

INSTRUCTION BOOKLET

ASTEROIDS™

HYPER

64



CRAVE.
ENTERTAINMENT



ACTIVISION®



WARNINGS

WARNINGS AND CONSUMER INFORMATION

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO™ HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.

APPROPRIATENESS OF THE RATING, PLEASE CONTACT THE ESRB AT 1-800-771-3772. BOARD. FOR INFORMATION ABOUT THE ESRB RATING, OR TO COMMENT ABOUT THE THIS PRODUCT HAS BEEN RATED BY THE ENTERTAINMENT SOFTWARE RATING

THE OFFICIAL NINTENDO SEAL OF QUALITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. ALL NINTENDO PRODUCTS ARE LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.



LICENSED BY NINTENDO
NINTENDO, THE OFFICIAL SEAL, NINTENDO 64 AND
THE 3-D "N" LOGO ARE TRADEMARKS OF NINTENDO OF AMERICA INC.
© 1996 NINTENDO OF AMERICA INC.

CONTENTS

Starting Up	2
Game Controls	3
Main Menu	5
Multiplayer	6
The Story So Far	7
Zones	8
Asteroids	9
Power-Ups	12
Wildcard Weapons	13
Enemies	14
Scoring and Classic Asteroids	16
Credits	16
Customer Support	17
Software License Agreement	17

STARTING UP



Set up your Nintendo 64* game console according to the instruction manual.

Make sure the power is off before inserting or removing a Game Pak.
Insert the Asteroids64 Game Pak.

Insert the Controllers and turn on the Nintendo64* game console.
Follow the on-screen instructions to start a game.

CONTROL STICK FUNCTION

The Nintendo 64 Controller contains a Control Stick which uses an analog system to read the angles and direction of its movement. This allows subtle control that is not possible using the conventional + Control Pad.

When turning the Control Deck power ON, do not move the Control Stick from its neutral position on the controller.



If the Control Stick is held at an angled position (as shown in the picture on the left) when the power is turned ON, this position will be set as neutral. This will cause games using the Control Stick to operate incorrectly.

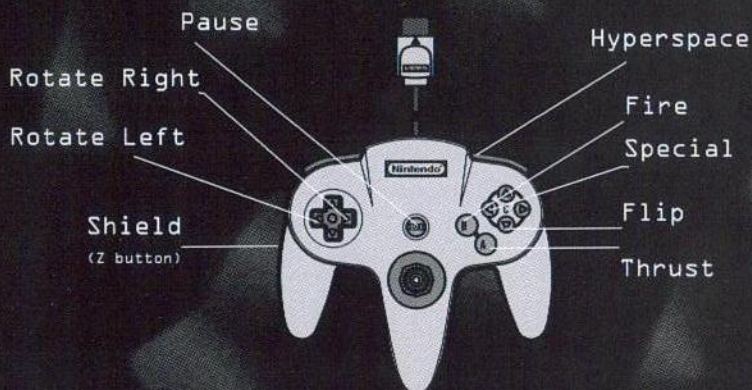


To reset the neutral position once the game has started, let go of the Control Stick so it can return to its center position (as shown in the picture on the left) then press START while holding the L and R Buttons.

The Control Stick is a precision instrument, make sure not to spill liquids or place any foreign objects into it.

GAME CONTROLS

The controller configuration is shown here.



GAME CONTROLS CONTINUED

Rotate Left	-Left
Rotate Right	-Right
Fire	-B
Thrust	-A
Special	-C Left
Shield	-Z
Flip	-C Down
Hyperspace	-R Button

*To charge the laser's power, press and hold the laser Button for five (5) second, then release the Button. This results in increased firepower. Note: The Dagger does not have a charged weapon.

After completing the game, in order to save the additional ships you've unlocked, go into the settings menu and save your game before turning the Nintendo 64 off.

MAIN MENU

Choose from the following options to begin playing Asteroids64.

SINGLE PLAYER: When playing a single player game, there are two options available:

New Game - Choose this option to start a new game.

Load Game - Choose this option to load a previously saved game..

Select Difficulty level:

Normal Mode - Experience pilots will find this a walk in the park.

Expert Mode - For veteran pilots only.

Hardcore Mode - With no special weapons, you better be hardcore if you want to complete these levels.

Select Ship: Once you choose New Game, you will then have to select a ship to pilot. Use the Control Pad Left/Right or Control Stick to cycle through available ships.

Dagger - An all-purpose ship. Equal parts shields, firepower, thrust, and rotation.

Rapier - Increased rotation and thrust at the expense of shield duration.

Longsword - This ship has less rotation and thrust, but increased shields.

