



STAFF

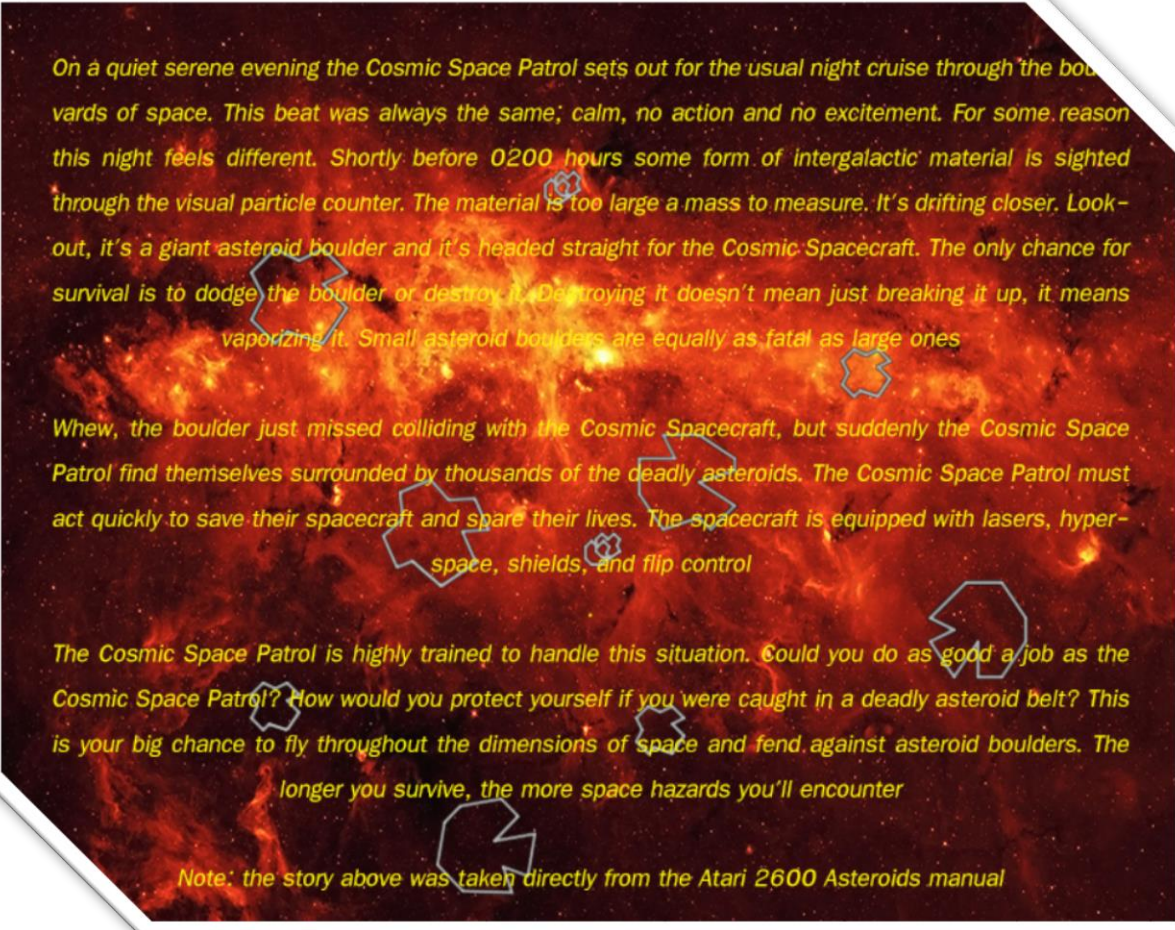
Project Manager.....Khoi Tran-Quang

Secretary.....Nicole Witter

Programmers.....Nicolas Guzman

Graham Ludwinski

Design.....Peter Zheng



On a quiet serene evening the Cosmic Space Patrol sets out for the usual night cruise through the bowels of space. This beat was always the same; calm, no action and no excitement. For some reason this night feels different. Shortly before 0200 hours some form of intergalactic material is sighted through the visual particle counter. The material is too large a mass to measure. It's drifting closer. Look-out, it's a giant asteroid boulder and it's headed straight for the Cosmic Spacecraft. The only chance for survival is to dodge the boulder or destroy it. Destroying it doesn't mean just breaking it up, it means vaporizing it. Small asteroid boulders are equally as fatal as large ones.

Whew, the boulder just missed colliding with the Cosmic Spacecraft, but suddenly the Cosmic Space Patrol find themselves surrounded by thousands of the deadly asteroids. The Cosmic Space Patrol must act quickly to save their spacecraft and spare their lives. The spacecraft is equipped with lasers, hyper-space, shields, and flip control.

The Cosmic Space Patrol is highly trained to handle this situation. Could you do as good a job as the Cosmic Space Patrol? How would you protect yourself if you were caught in a deadly asteroid belt? This is your big chance to fly throughout the dimensions of space and fend against asteroid boulders. The longer you survive, the more space hazards you'll encounter.

Note: the story above was taken directly from the Atari 2600 Asteroids manual

RUNNING THE GAME

Press “Single Player” to begin single player mode. Press “Multiplayer” to begin multiplayer mode.

Mouse aim may be toggled on or off in “Options” along with music and sounds.



SINGLER PLAYER CONTROLS



↑ ACCELERATE SPACE SHOOT

← TURN LEFT **MOUSE CONTROLS**

↓ HYPERSPACE W ACCELERATE

→ TURN RIGHT SHOOT

MULTIPLAYER CONTROLS



P1 **P2**

↑ W ACCELERATE SHOOT

← A TURN LEFT SPACE **P1**

↓ S HYPERSPACE SHIFT **P2**

→ D TURN RIGHT

GAMEPLAY INSTRUCTIONS

The object of the game is to destroy as many asteroid boulders as possible and to keep your ship in space for as long as possible

Asteroid boulders will break up into smaller boulders after being shot at

Additional space hazards such as UFOs will appear and attempt to destroy your ship

Evade any potential sources of danger and destroy as many asteroid boulders as possible!

POINTS

25

50

75

250

GAMEPLAY INSTRUCTIONS

Asteroid boulders may leave behind power ups which enhance your ship's capabilities or shield your ship against any damage

Shield bar



POWER UPS

Upgrade to double laser

Upgrade to hyper laser

Laser cannon ammunition

Shots penetrate through asteroid boulders

Shield

Fills shield bar

KNOWN BUGS

- Ship collides with unknown entities (possibly due to architecture of the code)
- When laser cannon ammo reaches zero, the player always reverts back to the worst shot, and not the latest laser power up that the player has collected
- Player does not have a period to recuperate after death
- Game over does not properly work in multiplayer

NOTE: PRESS ESC to pause the game

PRESS M to stop the music, and N to start the music