



Astro Wing: Starfighter

Mission Briefing

Attention, Commander!

The galaxy is in peril. The **Evil Empire** has scattered the **five ancient Relics of Power** across the cosmos. These artifacts are the key to ultimate power—and if they remain in enemy hands, the universe is doomed.

You are the pilot of the **M-78 Starfighter**, the most advanced ship in the fleet. Your orders are simple: warp to each sector, eliminate the enemy blockade, and retrieve the Relic required to upgrade your ship for the final confrontation.


But be warned: The **asteroid fields** are treacherous, and the **Empire's Guardians** are waiting.

Getting Started

1. **Insert the Cartridge:** With your Atari 7800 console powered **OFF**, gently insert the *Astro Wing: Starfighter* cartridge into the cartridge slot.
2. **Power On:** Turn on your television and the Atari 7800 console.
3. **Title Screen:** Press the **FIRE** button on your controller to begin the adventure.

Controls

The game is best played with the Atari 7800 ProLine Joystick or a compatible two-button controller.

Controller Action	In-Game Action
Joystick (Up/Down/Left/Right)	Move  Person Rotate your ship (Left/Right) and apply Thrust (Up).
Left Button (Primary Fire)	JUMP: Fire Photon Blasters.



Gameplay & Strategy

Astro Wing: Starfighter is a multi-directional space shooter featuring Newtonian physics.

The Objective

Survive **6 Levels** of intense combat. In each level, you must:

- **Destroy** the required number of enemy fighters.
- **Dodge** deadly asteroids and enemy fire.
- **Survive** until the sector is clear to claim your Reward.

The Hazards

- **Enemy Fighters:** Agile ships that will hunt you down. They get faster and smarter in later sectors.
- **Asteroids:** Drifting space rocks. They spawn from random directions!
 - **Warning:** Asteroids are indestructible! Avoid them at all costs.
- **The Boss** (Level 6): A massive enemy flagship awaits you at the end of the galaxy.



Power-Up Rewards

Completing a level grants you a critical ship upgrade:

- **Level 1:** Increased Firepower (Twin Blasters)
- **Level 2:** Engine Overdrive (Speed Boost)
- **Level 3:** Hull Repair (Max Health Up)
- **Level 4:** Reactor Upgrade (Faster Recharge)
- **Level 5:** Extra Life (1-Up)



HUD & Status

- **Top Left:** Player Score & High Score.
- **Top Right:** Current Shield / Health.
- **Hearts:** Lives Remaining
- **Top Centre:** Relics collected



Commander's Tips

1. **Master Momentum:** You drifted? You died. Learn to tap 'Up' gently to correct your course.
2. **Don't Panic:** If surrounded, use your thrust to escape the kill zone. Standing still makes you a sitting duck.
3. **Asteroid Awareness:** Asteroids typically travel "downwind" - keep moving to find safe pockets of space.
4. **The Boss:** The final guardian has massive shields. You'll need all your upgrades to take it down!

Good Luck, Starfighter. The Galaxy is counting on you.

Developed with 7800basic