

ASTROWARTM FITS ATARI* VCS SYSTEM

The home version of one of
your favorite Arcade games



* ATARI IS A REGISTERED TRADEMARK OF ATARI INC.

GAME DESCRIPTION

You are travelling in the astrospace on your Spaceshuttle. You are passing through the Milky Way. And there are many many peculiar things to attack you. Now, as the laser battery commander you are, you must destroy or get rid of them. Here they come! There are attacks of Falling Stars, Unknown Spaceships, Spinning Bombs and Space Monsters. The Falling Stars pass by your Spaceshuttle very often. You can destroy or get rid of them. But for the Unknown Spaceships, Spinning Bombs and Space Monsters, you must destroy them before they pass by, or your spaceshuttle will be blown up. As your score goes higher, so does the excitement!

OBJECT OF THE GAME

To hit as many Falling Stars, Unknown Spaceships, Spinning Bombs and Space Monsters as possible, without being hit yourself. As your score grows higher, the game speeds up and gives you more challenge. Take turns with your friends to see who can get the highest "top score"!

GAME PLAY

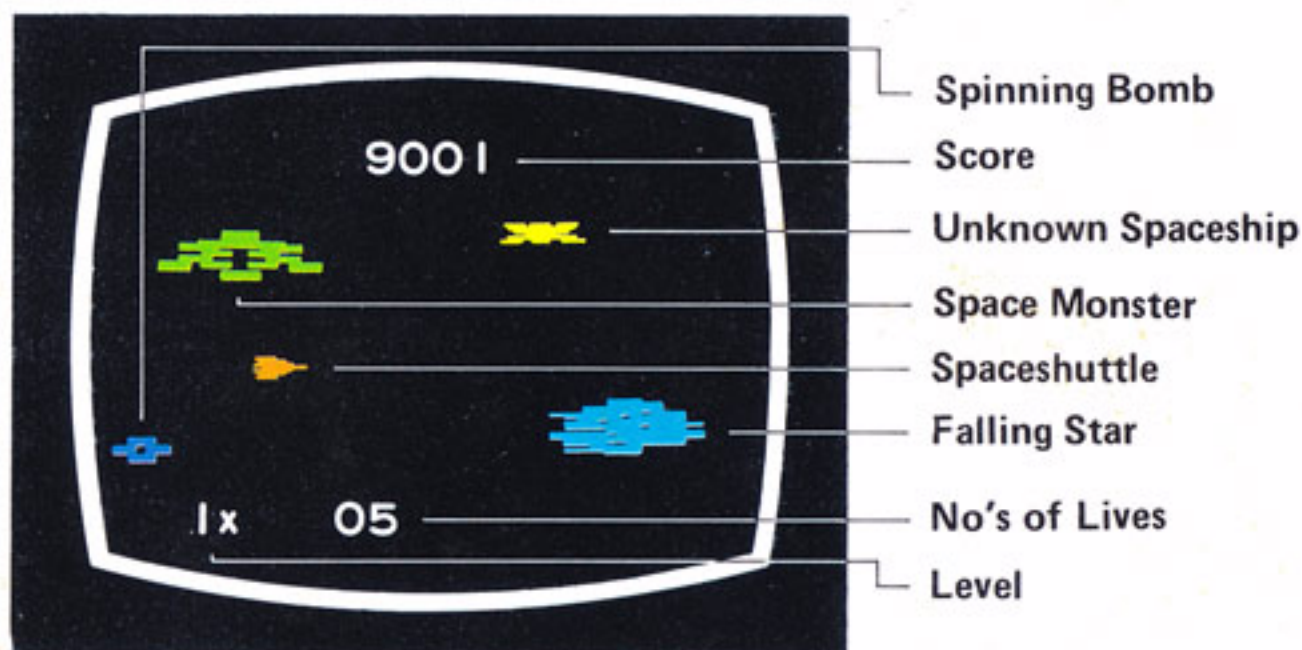


Figure 1 – ASTROWAR GAME ELEMENTS

Your score points for each Falling Star, Unknown Spaceship, Spinning Bomb, and Space Monster. (See SCORING.)