MAIN MENU CONTINUED

Load Saved Games: Select this option to load a previously saved game from a Controller Pak. You will be given the option to save your game whenever you complete a zone (each comprised of 15 levels) or run out of ships.

In order to load a saved game, select the name of the saved game you want to play using the Controller Pad. To load the game, press the A Button. The game will start at the beginning of the last zone that you saved.

MULTIPLAYER GAME:

Start a game Once you choose a multiplayer game, each player must then choose a ship to pilot. Note: You will need two controllers plugged in to play a multiplayer game.

Select Multi-player mode. There are two modes of play in multiplayer:

Knockout Game- This game involves the player ships getting as many points as possible to stay in the lead. The game will be finished when only one player is left.

Color Clear Game - This game involves the player ships only shooting their own corresponding colored asteroids to get points. If a player hits an asteroid which is not their correct color the player of the colored asteroid will get the points. A player can shoot other colored asteroids to get points if they have destroyed all of their own colored asteroids. Bonus points will be given to the player who is first in destroying all of their own colored asteroids. The game will be finished when only one player is left.

Select number of players (up to 4)

Select Ship Use the Control Pad Left/Right to cycle through available ships. Press the A button to choose a ship. Once all players have selected a ship, the game will begin.

OPTIONS MENU:

Save Settings-Save sound and music settings

Load Settings-Load sound and music settings

THE STORY SO FAR

The galaxy is filled with valuable commodities. If a company wants to keep their business up-to-date, they must compete on the ground and in the heavens. Interstellar mining has made people rich overnight. Seizing this great opportunity, the biggest mining corporations merged into a single mega-corporation, the Astro-Mining Corporation. More and more, surveyors have discovered the most valuable deposits deep within dangerous asteroid fields. In order to make the big money, the corporation hires pilots to blast massive mining machines to capture valuable minerals in the quadrant. The corporation's efforts in space support entire off-world societies. The rule is simple: Make the company rich, and it makes you rich in return.

The bulk of the Astro-Mining Corporation contracts are from the military, which explains why mining has become such a dangerous, yet lucrative occupation. The corporation realized that not only could it mine for valuable ores, but it also could provide a clearance service for debris-infested areas of space. Since the military has been engaging in wars against hostile extraterrestrials, they have needed an efficient way to clear interstellar highways of any potential hazards...such as asteroids. One small asteroid can have a devastating effect on everything from a transport to a battle cruiser; particularly since these craft normally travel at half the speed of light. An entire asteroid field is a deadly obstacle, indeed.

Talented pilots from all over the planet are being recruited by Astro-Mining to clear areas of space for equipment to be moved in and to provide safe passage for military and civilian life. These pilots must be talented dogfighters who can dodge and weave among the constant threats found within an asteroid belt. In addition, they must be skilled shooters who can pulverize asteroids into dust with a well-aimed shot and can fight fiercely against any enemies they might encounter.

You have been selected. Good luck.

ZONES

Zone 1: Sigma Delta - Clear the area of all asteroids. Beware of any alien craft. HINT: Destroy all the broken pieces of the crystal asteroids before they grow into new, full-size crystals!

Zone 2: Black Hole - Destroy all foreign material floating in the zone in order to provide safe passage for cargo ships. Avoid staying in the center of the black hole for too long, or you may be lost forever! HINT: Keep in mind that you can safely pass over the black hole's core and fly near its center. Just do not stay in its eye for too long or you will pay the price for your actions.

Zone 3: Sun - The Poseidon Corporation wants you to clear the area so they can make a vacation spot here. Avoid the solar flare explosions at all costs. HINT: When attacking the ancient crystal asteroids, be sure you give yourself enough room to avoid their reflected energy bursts.

Zone 4: Worm Zone - The military has sent you to clear this zone of debris, however they failed to mention that it is a breeding ground for alien space worms. Annihilate all opposition and destroy all alien eggs in the area. HINT: Beware the alien queen! She cannot be killed, so be sure you are continually moving to avoid her crushing your vessel.

Zone 5: Save the Earth - The aliens have launched a counter-assault on earth. Prevent any asteroids from hitting the earth. If the planet takes too much damage, life will cease to exist...including your own! HINT: Try to stay just above earth in order to have a clear shot at all incoming asteroids. If you stray too far into space, it will be harder to protect the planet from the barrage of rocks hurtling toward it.

Zone 6: Alien Homeworld - This is the base of alien activity. The aliens have a formidable number of enemy ships. There is also a much different variety of asteroids created by the aliens. HINT: Try to keep moving, if you stay still for too long you will make yourself vulnerable to the alien ships.

