

English Instructions for Astro 2008

Background Story

The year is 2007. A group of scientists observe a new planet in the Milky Way. In view of such a discovery, it's decided to send an expedition to unravel any secrets that the planet may conceal.

After a year passes, the ship lands on the unknown planet, and an astronaut begins his scientific adventure, performing atmospheric tests and gathering soil samples, but he is not alone....

Guide our protagonist across 25 levels, avoiding all the pitfalls found in his step, and solve every puzzle in order to escape the planet.

For this mission he will have to gather and use the objects found in every level.

The rucksack can only hold a single object, in addition to the keys spread across every level (necessary to open the exit door) and a rocket.

MENU

1 New Game

Start playing from first level.

2. Go to level

Start playing from the selected level. You must enter the password of the level in order to be able to jump to it.

3. Keyboard

Select this option to use the keyboard to control the protagonist. See KEYS (below section) to find what the valid keys are what they do.

4 Joystick

Select this option use a combination of joystick (Interface II) and keyboard to control the protagonist. See KEYS section below to find what the valid keys are what they do.

KEYS

Q Jump and Up (**Joystick Up**)

A Down (**Joystick Down**)

M Right (**Joystick Right**)

N Left (**Joystick Left**)

C Activate Rocket

E Perform Action (**Joystick Fire**)

H Restart Screen

L Restart Level

Y Jump to a level

OBJECTS



Explodes on cracked ground and opens a hole to a lower floor. It is necessary to be careful of the blast.



Allows the protagonist to fly, thereby reaching places where it would otherwise be impossible to get to. Its usage is time limited.



Provides the ability to penetrate dividing walls and doors.



Keys that must be collected on each level in order to open the exit door.



Drills cracked ground. As it is necessary to have the protagonist operate it, when finished the hole falls in under him.



Gives the ability to perform longer than normal jumps.



Fires a laser beam that strikes enemies dead.



Gives the ability to walk on acid for a limited time.



Paralyzes enemies for a while.



Melts metal doors to allow passage through them.



Breaks cracked dividing walls.

CREDITS

Programming : José Miguel Ibáñez Rodríguez

Levels : José Sanromá Prius

Testing : José Sanromá Prius

Graphics are from the original Spanish Instructions page at

<http://canadul.speccy.org/astro2008.html>

English instructions by Digital Prawn. Please report any mistakes, corrections etc. to digitalprawn@googlemail.com