ASTROSWAB

Blast Asteroids, Eat Cakes – and Save the Day!

The objective of the game is to score as many points as possible.
You guide Swabby the snail through different areas of increasing
difficulty, while shooting down asteroids, missiles and even the
occasional UFO. Be sure to grab the juice, cakes and other bakery
goodies – they will boost your score and make Swabby shoot even
faster. Don't let the flaming asteroids (the so-called
spinners) reach the ground!

Scoring overview:
You have got two different score meters: 1) Your score can
go up or down during the game, depending on the events
described in the table below; 2) your peak score can only go
up, and it is the basis for your progression and possible position
on the high score table.

Object	Destroyed	Hits ground	Hits Swabby
Asteroid	100	– 50	– 100
Shard	200	– 100	– 100
Spinner	400	– 100*	– 200
Booster	– 500	0	1.000**
Missile	800	0	– 200
UFO	1.000	–	–

* You lose one life.
** Swabby's firing rate improves.

Progression overview:
As your peak score increases, the difficulty ramps up and you
travel through different scenes. The scenes are selected randomly
within each difficulty, creating 54 unique playthrough
experiences. The game ends at 90.000 points.

Difficulty	Peak Score Range	Scenes
1	0 – 4.999	– Mushroom Valley – Beach – Countryside
2	5.000– 14.999	– Desert – Mountains – Cloudy day
3	15.000– 34.999	– Night – Old tree – Field
4	35.000 – 59.999	– Graveyard 1 – Graveyard 2
5	60.000 – 90.000	– The Moon

High score system:
The high score table has 10 positions. When you run out of lives,
your peak score is compared to the entries in the high score
table. Enter characters with Button 1 and backspace with Button 2.

Battery-backed RAM saves the scores between gaming sessions. If
you ever want to wipe the high score table and start over, do the
following: At the title screen, press UP + Button 1 + Button 2.
You will be taken to a confirmation screen where you can press
DOWN + Button 1 + Button 2 to clear the high score table and reset
Astroswab to the default settings.

HELPFUL HINTS:
Most asteroids explode into two shards. Time your shot carefully
so that you can mop up at least one of the shards before it hits
the ground.

Don't just shoot wildly up in the sky. You risk accidentally
hitting one of the bakery goods, which will cost you 500 points
and a missed chance for powering up Swabby's gun.

The homing missile is fast. While it is possible to shoot it, it
is often better to outrun it.

You can't possibly blast all the incoming asteroids and shards.
When you are out of position, it is better to stay safe at the
cost of a few points.

Destroy the UFO and the spinner as soon as they appear on the
screen. The UFO will quickly fill the screen with bullets that
Swabby cannot destroy, and the spinner will eventually touch the
ground causing you to lose a life.

Astroswab (c) 2018, Hang-On Entertainment

Astroswab is an unlicensed Sega Master System homebrew created for
the SMS-Power coding competition in 2018. It is based on the
Astroblast game for the Atari 2600, fused together with homebrew
hero Swabby the Snail.

