

The background is a dark blue space filled with numerous white, four-pointed stars. A bright blue beam of light originates from the top center and fans out downwards, creating a triangular shape behind the main text. A thin, multi-colored diagonal line (rainbow spectrum) crosses the scene from the upper right towards the lower left.

ASTRO  
BLASTER™

BATTLE • PLAN

# TIPS ON HOW TO GET TO DOCKING.

## **"FIGHTER PILOTS NEEDED IN SECTOR WARS. PLAY ASTRO BLASTER."**

Be Prepared. There are 29 different enemy invader armies in ASTRO BLASTER. Each invader has its own motion pattern and travels either horizontally, vertically or diagonally across the sector field. Anticipate the patterns and directions of invader attack and devise your plan of action.

## **"WARP ACTIVATED. 10, 9, 8, 7, 6, 5, ..."**

The ASTRO BLASTER WARP mode is

one of your most effective weapons against speeding invaders. WARP activation sends the invaders into slow motion. This allows you more time to aim and shoot for a greater degree of accuracy.

Because the invaders traveling horizontally across the sector field move faster and release more bombs than any of the other enemy craft, it is recommended you reserve WARP energy for these most difficult invaders. CAUTION: use discretion when activating WARP. It can be used only once per command ship, unless you succeed in docking.

## **"LASER OVERHEATED. EXERCISE EXTREME CAUTION."**

Plan your shots. Don't overshoot. Excessive firing can overheat your laser. Once your laser's temperature exceeds the critical mark, you lose



*Use WARP to paralyze horizontal targets.*



*"Paint scraping" for big docking bonus.*

potential bonus points and the laser becomes inoperational for a designated cooling-off period. Learn to use your laser efficiently.

## **"STANDBY FOR DOCKING MANEUVER."**

Each ASTRO BLASTER docking maneuver refuels your command ship for the challenge of a new, advanced sector war. Successful link-up with the refueling ship can also earn you bonus points.

For the "hands off" bonus, plan ahead! Position your ship in

preparation for docking with the last shot fired during the asteroid shower. If your positioning is on-target and the left/right control buttons aren't depressed during docking, you earn 400 to 1,500 bonus points, depending on the precision of your positioning. A "hands on" bonus also awards points for docking accuracy. The closer you can dock to the center of the refueling ship, the more points you gain. For maximum points, risk the "paint scraper" bonus. Guide your ship up through the coupling arms, nearly scraping the sides, and dock without crashing. WARNING: a crash during any phase of docking results in termination of that sector mission.

Gremlin®/SEGA®

# ASTRO BLASTER