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KLASSIKER DER SPIELEGESCHICHTE

02 ASTEROIDS

28. APRIL 2010



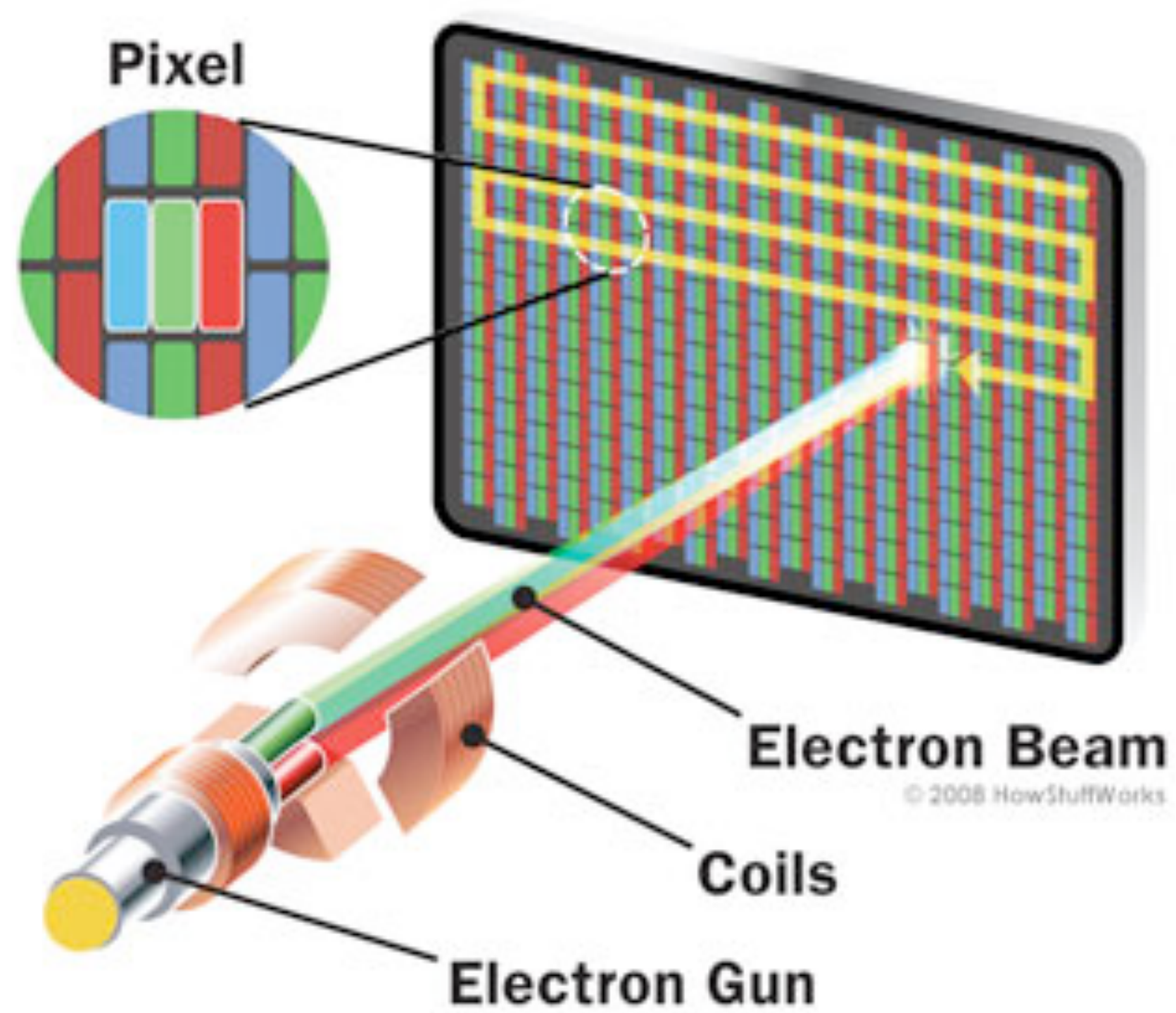
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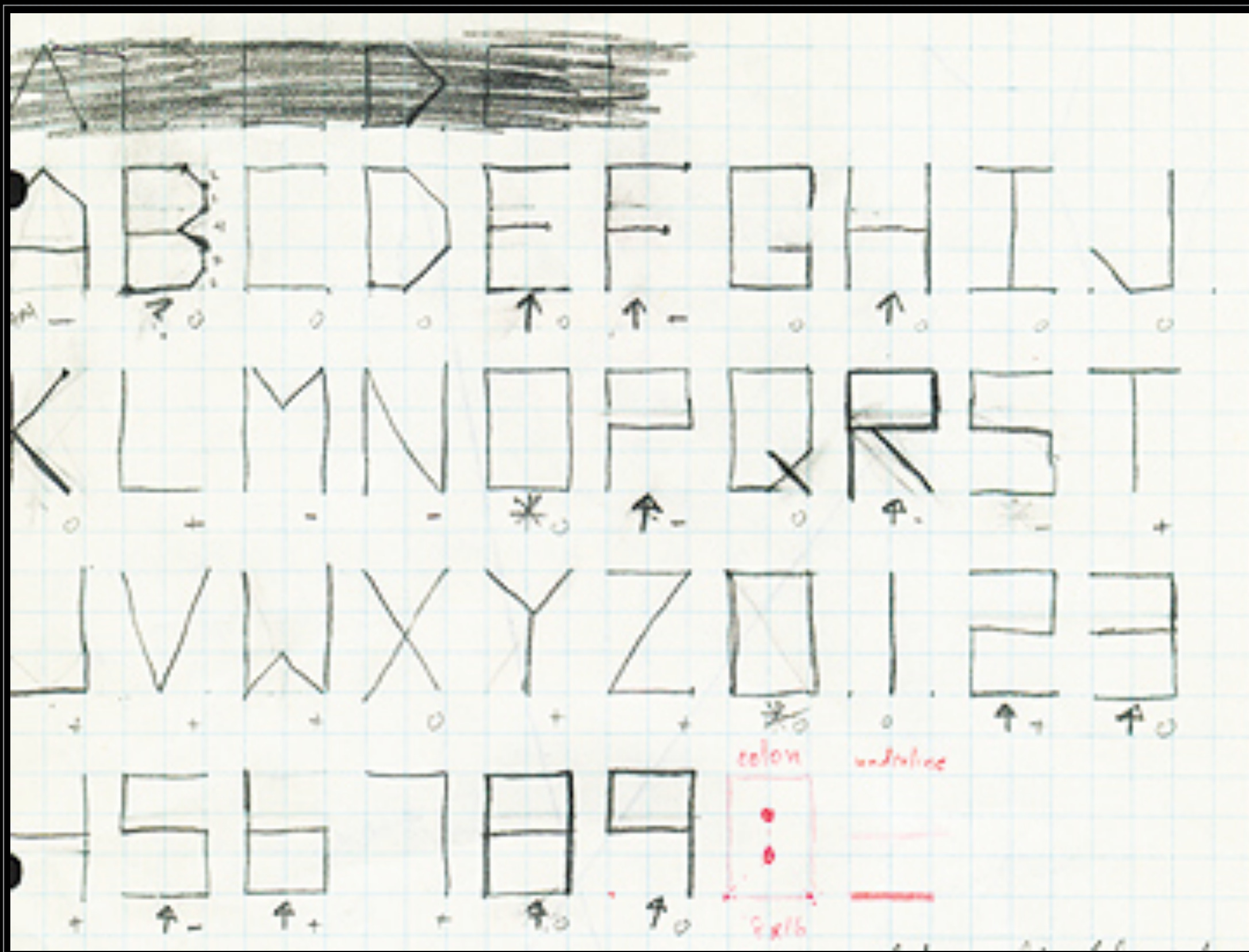
Vorgeschichte



