ASTEROIDS in space

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A product of **QS QUALITY SOFTWARE**

This program runs on any 32K Apple II

LOADING ASTEROIDS IN SPACE

Your Asteroids in Space diskette is easy to load. It will load into any Apple II that has 32K or more of memory (RAM). Just insert the diskette into drive 1 and boot the disk in the manner you are accustomed to. The program will run automatically.

STARTING THE GAME

You will first be asked if you want the NORMAL or the DEMO mode. The NORMAL mode is the mode in which a player controls the ship and competes to see how many points he can score. Press the N key to enter this mode. The DEMO (demonstration) mode allows you to see how the game appears without actually playing it. Press the D key to enter this mode. The DEMO mode continues indefinitely but can be stopped at any time by pressing the RETURN key.

Next you will be asked if you want NORMAL or FAST lasers. Because of their faster speed, FAST lasers are somewhat more effective and it is easier to obtain a high score with fast lasers. Type F if you want FAST lasers and N if you want NORMAL laser speed.

Finally, you will be asked if you want NORMAL or FAST asteroids. It will be more difficult to achieve a high score playing against the FAST asteroids. Press F if you wish FAST asteroids and N if you want NORMAL asteroids.

If while answering any of these questions, you press the SPACE BAR or a key not asked for, you will obtain the default value. The default values are DEMO mode, FAST lasers and FAST asteroids.

PLAYING THE GAME

The game begins with your space ship centered on the screen. If any of the asteroids strikes your space ship, the round is over. You are given five rounds per game. An extra round is awarded each time you score 10,000 points. The number below the word SHIPS at the bottom of the video shows how many rounds are left after the current round. As captain of your space ship, you may fire your laser gun, rotate your ship, or move your ship by providing thrust. You may also use thrust to slow down your ship by pointing the ship in a direction opposite to the ship's motion and then providing thrust. The knob on paddle 1 may be used to rotate the space ship and the button on that same paddle is used to provide thrust to the space ship. The button on paddle 2 is used to fire the laser gun.

SCORING

Hitting an asteroid is worth from 20 to 100 points with the smaller asteroids worth more. Hitting the alien ship is worth 300 points although sometimes fragments from the alien ship are also hit providing a higher score.