Astroswab gameplay and musical assets are created for PAL
(50 Hz) systems. The game can fully run on NTSC (60 Hz)
systems, but a PAL setup is recommended for the best
gameplay experience. The game will display a warning
the first time it is booted, if it is on an NTSC
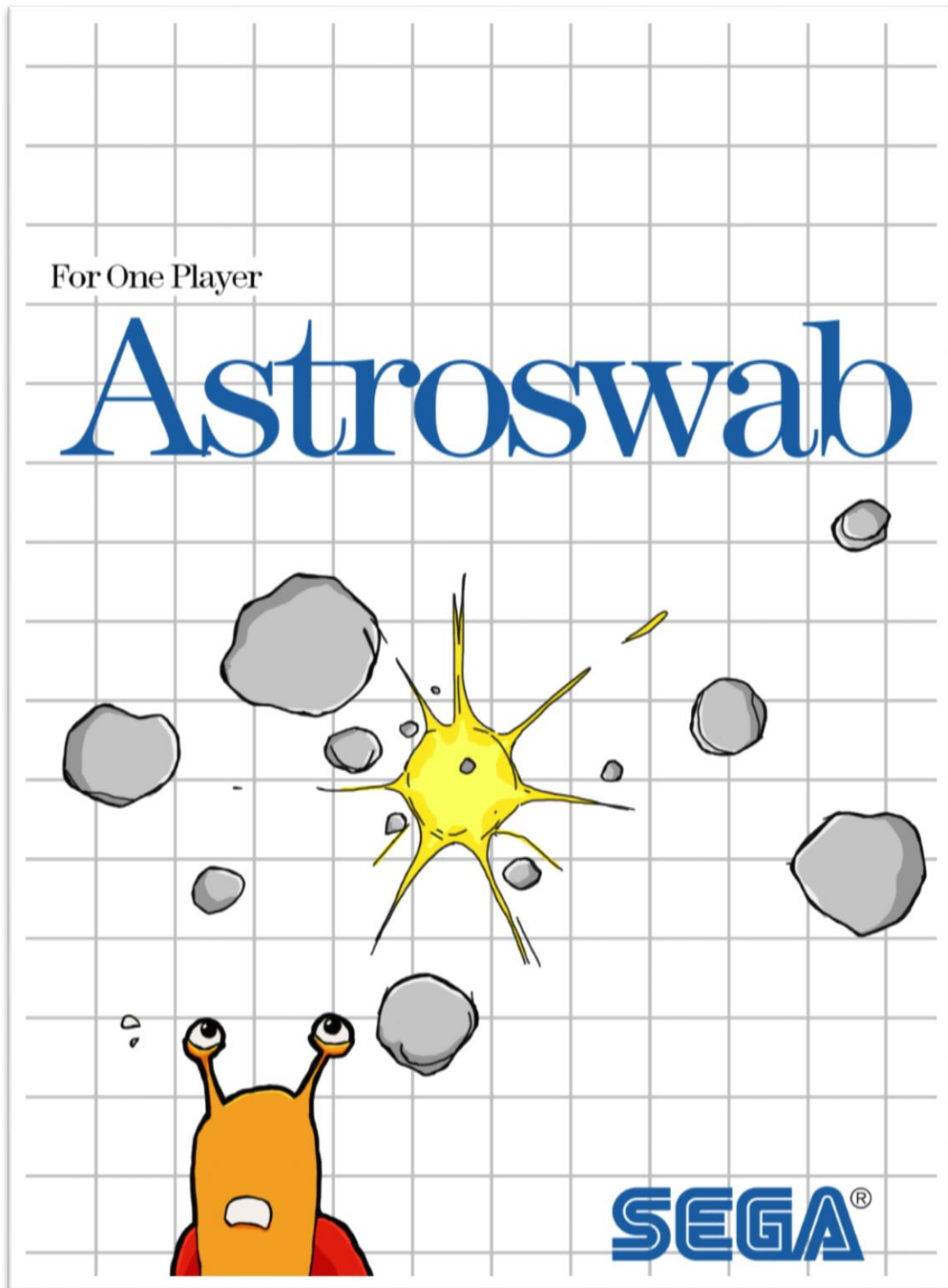system.

Credits:
Anders   - Concept, code, music, graphics
Lasse   - Graphics, playtesting

Greetings:
Maxim   - BMP2Tile tool
sverx   - PSGLib sound library and vgm2psg tool
Calindro   - Emulicious emulator
Bock   - Meka emulator
Kagesan   - Screen fading routines

SMS-Power - Community, resources and support

Suggested cover art:

Astroswab is tested on real hardware (PAL SMS) and selected emulators (Emulicious, Meka and Kega Fusion).

All Astroswab resources, including the rom, source code, assets, full size cover art and these instructions, are freely available from the homebrew section of smspower.org.