

# DIESELROIDS

A TRIBUTE TO THE 1979 ARCADE CLASSIC

## OPERATION MANUAL

FOR ONE PLAYER

SKILL LEVEL: EXPERT

CABINET TYPE: VECTOR DISPLAY

<https://dieselinc.github.io/dieselroids/>

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## THE LEGEND

In 1979, Atari released ASTEROIDS in arcades worldwide.

The vector graphics, the physics, the addictive gameplay - it defined a generation of gamers.

DIESELROIDS is a tribute to those memories. To the hours spent in dimly lit arcade halls, pockets full of quarters, chasing that elusive high score. To the sound of the heartbeat getting faster as asteroids closed in.

This version was created in 2025 as a love letter to the golden age of arcade gaming. Every line of vector graphics, every synthesized sound effect, every mechanic - faithful to the original experience.

No microtransactions. No ads. No bullshit.  
Just pure, unfiltered arcade action.

Like it was meant to be.

DEDICATED TO EVERY KID WHO EVER  
STOOD IN FRONT OF AN ARCADE CABINET

# INSTALLATION

## DESKTOP (Mac/Windows/Linux)

1. Visit: <https://dieselinc.github.io/dieselroids/>
2. Click anywhere to start music
3. Press SPACE to begin
4. Press F11 for fullscreen (Fn+F11 on Mac)
5. Bookmark the page (Ctrl+D / Cmd+D)

The game runs entirely in your browser - no download or installation required.

## MOBILE (iPad/Tablet - Recommended)

1. Open Safari (iOS) or Chrome (Android)
2. Visit: <https://dieselinc.github.io/dieselroids/>
3. Tap 'Share' → 'Add to Home Screen'
4. An app icon appears on your home screen
5. Launch like any other app!

Touch controls appear automatically:

Left side: FIRE & HYPERSPACE buttons

Right side: Rotation & THRUST controls

## NOTE

DIESELROIDS works best on desktop and iPad.  
Small phone screens are playable but not optimal.

## SHIP CONTROLS

← LEFT ARROW	ROTATE COUNTERCLOCKWISE
→ RIGHT ARROW	ROTATE CLOCKWISE
↑ UP ARROW	THRUST (ACCELERATE)
↓ DOWN ARROW	BRAKE / REVERSE THRUST
SPACE	FIRE PHOTON TORPEDOES
SHIFT	HYPERSPACE (EMERGENCY TELEPORT)

### WARNING

HYPERSPACE HAS 30% CHANCE OF  
INSTANT DESTRUCTION!

## THREATS & SCORING

### ASTEROIDS

LARGE ASTEROID.....20 PTS (SPLITS INTO 2 MEDIUM)  
MEDIUM ASTEROID.....50 PTS (SPLITS INTO 2 SMALL)  
SMALL ASTEROID.....100 PTS (DESTROYED)

### UFO ENEMIES

LARGE UFO.....200 PTS (SLOW, RANDOM SHOTS)  
SMALL UFO.....1000 PTS (FAST, AIMS AT YOU!)

### BONUS LIFE

EARN EXTRA SHIP AT 10,000 POINTS

### WAVE SYSTEM

Wave 1: 4 asteroids  
Wave 2: 6 asteroids  
Wave 3: 8 asteroids  
Wave 4+: 10 asteroids (maximum difficulty!)

### SOUND CUES

HEARTBEAT SOUND.....SPEEDS UP AS DANGER INCREASES  
UFO WARNING SOUND.....HIGH PITCH = SMALL UFO  
THRUST SOUND.....INDICATES ACCELERATION

## SURVIVAL TACTICS

1. SHOOT LARGE ASTEROIDS FROM A DISTANCE  
Splitting them up close is suicide.
2. CLEAR ONE SIDE OF THE SCREEN FIRST  
Create a safe zone to retreat to.
3. KEEP MOVING  
Momentum is life. A stationary ship is dead.
4. LISTEN TO THE HEARTBEAT  
Faster beat = fewer asteroids = more danger.
5. SMALL UFO = PRIORITY TARGET  
It aims at you. Take it out immediately.
6. HYPERSPACE IS NOT A STRATEGY  
30% death chance makes it pure desperation.
7. DON'T PANIC FIRE  
Only 4 shots on screen at once.
8. SCREEN WRAP IS YOUR FRIEND  
Use edges to escape tight situations.
9. EARLY GAME: CONSERVE LIVES  
Late game: Take risks for high score.
10. THE 10K BONUS SHIP KEEPS YOU ALIVE  
Play smart to reach it.

# TECHNICAL NOTES

## DISPLAY TECHNOLOGY

VECTOR GRAPHICS: White lines on black  
RESOLUTION: Responsive (adapts to display)  
REFRESH RATE: 60 FPS  
LINE WIDTH: 1px (authentic 1979 look)

## AUDIO SYSTEM

SYNTHESIS: Web Audio API  
START MUSIC: Moonlight Sonata (12-bar, synthesized)  
EFFECTS: Laser, explosion, thrust, UFO  
100% procedurally generated

## COMPATIBILITY

BROWSERS: Firefox, Chrome, Safari, Edge  
PLATFORMS: Windows, macOS, Linux, iOS  
REQUIREMENTS: Modern browser (2020+)  
INTERNET: Required for first load

## OPEN SOURCE

View the source code at:  
<https://github.com/dieselinc/dieselroids>

# CREDITS

## ORIGINAL ASTEROIDS (1979)

DESIGNED BY: Ed Logg & Lyle Rains  
PUBLISHED BY: Atari Inc.

## DIESELROIDS (2025)

CONCEPT & VISION: DIESEL INC.  
PROGRAMMING: Claude (Anthropic)  
IMPLEMENTATION: HTML5 Canvas + Web Audio  
MUSIC: Moonlight Sonata (synthesized)  
TESTING: Countless late nights

## SPECIAL THANKS

To everyone who remembers the arcade days.  
To Ed Logg for creating perfection in 1979.  
To the quarter-munching machines that  
taught us persistence, skill, and the  
value of one more try.

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