

The background of the entire page is a dynamic space scene. It features a bright sun or star on the left, casting a lens flare across the frame. Numerous dark, jagged asteroids of various sizes are scattered throughout the deep blue space. In the lower-left foreground, a portion of a spaceship is visible, with a bright blue energy beam or exhaust trail extending from it towards the right. The overall aesthetic is high-tech and action-oriented.

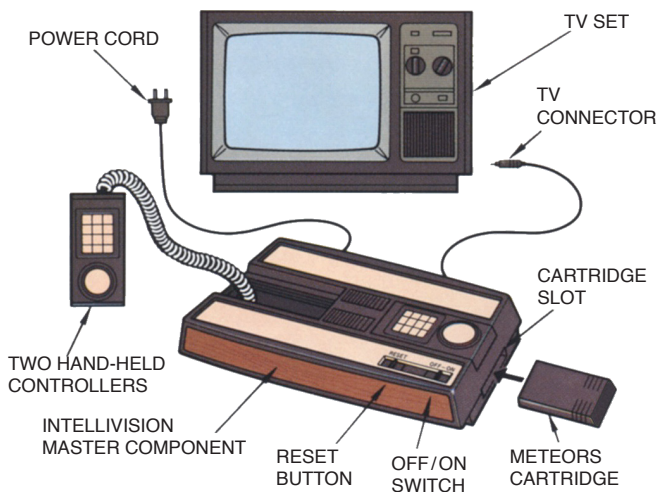
Intellivision® Intelligent Television

METEORS™

**CARTRIDGE INSTRUCTIONS
(FOR 1 PLAYER)**

FOR COLOR TV VIEWING ONLY

CHECK YOUR EQUIPMENT



Make sure that:

- INTELLIVISION is connected to your TV set and power cord is plugged in.
- TV set is plugged in and properly adjusted.
- METEORS cartridge is placed in INTELLIVISION slot and firmly engaged.
- INTELLIVISION OFF/ON switch is turned ON.



While returning from the planet Nosnibor, you encounter an immense asteroid field. These boulders threaten to devastate the Earth with meteors of immeasurable destructive power.



You must take evasive action and destroy as many of them as possible. Utilize your shield against the rocks and hostile aliens, and engage your hyperspace drive to gain an advantage when needed. The Planetary Defense Patrol is counting on you! Blast your way through the drifting boulders, or it will cost you your life!



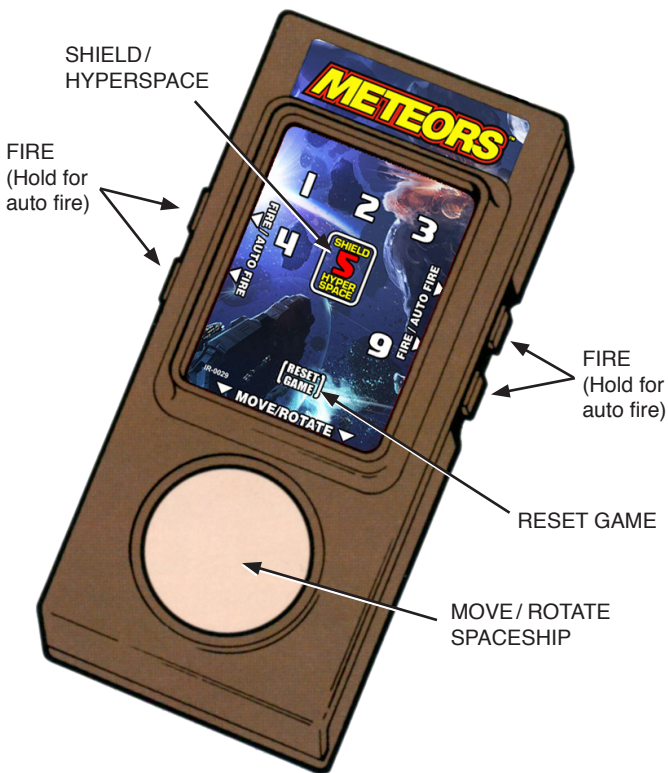
When you see the METEORS title screen, use the keypad to select Vector, Solid, or Color meteors; shield or hyperspace ability; classic, modern, or

arcade sound effects; Vector or Solid spaceship; and the game's starting level.

