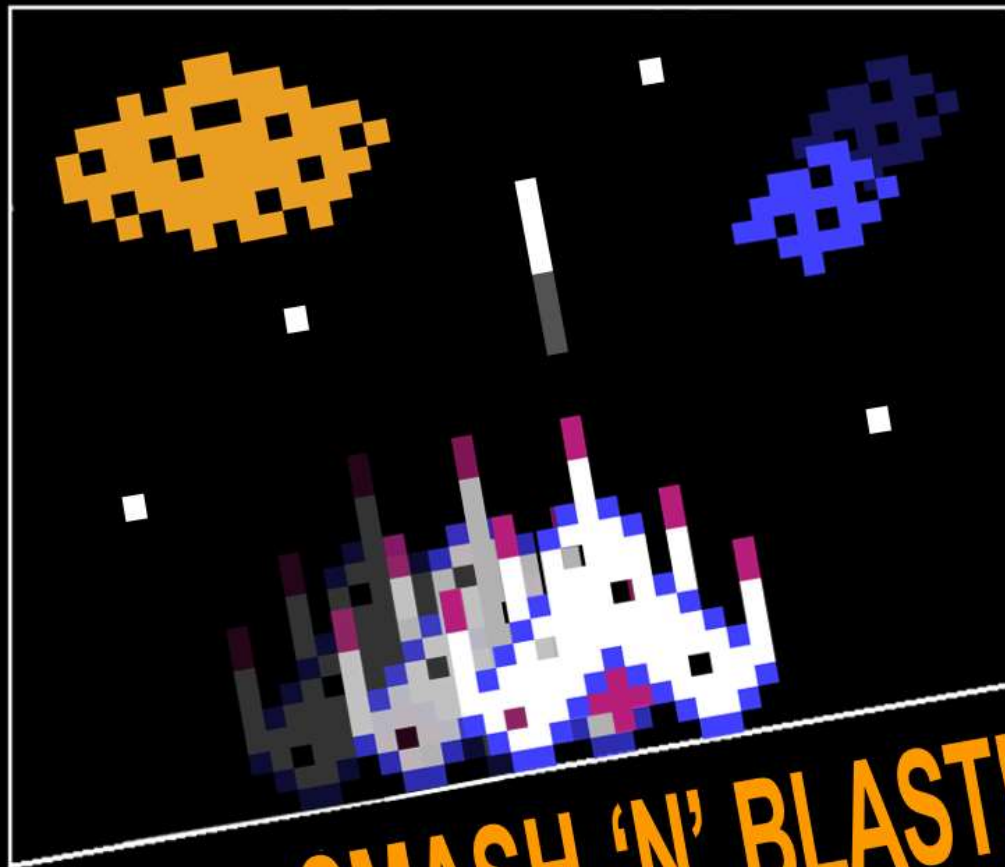




# ASTRO SMASH 'N' BLAST!

**Nintendo®**

ENTERTAINMENT  
SYSTEM



## ***HOW TO PLAY ASTRO SMASH 'N' BLAST***

The sky is falling! The sky is falling!!

Not just the sky, Chicken Little, but all sorts of baddies are coming out of the woodwork to crush your base to oblivion. Big rocks, lil rocks, even homing pulsar missiles and apocalyptic spinner missiles sourced either from alien technology or some nasty shadow government.

Paying homage to the Intellivision and Atari classics, *Astro Smash 'n' Blast* is an arcade style, on-rails, score attack shooter designed for play on your 8-bit Nintendo Entertainment System, or any variants, clones, or emulators thereof.

Test your reflexes, and your thumb strength, as you try to eliminate as many enemy threats as you can in a limited amount of time, all while avoiding collisions and the imminent destruction of your one and only base.

Five hits to your base is all you get, so make them count!

(When the game ends, press Start at the GAME OVER screen to return to the title screen.)



