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Minimum System Requirements

Any Mac with a 200MHz or faster processor, 32MB RAM, 60MB free HD space, MacOS 8.1 or newer, CD-ROM drive. Hardware accelerated mode requires 64MB RAM and a Rage Pro or higher 3D card with full support for Apple's OpenGL.

Installing Asteroids

Close all open windows and applications on your Macintosh. This will ensure that everything will go smoothly as you install Asteroids.

Next you will need to insert the Asteroids CD-ROM into your computer's CD-ROM drive.

Once the CD-ROM icon appears on your Macintosh Desktop, double-click on the CD-ROM icon to open the CD-ROM window.

Double-click on the "Asteroids Installer" icon to run the installation program.

Follow the instructions on your computer screen. The Installer application will install Asteroids on your hard drive.

Once installation is complete, locate the Asteroids folder on your Macintosh Hard Drive. Double-click on the folder to open it. Inside the folder you will see an icon named "Asteroids." Double-click on the icon to start playing Asteroids for Macintosh.

Enjoy!

Game Menus

To Select menu options, use the Directional Buttons on the gamepad or the cursor up/down keys on the keyboard to navigate up and down through the menu options. Highlight the option you want and press button **1**, or **Return** on the keyboard.

Selecting **Previous Menu** will take you back to the previous screen.

Selecting **Quit** on the main menu will exit the game.

In-Game Menu

To Pause a Game
Just hit the **ESC** key.

To Return to a Paused Game
Press the **ESC** key or choose **Continue Game** and hit the **Return** key.

Zone Reset
To reset a game in progress, press the **ESC** key. Then select **Restart Zone** and press the **Return** key. You will restart your game on level 1 of your current zone.

Abort a Game
To abort a game, press the **ESC** key. Then select **Quit Game** and press the **Return** key. You will be returned to the Main Menu.

Single Player

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

Difficulty – Choose the level of difficulty you want.

Normal – Experienced pilots will find this a walk in the park.

Expert – For veteran pilots only.

Hardcore – With no wildcard weapons, you better be hardcore if you want to complete these levels.

Select A Ship

- Use Left and Right to cycle through the available ships.
- Use Up & Down to highlight **Continue** or **Previous Menu** and press **Return** to activate your selection.

Load Game – Choose this option to load a saved game. Every 15 levels you will be given the option of saving your position as you progress from level to level in the game.

Multiplayer Game

Select Ship

- Use Up & Down to select a player and zone.
- Use Left & Right to change ships and zone number.

Options Menu

Player 1 / Player 2 Controls

Allows you to set controls for the game. Select a control to change using the arrow keys, then press Return and tap the key you wish to use for the control.

Music Volume

Use Left and Right to change the music volume.

Sound FX Volume

Use Left and Right to change the sound FX volume.

Credits

See the people behind the scenes.

Keyboard Commands

Ship Controls

Keyboard

Player 1

A - Rotate ship left
D - Rotate ship right
V - Fire
G - Thrust
W - Wildcard weapon
E - Hyperspace
S - Shield
X - Flip ship

ESCAPE - Menu options

Player 2

Delete - Rotate ship left
PAGE DOWN- Rotate ship right
Numpad 4 - Fire
Numpad 8 - Thrust
HOME - Wildcard weapon
PAGE UP - Hyperspace
END - Shield
UP - Flip ship

The Story So Far...

The galaxy is filled with valuable commodities. If a company wants to keep their business up-to-date, they must compete on the ground and in the heavens. Interstellar mining has made people rich overnight. Seizing this great opportunity, the biggest mining corporations merged into a single mega-corporation, the Astro-Mining Corporation. More and more, surveyors have discovered the most valuable deposits deep within dangerous asteroid fields. In order to make the big money, the corporation hires pilots to blast asteroids to a reasonable size, then sends in their massive mining machines to capture valuable minerals in the quadrant. The corporation's efforts in space support entire off-world societies. The rule is simple: Make the company rich, and it makes 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, indeed.

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

You have been selected. Good luck.

Zones

There are five different zones that you will encounter in Asteroids. Each zone is comprised of fifteen levels that you must complete. At the end of every zone you will be able to save your game.