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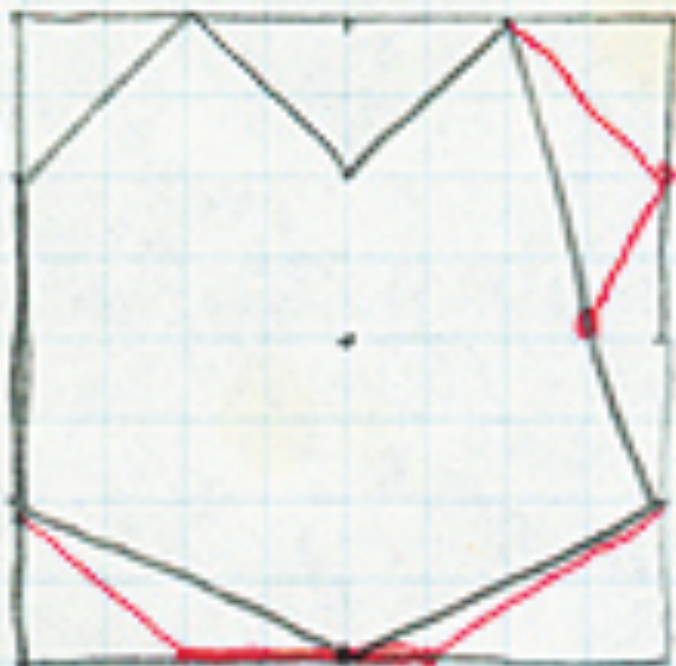
• Explosive rapid-fire space action • 1 or 2 players are challenged to destroy asteroids and enemy spacecraft • New Atari-designed QuadraScan™ display system • New personal high score table display • Optional "Hyperspace" • Optional coinage including Susan B. Anthony coin slot • Bonus play at 10,000 points.