ASTEROIDS

Classic Asteroids - These are floating volcanic space rocks.



Mined Asteroid - These asteroids are surrounded by cages that are embedded with high-explosives. If fired upon, they will explode in a massive blast of destructive force.



Space Debris - There is a wide assortment of junk floating in space. The debris consists of huge ripped open chunks of ships, satellites, and other space objects that clutter many transportation routes.



Indestructible Asteroid - No weapon can damage these impervious asteroids. However, with enough shots a pilot can change the direction of this hazardous debris.



ASTEROIDS CONTINUED

Fireball Comets - These flaming comets move fast!



Crystal Asteroid - These crystal blue asteroids are actually bizarre extraterrestrial organisms found throughout the galaxies. Warning: When shattered, the shards of the creature grow into full size crystals if they are not quickly dispatched.



Alien Egg Asteroid - The alien egg asteroids are dense egg packs that hold baby space worms. Destroying one of these eggs releases the deadly offspring from their shell, allowing them to directly attack your ship's hull...unless you can eliminate them first.



Ancient Energy Asteroid - It comes from the most ancient of times. These orange crystal asteroids are composed of the energy that fueled the Big Bang. If you attack these asteroids, they will absorb your laser's energy, and send it right back at you in a powerful blast.



ASTEROIDS CONTINUED

Unstable Asteroids - These asteroids are much like the classic asteroids except in their large and medium sizes they can break open unexpectedly.



Radioactive Asteroids - There are three types of these asteroids, each type effect the player ship differently when the player ship comes too near them:

- Green - Player ship is reversed.
- Yellow - Thrust capability disabled for a short while.
- ▲ Red - Laser capability disabled for a short while.



Popcorn Asteroids - These asteroids are very unique. They start off in small size and upon a successive hit, will grow in stages, speeding up along their trajectory until a certain number of hits are made in their final size.



Cloaked Asteroids - These asteroids will fade in and out, they can only be hit when they are near fully visible. They can only collide with the player ship when they are nearly fully visible.



POWER-UPS

Power - Ups are objects found in space that bestow various benefits to the pilot's ship.

Shield - (Light Blue Power-Up) This Power - Up will instantly recharge your shield.

Free Ship - (Yellow Power-Up) This Power - Up gives you an extra ship.

Bonus Point - (Green Power Up) This Power - Up will give you extra points.

WILDCARD WEAPONS

These are powerful weapons that can be found floating around in the darkest recesses of space.

GunSat - (Green Power-Up) The GunSat activates a rotating satellite that spins around the ship. The satellite will automatically fire a shot at the closest enemy as it spins. If an object impacts with the GunSat, it will be destroyed, but your ship will be safe.

Mines - (Red Power-Up) When a mine is fired, it is ejected from the rear of the ship. The mine is armed and will explode upon impact with an object, causing significant damage to anything caught in its blast.

Armageddon - (Purple Power-Up) When this attack is activated, your ship will start to spin. During this rapid spinning motion, the laser will fire continuously. Any ships or asteroids in range will be destroyed or take damage.*

Homing Missiles - (Light Blue Power-Up) When fired, these plasma missiles lock onto the closest enemy object within its current flight path. If the enemy changes direction, the missile will adjust its angle of attack to compensate.

ENEMIES

Fuel Transports- These transports have a laser support system to protect their valuable cargo. The armor of these ships combined with their firepower make them one tough enemy.

Hex- When hit, the Hex will break into two Battle Stations. When either Battle Station is hit it will break into Squad Fighters.

Living Turret Cruiser - One wrong move and you are space dust.

Super Saucer - The Super Saucer is smaller, yet more powerful than the standard saucer. It has a better weapon tracking system than its larger predecessor, so be careful.

Repulser Beam- These ships have a repulser beam that can push you in a random direction.

Nuke Drivers- These are old ships using a unique type of nuclear power. Because of this, they leave an exhaust trail that is pulsing with deadly energy. These trails will linger for a while after the Driver has moved on. Avoid their exhaust!

Vulturoid- These ships avoid confrontations. If you fly toward them, they will fly away.

ENEMIES CONTINUED

Standard Saucer- This round saucer-style ship fires small bolts.

Asteroid Tug - The Asteroid Tug has the annoying habit of capturing asteroids and protecting them from your attacks. Shoot the tug in order to free the asteroids. This heavily armored tug has a high shield capacity which powers down when it captures an asteroid.*

Crystal Ice Ship- This crystal ship fires cold plasma bolts. The plasma bolts are slow-moving and if they hit your ship, you will be unable to move for a few precious seconds.

Regenerator- A bladed ship that regenerates. Deadly.