### **BEGIN THE COUNTDOWN TO DESTRUCTION...**

At the initial menu screen, use the Up and Down buttons to select from the following options: either view the game's credits or begin the game. On the CREDITS screen, pressing Start will return you to this menu. Starting the game itself is as easy as pressing Start when highlighting the START GAME option.

During gameplay, the following actions will make your base a lean, mean asteroid-destroyin' machine:

- Move your base to target those rocks and other baddies (and goodies?) with Left and Right.
- Press B to fire your never-ending arsenal of missiles. Be quick on the trigger and generous with the firepower!
- In a jam? Can't get your base from one end of the playfield to the other to catch a spinner? About to get obliterated by a big rock? Pulsar locked in on you? Press A to activate a hyperspace teleport. But beware... you don't know where exactly you'll pop back up...
- Thumbs burning from all the action? Try the Select button for an auto-fire experience.

## KNOW YOUR ENEMY

Every enemy you hit racks up points, but every threat that lands earns you penalties. Here's the rundown of this game's rogue's gallery:

- Big rocks – Slow and steady, these asteroids provide the fewest points but are the most frequent to drop from the heavens above.



- Lil rocks – Faster and smaller, they're a bit tougher to target. Lock and load on these to keep your score moving in the right direction.



- Pulsars – They're out to get you! Stalking you from the skies, be sure to knock them out before they make deadly contact. When you hear those "Beep, beep, beeps!", be ready!



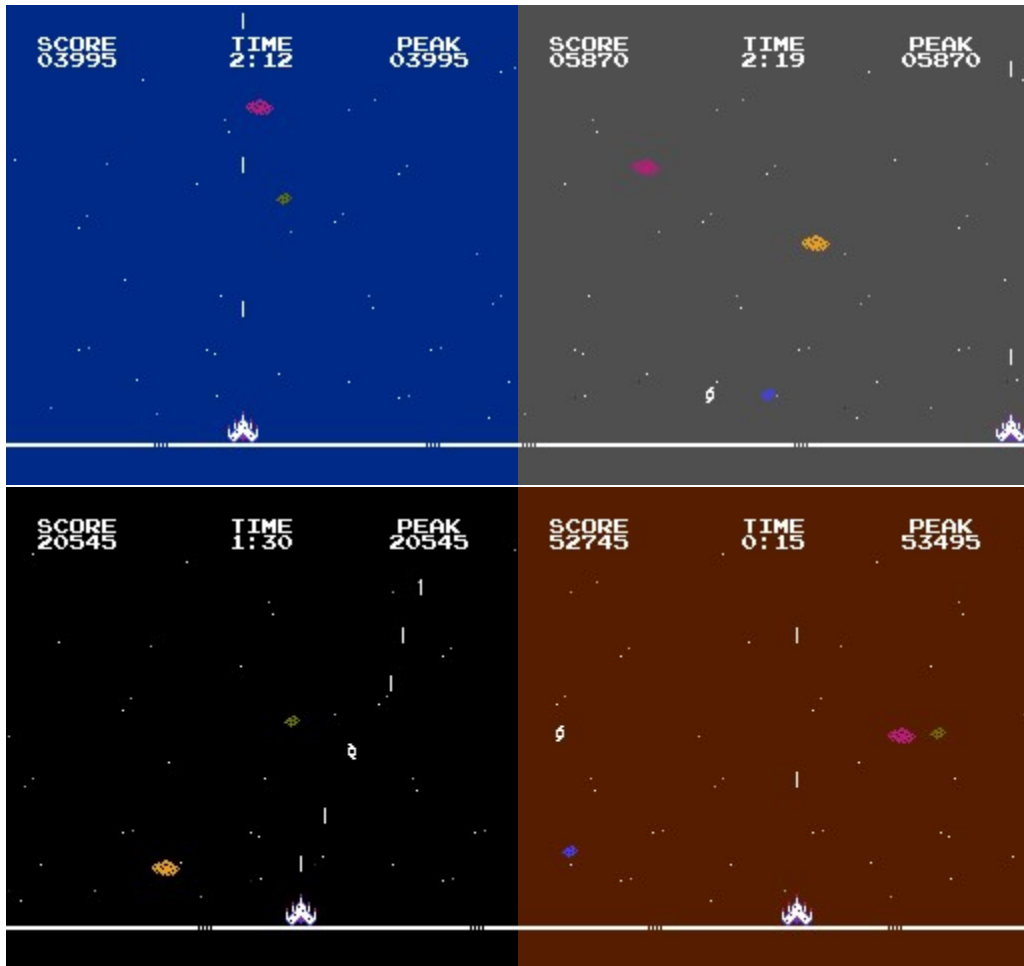
- Spinners – The 8-bit equivalent of a nuke, they scream through the sky like a coyote falling off a cliff. And should they land, your base takes a pounding.