Drive your Spaceshuttle upward, downward, forward and backward by using the controller. Fire by pressing the red button of the controller. For rapid fire, keep depressing the red button. Hit as many Falling Stars as you can — every one that pass by your Spaceshuttle reduces your score. Be sure to hit every Unknown Spaceship, Spinning Bomb and Space Monster.

LIVES OF THE GAME

There are 6 lives for you to play. And every time your peak score goes up another 2,000 points, you get another one live to play.

USING THE CONTROLLERS

Use your Joystick Controllers with this **ARTIC VIDEO GAME** cartridge. Be sure the controller cables are firmly plugged into the **CONTROLLER** jacks at the back of your **ARTIC VIDEO GAME SYSTEM** game. For one-player games, use the Joystick Controller plugged into the **LEFT CONTROLLER** jack. Hold the Joystick with the red button to your upper left, toward the television screen. *See your owner's manual for further details.*



FIRE BUTTON

The red button on your Joystick Controller is the fire button. Press it to fire laser fires.

SPACE-SHUTTLE MOVES

SPACE-SHUTTLE moves in the direction you move the Joystick Controller (see Figure 3). To move toward the right, push the Joystick Controller right; to reverse direction and move left, push the Joystick left; and to move SPACE-SHUTTLE diagonally, push the Joystick diagonally. Push the Joystick forward to move SPACE-SHUTTLE up toward the top of the television screen; pull back on the Joystick to move SPACE-SHUTTLE down.

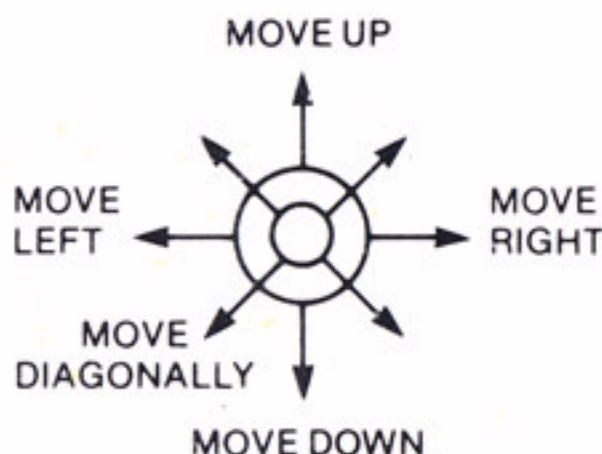











Figure 3 — Joystick Moves

SCORING

Your score goes up when you hit - - - -

OBJECTS LEVEL	BIG STAR	SMALL STAR	BIG SPINNER	SMALL SPINNER	UNKNOWN SPACESHIP	SPACE MONSTER
						
1X	10	20	40	80	50	100
2X	20	40	80	160	100	200
3X	30	60	120	240	150	300
4X	40	80	160	320	200	400
5X	50	100	200	400	250	500
6X	60	120	240	480	300	600

Your score goes DOWN when

OBJECTS LEVEL	BIG ROCK PASS-BY	SMALL ROCK PASS-BY	YOUR SPACE -SHUTTLE IS HIT
			
1X	-5	-10	-100
2X	-10	-20	-200
3X	-15	-30	-300
4X	-20	-40	-400
5X	-25	-50	-500
6X	-30	-60	-600

When you hit a rock and it splits in two, try to hit both of those fragments: they each give you twice as many points as the original big rock!

Level	BACKGROUND COLOR	SCORE RANGE
1X	RED	up to 2999
2X	GREEN	3,000 – 9,999
3X	RED	10,000 – 19,999
4X	GREEN	20,000 – 49,999
5X	PURPLE	50,000 – 99,999
6X	BLUE.	100,000 and over

ASTROWAR™

DIMAX®

DIMAX VIDEO GAME SYSTEM
