



**Western MicroData
Enterprises Ltd.**

HOW TO START YOUR ASTERON DISC

Your ASTERON disc has been produced using Western MicroData's exclusive MultiBoot (trademark pending) system. Simply place the diskette in the drive which you normally boot from and boot it as you would any other diskette. Please note that it does NOT matter whether your machine is set up for DOS 3.2, DOS 3.3, or the Pascal language system. The MultiBoot system will boot up regardless of the type of controller card your system has. Pascal users should especially note that there is no need to use the BASICS disc. You may boot ASTERON as you would any other Pascal system disc.

After booting the diskette, the game will start if your game paddles are connected. If they are not, then a message will be displayed informing you to connect them. The game starts with a fancy high resolution graphics demonstration. To end the demonstration and start the game, hit any key (except reset). Now press 'S' when you are steady enough to start.

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Your Western MicroData Asteron diskette is guaranteed to work properly when you receive it. If it does not work properly when you first try it, return it to the dealer from whom you bought the programme, or mail the diskette, an explanatory note and a copy of the sales receipt to Western MicroData Enterprises Ltd. We will replace it at no charge. If for some other reason, your diskette becomes damaged during your ownership, we will replace it for a nominal charge of CDN \$7.50. Mail the diskette with your cheque or postal money order to:

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ASTERON

WRITTEN BY: ROBIN HODGSON AND MURRAY PETERSON

ASTERON is a real-time action strategy game written for use on an APPLE II with 48K of memory and at least one disk drive. ASTERON is a fast-paced game featuring ultra-high speed colour graphics for real time action.

The object of the game is to keep open a vital space lane which is essential to the economic prosperity of the Terran space system. To achieve this, you must clear the space lane of all the asteroids which have been sent by the Asterons, enemies of the Terran Empire. Of course, the more successful that you prove to be at this task, the more difficult it will become as the Asterons send more asteroids to attack. The Asterons may even become incensed enough to carry out a personal attack in one of their flying saucers.

ASTERON features impressive sound effects for an extra dimension in games playing. The sound may also be disabled to allow you to play ASTERON late into the night.

The graphics routines for ASTERON have been carefully designed to produce the utmost speed without the loss of any detail. ASTERON is easily capable of displaying up to 25 objects on the APPLE hires screen, all in real time!

ASTERON players will also appreciate features like retention of the high score for tournament play.

INSTRUCTIONS

SHIPS CONTROLS

Steering:

Use Paddle 0 to point direction of fire. By pushing the button on paddle 0, the ship will move in the direction it is pointed at. To stop, you must move in the opposite direction. You may also use the keyboard as follows:

- 'Q', 'U' : rotates the ship to the counterclockwise (coarse tune)
- 'W', 'I' : 8 presses rotates the ship 1 unit counterclockwise (fine tune)
- 'E', 'O' : rotates the ship to the clockwise (coarse tune)
- 'R', 'P' : 8 presses rotates the ship 1 unit clockwise (fine tune)
- 'CTRL Q' : turns sound effects on/off
- 'C', 'M' : moves the ship forward
- 'S' : starts a phase of play
- '1,2,....,9,0' : places the ship into hyperspace and randomly returns to normal space.

Shooting:

To shoot, press the spacebar.

Scoring:

Hitting a large asteroid is worth 10 points. The medium size asteroids are worth 20 points and the small ones are worth 30 points. The Asteron's flying saucer is worth anywhere from 50 to 500 points: the closer that you let him come towards you before you shoot him, the more bonus points will be awarded.

Surviving:

At the start of the game, you are given three lives. Should any object (asteroid, missiles, or the flying saucer) hit your ship, or vice versa, one of those lives is used up. When you have no more lives left, the game is over.