## SCORING

You start the game picking off a few rocks. Then, pulsars start seeking you out as a threat. From there, spinners look to take out not just you, but the whole playfield.

That's just the first level. Make it past this part of the gauntlet, and the sky will change color, signaling the start of the next level of threats. More scoring opportunities come with higher levels, but so do higher scoring penalties, plus faster and more frequent enemies.



### Scoring Increments

Each time you destroy an enemy, you'll earn the following points:

|          | Level 1 | Level 2 | Level 3 | Level 4 |
|----------|---------|---------|---------|---------|
| Big Rock | 25      | 50      | 75      | 100     |
| Lil Rock | 50      | 75      | 125     | 150     |
| Pulsar   | 100     | 250     | 500     | 750     |
| Spinner  | 250     | 500     | 750     | 900     |

### Scoring Penalties

When an enemy lands on the playfield, prepare to lose the following points:

|          | Level 1 | Level 2 | Level 3 | Level 4 |
|----------|---------|---------|---------|---------|
| Big Rock | 10      | 25      | 50      | 75      |
| Lil Rock | 25      | 50      | 75      | 100     |
| Pulsar   | 50      | 175     | 250     | 500     |
| Spinner  | 100     | 250     | 500     | 750     |

You have two scores in your display to be mindful of. In the upper-left corner of your screen, your score tallies all the plusses and minuses from your interactions with the enemy. In the upper-right corner, the highest score you've achieved in your current game is recorded. Your goal: Rack up the highest peak score you possibly can!

