Asterix

INFOGRAMES ™

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INSTRUCTION MANUAL

SAFETY PRECAUTIONS

1. This Game Pak is a precision instru-
ment. Keep it away from very high
temperature and mechanical shock at
all times.
Never disassemble it for any reason.

2. Never get the terminals wet or touch
them with your bare hands. This could
cause damage.

3. Do not clean the case with solvents
of any kind, such as thinner, benzene,
alcohol, etc.

4. Always make sure your Nintendo En-
tertainment System is turned OFF
before inserting or removing the Game
Pak.

THE PLOT...

The year is 50 BC. Gaul is entirely occupied by the Romans. Well, not entirely... One small village of indomitable Gauls still holds out against the invaders.

These courageous, tough, stubborn, gregarious, rowdy and merry Gauls fear only one thing: that the heavens should fall on their heads...

One day, the peace and quiet of this small village of indomitable Gauls is broken by a disturbing piece of news: Obelix has failed to return from his wild boar hunt in the forest. The village council convenes and Asterix volunteers to set off and find his friend.

To find Obelix, you will have to travel throughout Gaul, across the Roman Empire, taking your quest as far afield as the Egyptian Pyramids... And all the time, you will have to battle with the Roman armies and avoid the traps set by Caesar's spies.

THE COMMANDS

Controlpad   A Button   B Button

SELECT Button   START Button
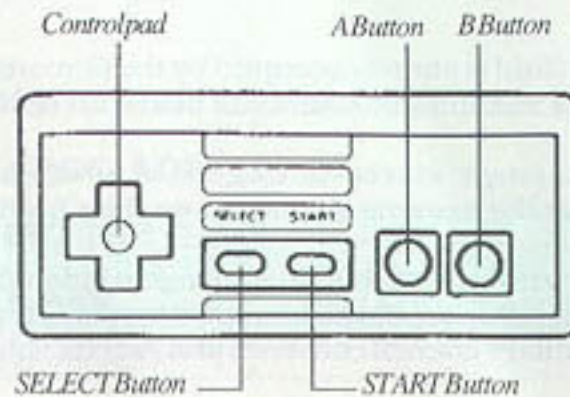
Control pad: .... Moves the cursor through the option menu; makes Asterix move.
A Button: .... Makes Asterix jump; confirms options.
B Button: .... Throws punches; makes Asterix run; confirms options.
START Button: .... Starts the game, confirms selected options, pauses during the game.
Select Button: .... Moves the cursor through the menu.

Enter the world of Asterix!

Insert the Game Cartridge into the NES console and switch it on. A screen of credits appears; press the START Button to move to the next screen.

A summary of the story so far is displayed before you. Press START to start the game.

The next screen allows you to access the options menu or to enter the world of Asterix right away;

Make your choice with the control pad and press the Start Button.

The options menu

◆ You can choose to play with or without music, specially compo sed by a fan of Cacofonix.

◆ There is also a choice of different levels: Easy, Normal or Hard. This means that Gauls who, in the mean-time, have become experts can con front new enemies and eventough-er Romans.

◆ EXIT: Use this to return to the main menu.

Use the control pad or the SELECT Button to move the cursor through the menu.
Confirm your choice with A or B Buttons.

SCORE BAR

The score bar is on top of the screen.
It gives you a certain amount of information:

Wings

You can have a maximum of 4 wings displayed on the screen. Each wing corresponds to one life point. You lose a life point every time you are hit by the enemy. However, wings are also there for you to collect: they are hidden inside certain blocks.

Lives

The number under the wings tells you how many lives you have left.

Time

As soon as Asterix sets off, his time, displayed in the upper right-hand corner, begins to run down. The time left when he reaches his goal is multiplied by 10 and added to his score.

Stars

Throughout your journey you must try and collect as many stars as possible. You get an extra life for every fifty stars you collect.

Pause function

- If you wish to pause the game momentarily at any point, press the START Button. You will then see your score. Press the Start Button a second time to resume play.
- The Score:
  Your score depends on both the number of Bonuses you have collected and the number of enemies you have knocked senseless. Each time this score reaches 50.000 you get an extra "CONTINUE"* option.