Zone 1: <u>Sigma Delta</u> — 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: <u>Black Hole</u> — Destroy all foreign material floating in the zone in order to provide safe passage for cargo ships. Avoid staying in the center of the black hole for too long, or you may be lost forever!

Hint: Keep in mind that you can safely pass over the black hole's core and fly near its center. Just do not stay in its eye for too long or you will pay the price for your actions.

Zone 3: <u>Sun</u> — The Poseidon Corporation wants you to clear the area so they can make a vacation spot here. Avoid the solar flare explosions at all costs.
Hint: When attacking the ancient crystal asteroids, be sure you give yourself enough room to avoid their reflected energy bursts.

Zone 4: <u>Worm Zone</u> — 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 all 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: <u>Save the Earth</u> — The aliens have launched a counter-assault on earth. Prevent any asteroids from hitting the earth. If the planet takes too much damage, 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 meteors hurtling toward it.
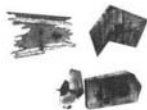
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Asteroids

Classic Asteroid — These are floating volcanic 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 Asteroid — No weapon can damage these impervious asteroids. 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 galaxies. Warning: When shattered, the shards of the creature grow into full-size crystals if they are not quickly dispatched.

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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 — It comes from the most ancient of times. These orange crystal asteroids are composed of the 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.

Shield — (Light Blue Power-Up) This power-up will instantly recharge your shield.

Free Ship — (Yellow Power-Up) This power-up gives you an extra ship.

Bonus Point — (Green Power-Up) This power-up will give you extra points.

Wildcard Weapons

These are powerful weapons that can be found floating around in the darkest recesses of space.

GunSat — (Green Power-Up)
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 — (Red Power-Up)
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 — (Purple Power-Up)
When this attack is activated your ship will start to spin. During this rapid spinning motion, the laser will fire continuously. Any ships or asteroids in range will be destroyed or take damage. *

Homing Missiles — (Light Blue Power-Up)
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.

Plasma Drill — (Light Blue Power-Up)
This powerful laser can cause major destruction.

Trigger Bombs — (Dark Blue Power-Up)
The Trigger Bomb is aimed and fired at an enemy by pressing and holding the Wildcard 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.

Laser — (Light Blue Power-Up)
This weapon fires a beam that cuts through almost anything. *

Ramming Shield — (Red Power-Up)
When the Ramming Shield is activated you have a few seconds to ram your ship into an enemy or asteroid, causing massive damage. *

Robo Wall — (Light Blue Power-Up)
This power-up creates a stationary barrier that adjusts itself to the orientation of your ship.

Missile Armageddon — (Purple Power-Up)
A bigger, badder 360 degree spin weapon. Once spinning, the ship will fire a barrage of plasma missiles.

Smartbomb — (Dark Blue Power-Up)
Tremendous damage.

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* Be warned, though. The tremendous drain on your systems will render your weapons momentarily inactive (in order to recharge).

Wide Shot — (Green Power-Up)
This Wildcard weapon allows you to shoot three photons at once.

Plasma Sword — (Red Power-Up)
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.

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.
    This heavily armored tug has a high shield capacity which powers down when it captures an asteroid.*

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.

*The tug can only be destroyed once its shields are down.

Fuel Transports — These transports have a laser support system to protect their valuable cargo. The armor of these ships combined with their firepower make them one tough enemy.

Hex — When hit, the Hex will break into two Battle Stations. When either Battle Station is hit, it will break into Squad Fighters.

Living Turret Cruiser — One wrong move and you are space dust.

Super Saucer — The Super Saucer is smaller, yet more powerful than the standard saucer. It has a better weapon tracking system than its larger predecessor, so be careful.

Repulser Beam — These ships have a repulser beam that can push you in a random direction.

Nuke Drivers — These are old ships using a unique type of nuclear power . Because of this, they leave an exhaust trail that is pulsing with deadly energy. These trails will linger for a while after the Driver has moved on. Avoid their exhaust!

Vulturoids — These ships avoid direct confrontations. If you fly towards them, they will fly away.

Regenerator — A bladed ship that regenerates. Deadly.

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

Scoring

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

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