyboard can be used. In 2-player mode, both players can use joysticks, or one player can use the keyboard whilst the other uses a joystick.

The keyboard always controls the red ship. The second joystick port controls the green ship. If 2 joysticks are being used, then the first port will control the red ship instead of the keyboard. If the keyboard is being used for the red ship, then try to avoid moving any device plugged into the first port (the mouse for example).

JOYSTICK CONTROLS

Forward = Thrust
Back = Transform
Left = Rotate anticlockwise
Right = Rotate clockwise
Fire button = Fire

KEYBOARD CONTROLS

P = Thrust
L = Transform
Z = Rotate anticlockwise
X = Rotate clockwise
SPACE = Fire

OTHER CONTROLS

SHIFT+Q = Abort current game
F10 = Toggle 50/60Hz mode
F9 = Pause
F8 = Restart
F6 = Music off
F5 = Music on

TWO PLAYER

By pressing Fire on the second set of controls, a second player can join the game. This will use one extra credit. Two players can play independently, or the ships can be DOCKED for extra power and protection. To dock, one player must be in SPEEDER mode, the other in WARRIOR. Fly the ships together and they will dock. The WARRIOR pilot flies the SPLARET and controls the thrust and has some firepower, the SPEEDER pilot has control of the TURRET and the most firepower. To disconnect, just transform one of them 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.

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Commandes

ST ET AMIGA: Insérez la disquette 1 et remettez à zéro. Pour le ST, insérez la disquette 2 lorsqu'il vous l'est demandé. L'Amiga n'a besoin que d'une disquette.

Vous pouvez utiliser un joystick ou le clavier. En mode deux joueurs, le joystick peut être utilisé par les deux ou bien un joueur peut utiliser le clavier tandis que l'autre utilise le joystick.

Le clavier contrôle toujours le vaisseau rouge. Le deuxième port du joystick contrôle le vaisseau vert. Si vous utilisez deux joysticks, le premier port contrôlera alors le vaisseau rouge à la place du clavier. Si c'est le clavier qui est utilisé pour le vaisseau rouge, évitez de bouger tout périphérique branché dans le premier port (la souris par exemple).

CONTROLE DU JOYSTICK

Vers l'avant = Propulsion
Vers l'arrière = Transformation
Vers la gauche = Tourner dans le sens contraire des aiguilles d'un montre
Vers la droite = Tourner dans le sens des aiguilles d'une montre
Bouton feu = Tir

CONTROLE DU CLAVIER

P = Propulsion
L = Transformation
Z = Tourner dans le sens contraire des aiguilles d'un montre
X = Tourner dans le sens des aiguilles d'une montre
Espace = Tir

AUTRES COMMANDES

SHIFT+Q = Interrompre le jeu
F10 = Activer/désactiver le mode 50/60Hz
F9 = Pause
F8 = Reprise
F6 = Musique désactivée
F5 = Musique activée

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Istruzioni per i comandi

ST e Amiga: Inserire il disk uno e resettare il computer. Per l'ST, quando ve lo chiederà, inserire il secondo disco. Amiga ha solamente un disco.

Possono essere utilizzati sia il joystick che la tastiera. Nella funzione a due giocatori, entrambi i giocatori possono usare i joystick, oppure un giocatore può usare la tastiera, mentre l'altro usa il joystick.

La tastiera controlla sempre la navicella rossa. La porta d'accesso del secondo joystick controlla la navicella verde. Se si usano due joystick, in tal caso sarà la prima porta d'accesso a controllare la navicella rossa, anziché la tastiera. Se si usa la tastiera per la navicella rossa, cercate di non muovere alcun dispositivo inserito nella prima porta (ad esempio, il mouse).

COMANDI DEL JOYSTICK

In avanti = Propulsione
Indietro = Trasformazione
A sinistra = Per ruotare in senso antiorario
A destra = Per ruotare in senso orario
Pulsante del joystick = Per far fuoco

COMANDI DELLA TASTIERA

P = Propulsione
L = Trasformazione
Z = Per ruotare in senso antiorario
X = Per ruotare in senso orario
BARRA SPAZIATRICE = Per far fuoco

ALTRI COMANDI

SHIFT+Q = Abbandonare il gioco attuale
F10 = Passare dalla funzione a 50Hz a 60Hz e viceversa
F9 = Pausa
F8 = Ricominciare
F6 = Musica disattivata
F5 = Musica attivata

AT2D - BLA22

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