* Don't forget that a game ends as soon as Asterix has run out of life points. When the "Game Over" screen appears, you can select CONTINUE or END. If you select CONTINUE, you will return to the beginning of the world you happen to be travelling through. The number written next to "Credits" tells you the number of "Continues" you have left. If you choose END, you are taken back to the beginning of the game.
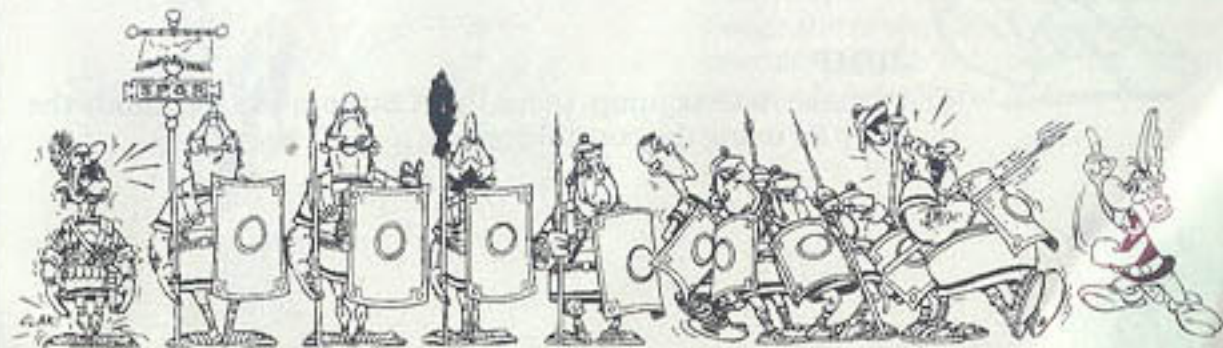
COMMANDS

NORMAL WALK
To make Asterix walk, use the right and left arrows on the control pad.

SPRINT
To make Asterix run, press simultaneously on the B Button and on the right or left arrow on the control pad.

JUMP
To make Asterix jump, press the A Button; you can guide the jump by using the control pad.

PUNCH
To knock out the Romans or any other enemy, use B Button. With a bit of practice you'll be able to run and throw punches at the same time.

BEND DOWN
Sometimes you'll have to duck to dodge the projectiles hurled by your enemies. To do so, press the down arrow on the control pad.

THE ENEMIES

Throughout your dangerous quest you will be made to confront all sorts of enemies. To make headway you can either avoid the enemy or simply bash them, which also allows you to gain points.

But beware: some of them are purely and simply unbeatable! Here are some of the enemies you may encounter:

The SPQR Symbol

The Romans

The Centurion

Before

After

The Stump

The Bird

The Fish

The Spider

The Wild Boar

The Pirates

The Catapult

Take care! There will be plenty of others out to get you...

BONUSES

Throughout your journey you will be able to collect bonuses to help you increase your score and gain extra lives.

Blocks

Certain bonuses are visible; others are hidden inside blocks.

Stars

It's important to collect stars; you get an extra life once you have 50 of them. What's more each star increases your score by 100 points.

Wings

Collecting 1 wing gives you 1 extra life point and increases your score by 1,000 points.

The Magic Potion

If you find the Magic Potion, you get an extra life point, you increase your score by 1,000 points, you immediately start to run and, most of all, you'll be temporarily invincible.

The Amphora

Pick up the amphora; you'll win 25 stars and increase your score by 1,000 points.

The Laurels

Take the laurels to gain an extra life and increase your score by 1,000 points.

The Shields

Look out for the shields; not only will you increase your score by 1,000 points but they'll make you temporarily invincible.

The Key

Throughout your adventure you will come across a number of keys. Pick them up and you'll immediately be teleported to a secret place. You'll then have an opportunity, within a limited amount of time, to gather a large number of bonuses to make you even stronger.

Bonus Game

At the end of each level you have a chance to rest a little by taking part in games designed to help you collect lots of bonuses:
You may, for instance, find yourself at sea leaping from barrel to barrel trying not to fall off...
You may find treasures hidden inside the hold of the pirates' ship...
But enough said about these secret places; it's up to you to find them!

There will be many surprises in store for you during your adventure; at times you may find your journey long and difficult. So to boost your courage, just think hard of Obelix.

P   A   R   C

Astérix

Thanks to your ASTERIX box, you now have an opportunity to come and discover the ASTERIX PARK for a terrific day of fun.

The Asterix Park is the place for fun and laughter, and a great day out. We promise you will spend an unforgettable day.

A trip to the land of the Gauls is like drinking a cupful of magic potion.

Applaud the dolphins, travel on a bumpy flying carpet, enjoy the thrills and spills of the Great Eight, admire the gladiators in the arena, and don't forget to say hello to Obelix, Asterix and all their friends in the Gaul village.

The Asterix Park is situated 35 km to the north of Paris on the A1 motorway (Lille-Paris). Access to the Park is direct, so it's easy to find.

To find out the opening times of the Park or get a brochure, please call +33 / 44.62.34.34.

And don't forget to take your ASTERIX box along with you to the Asterix Park to receive your free one-day admission ticket. The ticket is valid for the 1993 and 1994 seasons.

This admission is courtesy of the Asterix Park.

Credits

Program: ISIDRO GILABERT
Graphics: RUBEN GOMEZ, ALBERTO GONZALEZ
Sounds: ALBERTO GONZALEZ
Designs: JEAN JACQUES PONCET
Direction: STÉPHANE BAUDET
Publisher: EDITH PROTIÈRE
Executive Producer: BENOÎT DE MAULMIN
Producer: BRUNO BONNELL

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