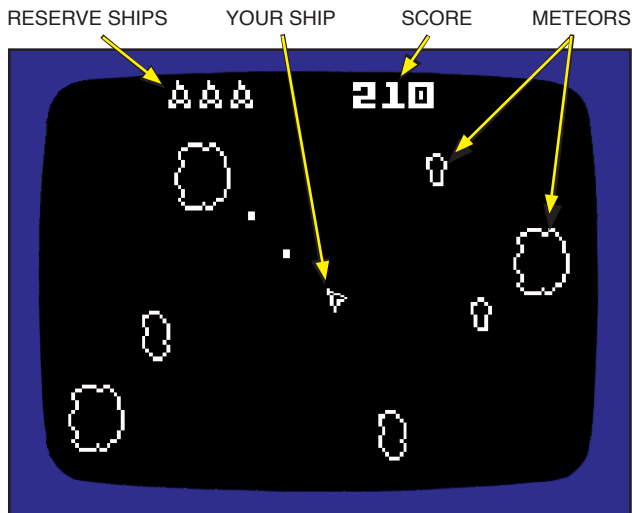
When you're ready, press **1** on the keypad to start the game.

EXAMINE YOUR CONTROLS

Slide the METEORS overlays into the Hand Controller frames so they completely cover the keypads.



PAUSE: PRESS 1 & 9



HOW TO PLAY

Your spaceship starts in the center of the screen, surrounded by drifting boulders of varying sizes.

Rotate Your Spaceship: Press LEFT or RIGHT on the Disc to both turn the ship and aim.

Apply Thrust: Press UP on the Disc to move in the direction you're pointing. Turn and apply thrust in the opposite direction to slow down or stop.

Fire Your Weapon: Press any Action Button to shoot at meteors and aliens.

When you hit a boulder, it will break into two smaller pieces. Shoot the smallest rocks to eliminate them and complete the level.

Activate Special Defensive Measures: Press **5** if you are suddenly faced with imminent destruction!

- **Hyperspace** instantly warps you out of trouble, but you never know where you'll reappear!
- **Shield** protects your ship, but only for a few seconds. Your ship appears red while the shield is active.








Note: All meteors must be cleared from the screen before either of the Special Defensive Measures is available to use again!

When all of the asteroids have been blasted, the game moves to the next level, with the difficulty increasing each time.



As the game progresses, alien spaceships will appear and attack. Be sure to blast them before they blast you!

SCORING

LARGE METEOR	MEDIUM METEOR	SMALL METEOR	LARGE ALIEN SHIP	SMALL ALIEN SHIP
				
20	50	100	200	1,000

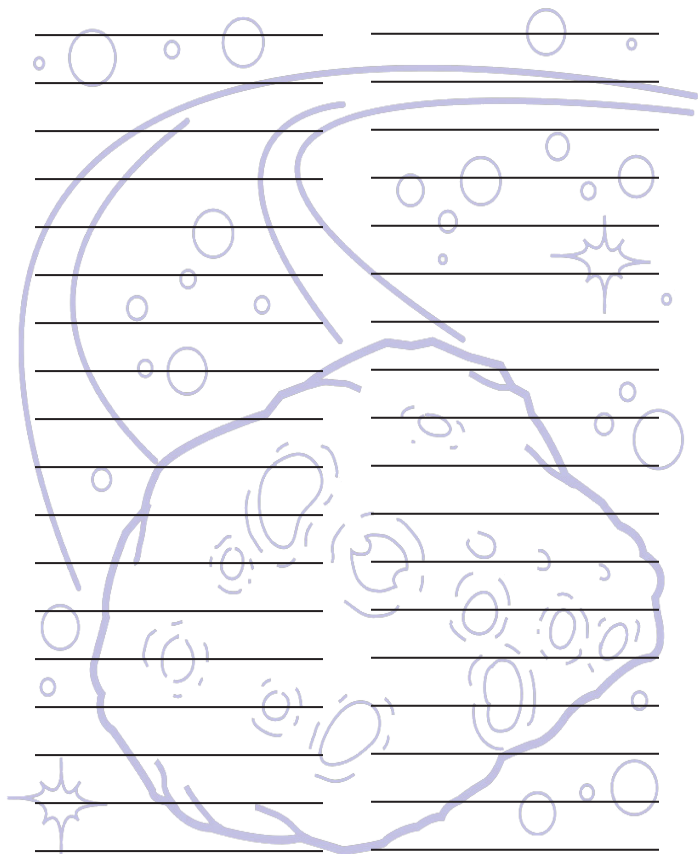
➤ **Earn an extra spaceship every 10,000 points**

The game ends when all of your spaceships are destroyed. Press any button, key, or the Disc to return to the title screen and play again.

HIGH SCORES

NAME _____

SCORE _____





IntelliVision[®]

Intelligent Television

Programmed by Óscar Toledo G. Hardware by Harvey DeKleine, Box Design by Marc Oberhäuser. Overlay Design by Phil Boland. Manual by Mark Thompson. Special thanks to Christian Martin, Jonathan Hershberger, Jordan Hershberger, Steve Orth, Brad Dillon, David Jolly, Steve Jones, Don Switzer.

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