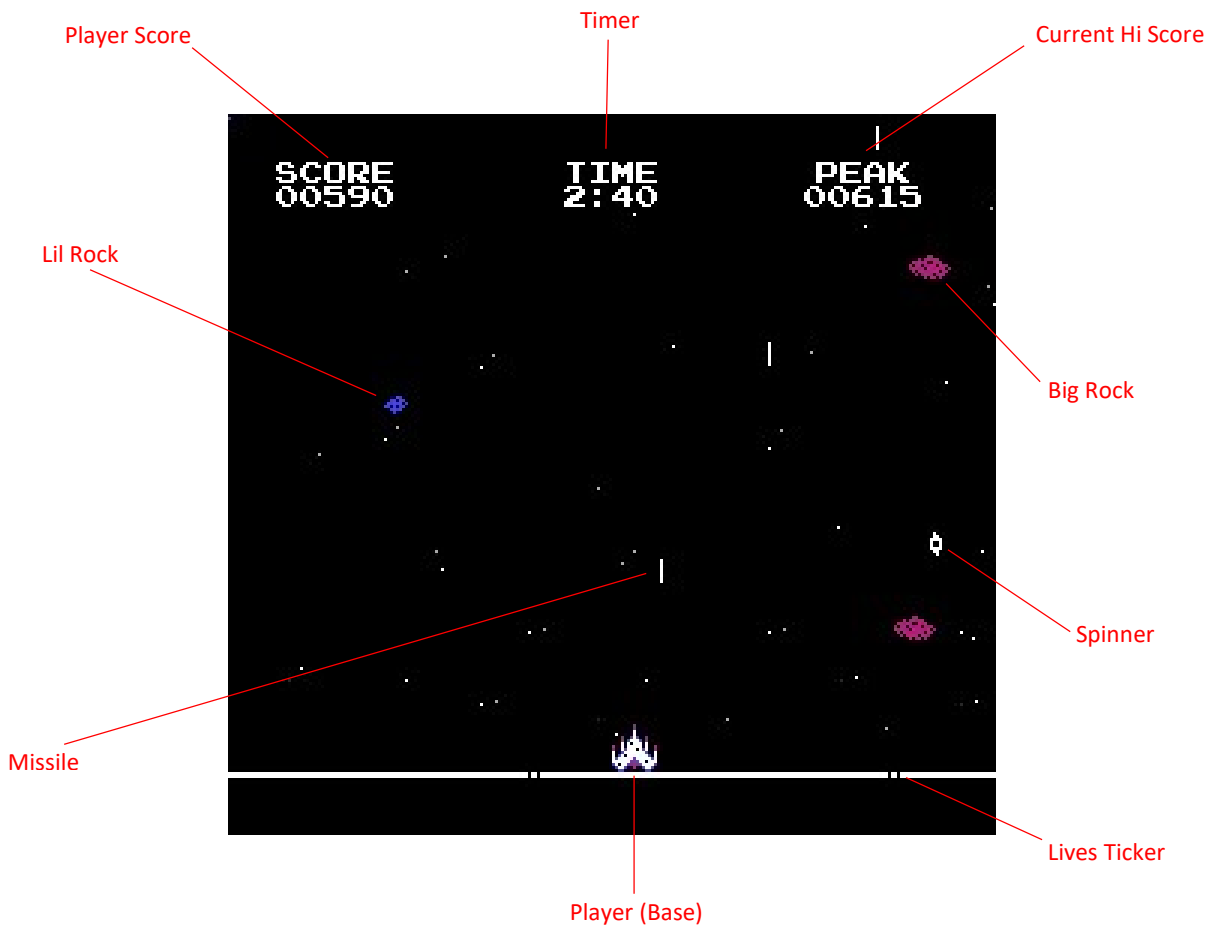
## TWO MINUTES TO MIDNIGHT

Well, not quite, but the end is nigh. At front and center is the game clock which starts you off with three minutes. Run out of time, and your game is over.

“Did I hear myself say ‘three minutes’?” Keep an eye out for opportunities to increase that timer; every now and then, you may find a 30-second icon roll by. Shoot it to give yourself a few more moments to rack up some big points.