Kamikaze- Controlled by a "hive-mind", these vehicles make high speed suicide runs at your ship.

Spinner- These alien robot ships travel through space at their own pace. They will stop for nothing.

Hunter- Fast and accurate, will home in on player ship and fire a laser.

Chalkie- Cautious and cunning, will home in on player ships and fire a laser.

Rocker- These ships collect normal asteroids and then create unstable asteroids. They are very large and powerful.

*The tug can only be destroyed once its shields are down.

SCORING AND CLASSIC ASTEROIDS

SCORING

Your score is shown at the top of the in game screen.

CLASSIC ASTEROIDS: Somewhere within the game, the classic version of Asteroids, from 1979, is hidden. In order to unlock it, you will need to be very observant while playing the updated version of the game. Beware of any out-of-place debris you may see floating in space...

CREDITS

Asteroids is published by Crave Entertainment Inc.

Executive Producer
Mike Arkin

Associate Producer
Chris Scaglione

Senior Marketing Product Manager
Cory Jones

Marketing Services Manager
Sheri Furumi

Senior Public Relations Manager
Lisa Fleury

QA Manager
Mike Schneider

Creative Services Mgr.
Ryan Villiers-Furze

Creative Assistant
Ethan Malykont

Testers
Ron Talay
Jeff Nachbaur
John Kellogg
B.J. Bigley
Richard Robledo

Special Thanks
Mark Burke
Holly Newman
Philippe Erwin

Developed by Syrox....

CUSTOMER SUPPORT

CRAVE ENTERTAINMENT, Inc. warrants to the original purchaser of this CRAVE ENTERTAINMENT, Inc. Software product that the medium on which this computer program is recorded is free from defects in material and workmanship for a period of ninety(90) days from the date of purchase. The CRAVE ENTERTAINMENT, Inc. software program is sold "AS IS" and without any expressed or implied losses or damages of any kind resulting from use of this program.

If the CRAVE ENTERTAINMENT, Inc. software product fails to comply with this limited warranty, CRAVE ENTERTAINMENT, Inc. agrees to either repair or replace, at its option, free of charge, the noncomplying Crave Entertainment, Inc. software product provided it is returned by the original purchaser, postage paid, with proof of purchase to CRAVE ENTERTAINMENT, Inc.'s Factory Service Center.

When returning the program for warranty replacement please send the original product disk(s) or cartridge only in protective packaging and include: (1) a photocopy of your dated sales receipt; (2) your name and return address typed or clearly printed; (3) a brief note describing the defect, the problem(s) you are encountered and the system on which you are running the program; (4) if you are returning the program after the 90-day warranty period, but within one year after the date of purchase, please include check or money order for \$15 U.S. currency per CD or \$30 U.S. currency per Cartridge replacements. Note: Certified mail recommended. In the U.S. send to: This warranty shall not be applicable and shall be void if the defect in the Crave Entertainment, Inc. software product has arisen through abuse, unreasonable use, mistreatment, neglect or reasonable wear and tear. IN THIS WARRANTY IS OBLIGATION IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE CRAVE ENTERTAINMENT, INC. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL CRAVE ENTERTAINMENT, INC. BE LIABLE FOR ANY DIRECT, SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THE CRAVE ENTERTAINMENT, INC. SOFTWARE PRODUCT.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions of liability may not apply to you. This limited warranty gives you specific legal rights and you may also have other rights, which vary, from state to state.

You may need only simple instructions to correct a problem with your product. Call the Customer Service Line at 900-392-7022.

If you are looking for Hints & Tips for any Crave Entertainment product, please call:

US: 900-903-4468 (\$0.95 U.S. dollar per minute) Canada: 900-677-4468 (\$1.50 Canadian dollar per minute)

Must be 18 years or have parent's permission. Touch tone phone required.

BATTLEZONE

RISK OF THE BLACK DOGS



EXPLOSIVE TACTICAL 3-D COMBAT

COMING SOON

CRAVE
ENTERTAINMENT



ACTIVISION



Activision is a registered trademark of Activision, Inc. © 1998, 1999 Activision, Inc. Asteroids and Battlezone are trademarks and © of Atari Interactive, Inc., a Hasbro affiliate. All rights reserved. Licensed by Nintendo of America Inc. Nintendo, the official seal, Nintendo 64 and the "N" logo are trademarks of Nintendo of America Inc. © 1997 Nintendo of America Inc. All rights reserved. Distributed by Crave Entertainment under sub-license. Crave Entertainment is a registered trademark in the U.S. All rights reserved. All other trademarks and trade names are the properties of their respective owners.