



# ASTROBLAST™

I N S T R U C T I O N S  
(1 Player vs. Computer)

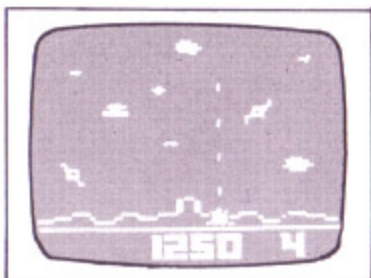
Hit as many falling, fast-moving targets as you can. Move your laser base to avoid being hit yourself. Keep shooting as long as your bases last, and try for a great Peak Score!

**For Your Atari\* 2600 Game System**

\*ATARI is a trademark of ATARI INC.

## THE GAME

You start with 10 laser defense bases. Several things fall from the sky: rocks, spinning white bombs, "smart" guided missiles and – when your score goes over 20,000 – UFO bombs. If your active laser is hit OR a spinner lands, you lose that base. You get another base whenever your peak score goes up 1,000 points. As the score goes higher more targets appear – falling faster.

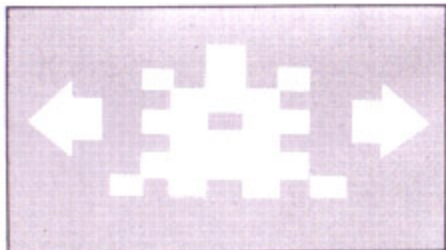


## CONTROLLERS

Use joy sticks or one paddle controller. The paddle moves the base faster, and we recommend it for a better game. Plug paddles or joystick into LEFT CONTROLLER jack.



MOVE LEFT  
MOVE RIGHT



MOVE LEFT  
MOVE RIGHT

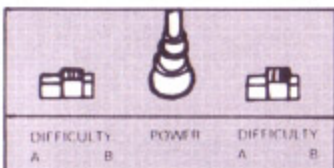
Press red button to shoot . . . hold in for repeat firing.

## DIFFICULTY SWITCHES

RIGHT SWITCH: Set at "B" to play game at regular skill level. Set at "A" to play at accelerated speed (same pace and targets as if score were over 50,000).

LEFT SWITCH: Set at "B" for manual firing mode. Set at "A" for automatic firing.

NOTE: Switches can be changed during the game.



## ACTION!

TO START THE GAME, DEPRESS RESET SWITCH, THEN PRESS CONTROLLER BUTTON.

Move your active laser base to get directly under a target, then fire your laser. Avoid being hit by any falling object.

The number at lower right shows how many laser bases you have. You get a new base whenever your peak score increases 1,000 points.

NOTE: If your score goes down, then rises, you don't get an extra base when you pass your old peak level. You must advance another 1,000 points to win a bonus base.

WHEN ALL BASES ARE LOST, THE GAME ENDS AND YOUR PEAK SCORE APPEARS.

## TARGETS



• **Rocks** . . . A small rock gives you twice as many points as a big one. And small rocks that land unhit cost you twice as many points. When big rocks are hit they usually split in two.



• **Spinners** . . . If a spinner lands, it costs you one laser base plus the value of 20 big rocks. Spinners make audible alarm signals.



• **Pulsars** . . . These guided missiles try to home in on your base, and change course as they fall. You don't lose points if pulsars land, but if you can hit one, it has the value of 8 big rocks. Pulsars make a beeping sound as they attack.



• **UFO's** . . . When your score is over 20,000, UFOs occasionally fly past, dropping bombs on your active base location. You get no points for hitting the bombs, but each UFO hit is worth 10 large rocks. UFOs make a distinctive sound as they fly across.

IF YOU ARE HIT, WAIT FOR EXPLOSION TO STOP THEN PRESS BUTTON TO CONTINUE.





## SCORING

The number at the lower center of the screen is your current score. It changes when you hit a target, when rocks land, and when you lose a base. **Score increase** when you hit . . .

SCORE RANGE	BIG ROCK	SMALL ROCK	SPINNER	PULSAR	UFO
0- 1,000	10	20	40	80	*
1,000- 5,000	20	40	80	160	*
5,000-20,000	30	60	120	240	*
20,000-50,000	40	80	160	320	400
over 50,000	50	100	200	400	500

Screen background color changes when score goes from one range to another.

**Score decreases** when . . .

SCORE RANGE	BIG ROCK LANDS	SMALL ROCK LANDS	SPINNER LANDS	YOUR BASE IS HIT BY ROCK, PULSAR OR UFO BOMB
1250				
0- 1,000	5	10	100	100
1,000- 5,000	10	20	200	200
5,000-20,000	15	30	300	300
20,000-50,000	20	40	400	400
over 50,000	25	50	500	500

SCORE IS NEVER LESS THAN ZERO.

## WINNING TIPS

- Whenever you have a choice between big and small rocks, shoot at the small ones.
- Don't shoot rocks very close to you – the explosion can blow up your base.
- Remember: if any spinners land, you lose a base. Shoot at them as soon as they appear.
- Don't try to run away from pulsars and UFOs. Get directly underneath them fast then shoot!

## 90 DAY LIMITED WARRANTY

TELEGAMES warrants to the original consumer purchaser of any cartridge or cassette it manufactures that the product will be free of defects in material or workmanship for 90 days from the date of purchase. If defective, return the product along with proof of the date-of-purchase to either your local dealer or, postage prepaid, to:

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