

How to play

Asteroids Millennium

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Main Menu

This is the main screen you see when the game first starts up. From here, you can begin playing the game, view the global online leaderboard, configure game options, view credits, or quit.



Modern

There are two modes of play: **modern** and **classic**. Press this button to begin playing in modern mode. Modern game play features power ups, additional enemies, tougher asteroids, and achievements.

Classic

There are two modes of play: **modern** and **classic**. Press this button to begin playing in classic mode. Classic game play features no power ups, weak asteroids, only one type of enemy, and no achievements – meaning that you have to survive by your wits alone.

Scores

High scores are recorded for both modern and classic play on an online leaderboard, which is visible in this menu. Achievements for modern play are also shown here. (Achievements do not exist for classic mode.) Your score is globally ranked and displayed alongside similar scores.

Options

From the options menu, you can configure the in-game settings such as keyboard and game controller axes and commands.

Credits

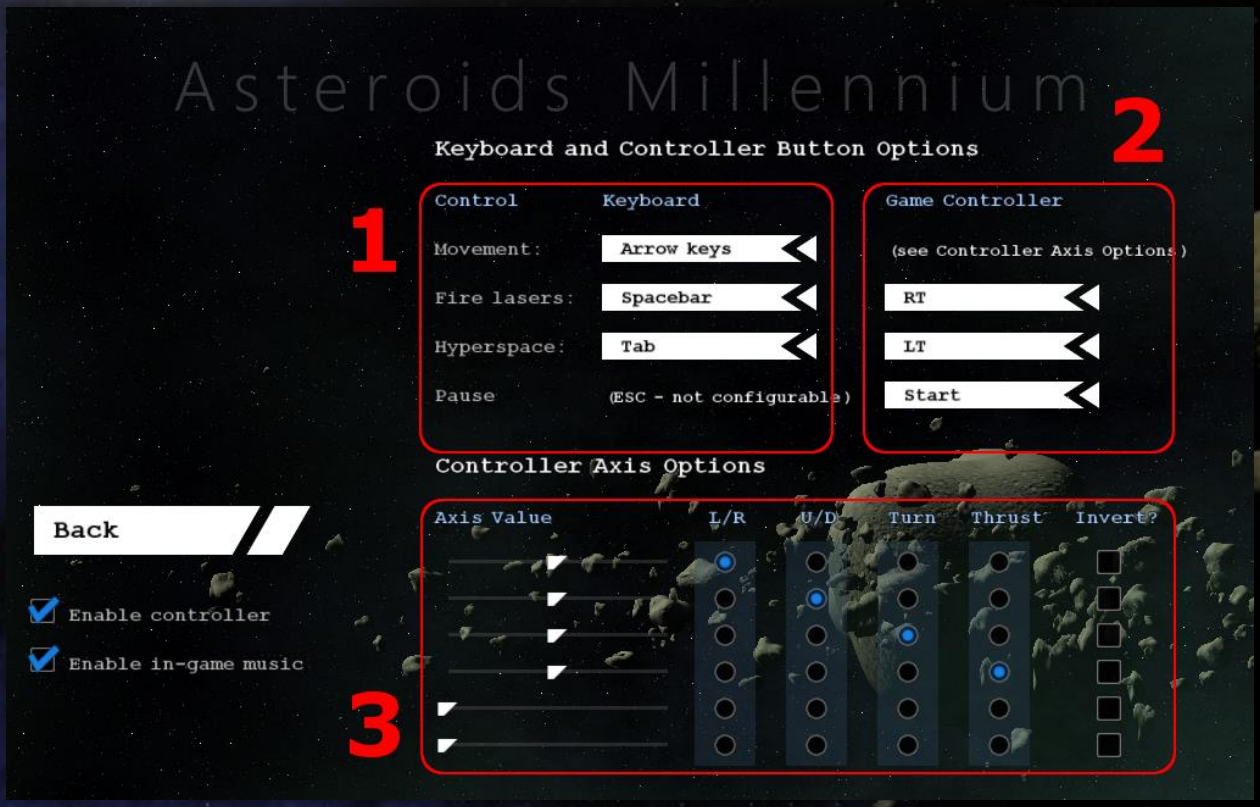
Contributors to the game are listed here.

Quit

Ends the program.

Configuring Controls

Asteroids Millennium supports keyboard control and also has full controller support. All controls are customizable from the options menu, which can be accessed from the main menu, or when the game is paused.



1. This group of controls is used to configure your keyboard settings.

Movement: How your ship moves in hyperspace or in flight. For the keyboard, you can use the arrow keys, WASD keys, or numpad keys. You can also set which game controller axes to use for the movement commands (see **3**).

Fire lasers: This command fires your ships' lasers. You can select any key on your keyboard, or any game controller button, for this command.

Hyperspace: This command takes your ship either into or out of hyperspace. You can select any key on your board, or any game controller button, for this command.

Pause: This command activates the in-game pause menu. The keyboard command for this is ESC and cannot be re-configured. You can configure the game controller button for this command.

2. This group of controls defines the game controller buttons for various functions. See (**1**) for the list of possible functions that can be configured.

3. This group of controls allows you to specify which game controller axes you would like to use when playing the game or navigating the menus. Up to 4 different axes are supported, and multiple functions can be bound to a single axis. Axes can also be inverted.

L/R: Defines the controller axis that is used when navigating left or right in hyperspace, or when navigating left or right in the menus.

U/D: Defines the controller axis that is used when navigating up or down in hyperspace, or when navigating up or down in the menus.

Turn: Defines the controller axis that is used when turning your ship left or right in the game.

Thrust: Defines the controller axis that is used to apply thrust to your ship in the game.

Using Hyperspace

Your ship can enter hyperspace for a short time, to transition between levels or to escape immediate danger from asteroids or other threats. While in hyperspace, you can still move around, but you can only remain in hyperspace for 5 seconds at a time (except in the first level). Also, your hyperspace takes time to charge before you can use it. When your hyperspace lights are turned on, your hyperspace is charged and can be used. Power ups cannot be collected while your ship is in hyperspace.



Hyperspace not charged



Hyperspace charged and ready

Power ups and Enemies

Modern game play features power ups, additional enemies, tougher asteroids, and achievements.

Power ups



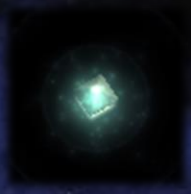
Collect weapon cubes to boost your laser power. If your weapons are already at full power when you collect a weapon cube, your ship will emit a powerful blast of laser bolts (called a “starburst”) in all directions.



Collect lightning capsules to charge your ship electrically for a short time. Your ship will zap nearby asteroids or small ships.



Shield capsules will activate a small shield around your ship that makes you invulnerable for a short time.



Magnetic capsules slow down nearby non-propelled objects such as asteroids. Ships, however, have their own propulsion and won’t be affected.

Enemies



Cruisers fire continuously in random directions. As you advance through the levels, they begin to aim at your ship and fire faster.



Swarm ships are light and easily destroyed, but they travel in fleets that can quickly overwhelm the player. Swarm ships only appear in modern game play.