## PLAYFIELD GUIDE



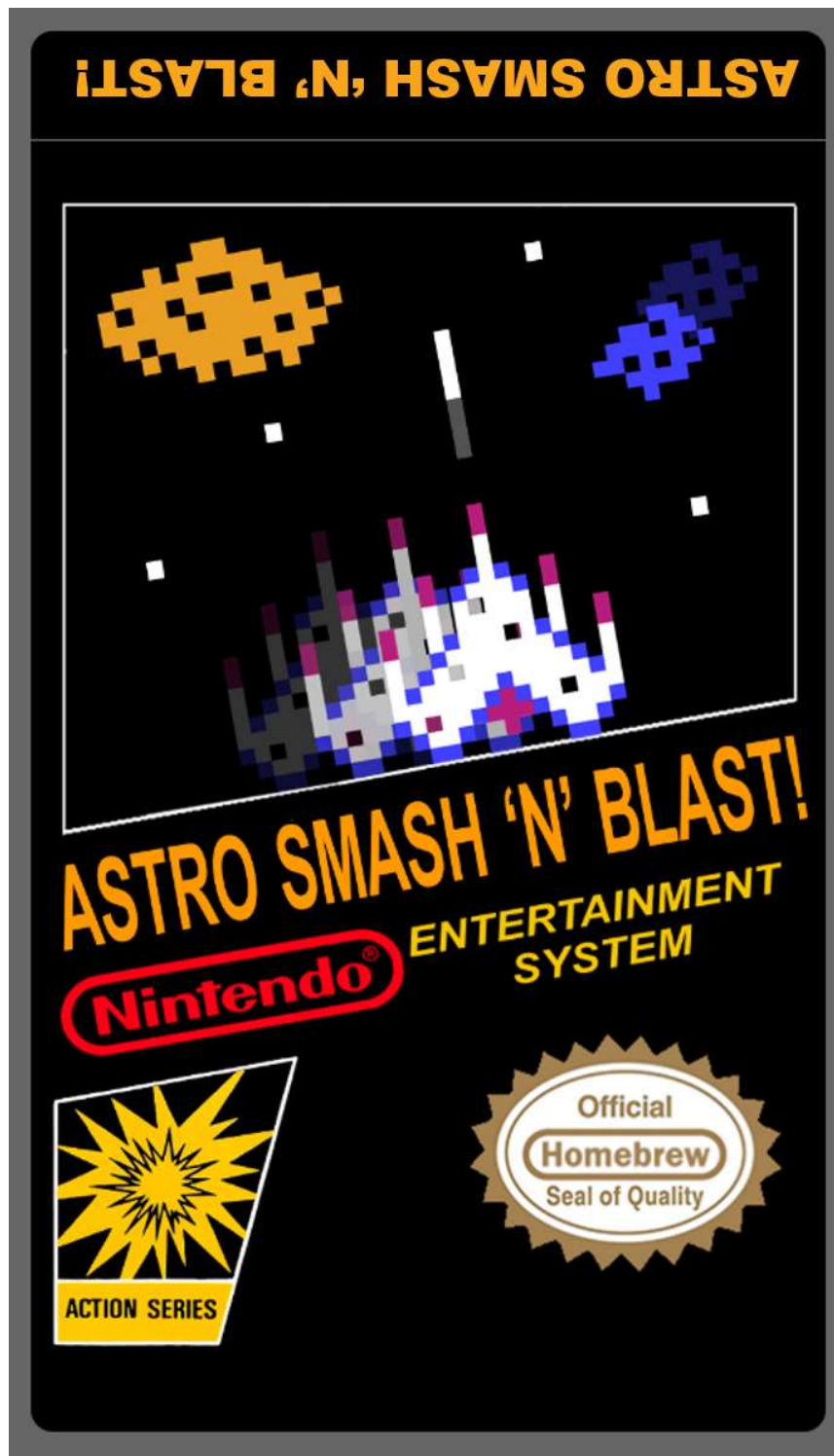
## PROTIPS

Time bonuses aren't the only objects crossing the night sky that'll give you an advantage in your score-boosting trek. Keep a sharp eye out for the occasional 1up or extra 5,000 point opportunity.

Spinners *must* be destroyed. If they hit you or the ground, your base takes a hit. Prioritize locating and neutralizing these threats.

Sure, you lose points for enemies touching down, but pick your battles. Prioritize the enemies you destroy to ensure you eliminate the greatest threats. They pack in the most points.

Remember... the penalties to your score for an enemy reaching the ground are always lower than the points you rack up for destroying an enemy. Again, choose your targets wisely!



(Astro Smash 'n' Blast, as developed and compiled via CA65 by eskayelle, aka Double Z, September thru November 2022.  
Developed for the NTSC video format.  
Compatible with the Nintendo Entertainment System (NES) and most clones, derivations, and known emulators.

Like my work? Why not check out my Pong de las Tortugas Ninja trilogy... or my NBA Jam TE (Double Z and 2Kxx mods), TMNT of Rage, and COVID Captives/COVID Trek series romhacks? <http://www.romhacking.net/community/5043/>