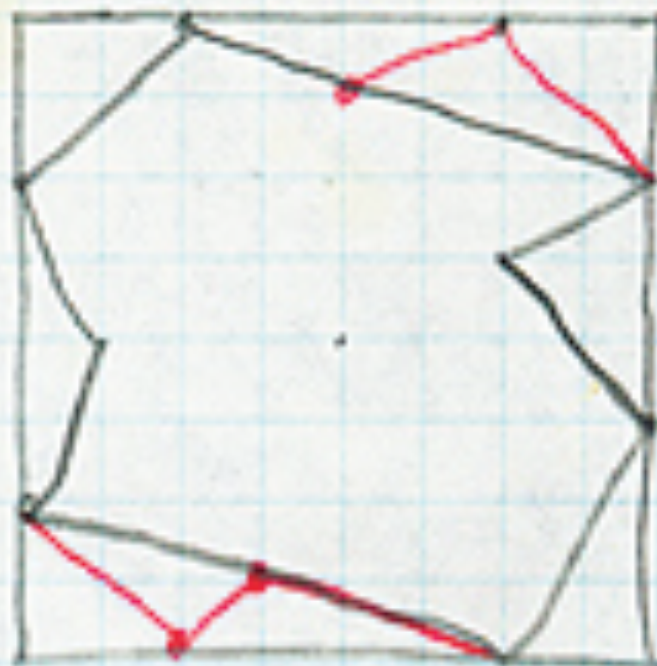


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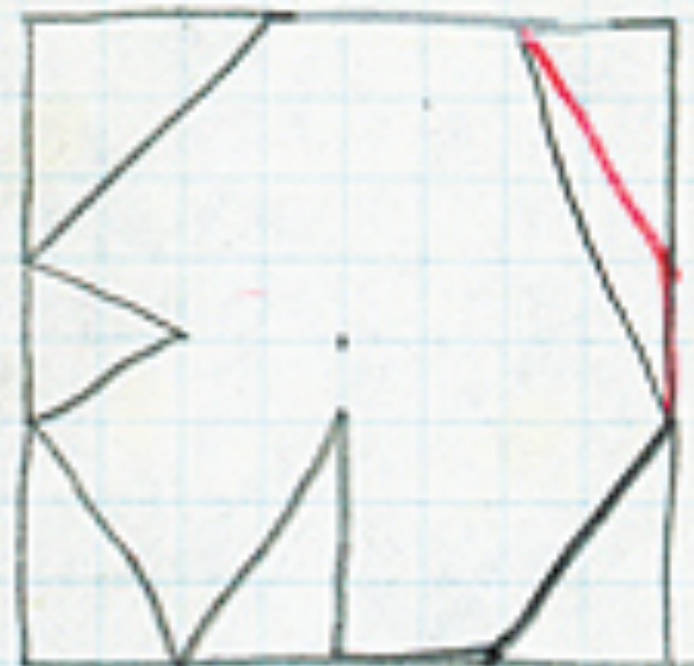
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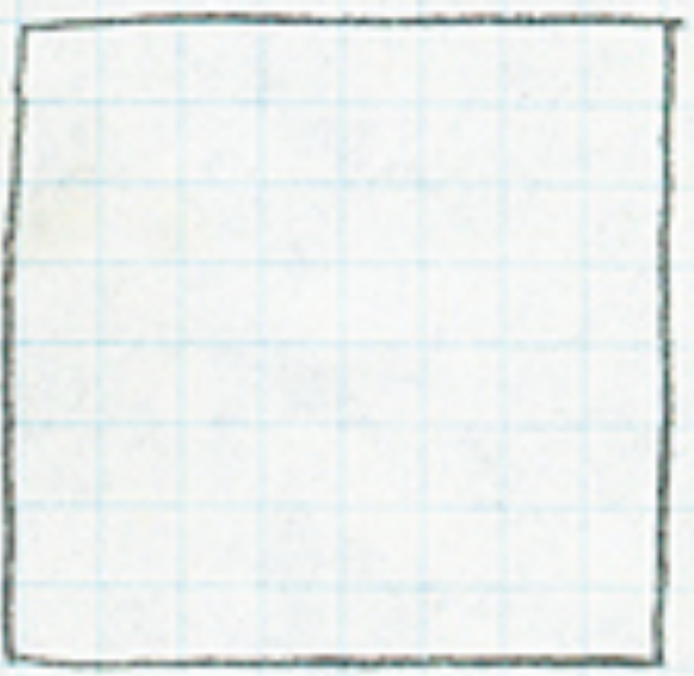
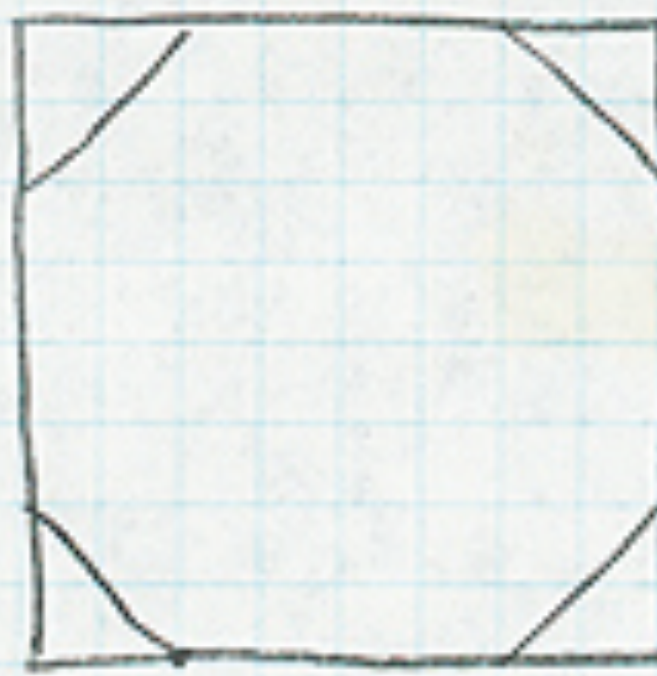
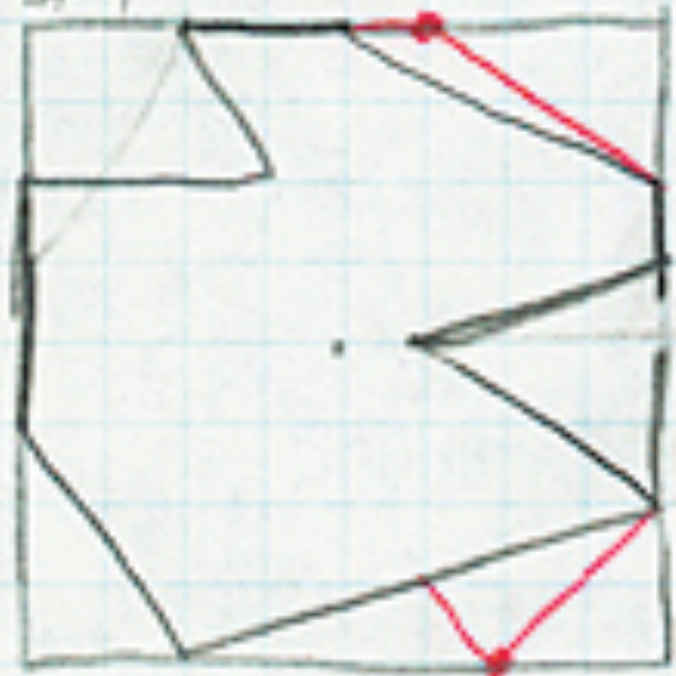
#2



#3



#4



ASTEROIDS™

VIDEO COMPUTER SYSTEM™
GAME PROGRAM™

66 VIDEO
GAMES

HYPERSPACE •
THRUST CONTROL
ONE PLAYER • TWO PLAYERS



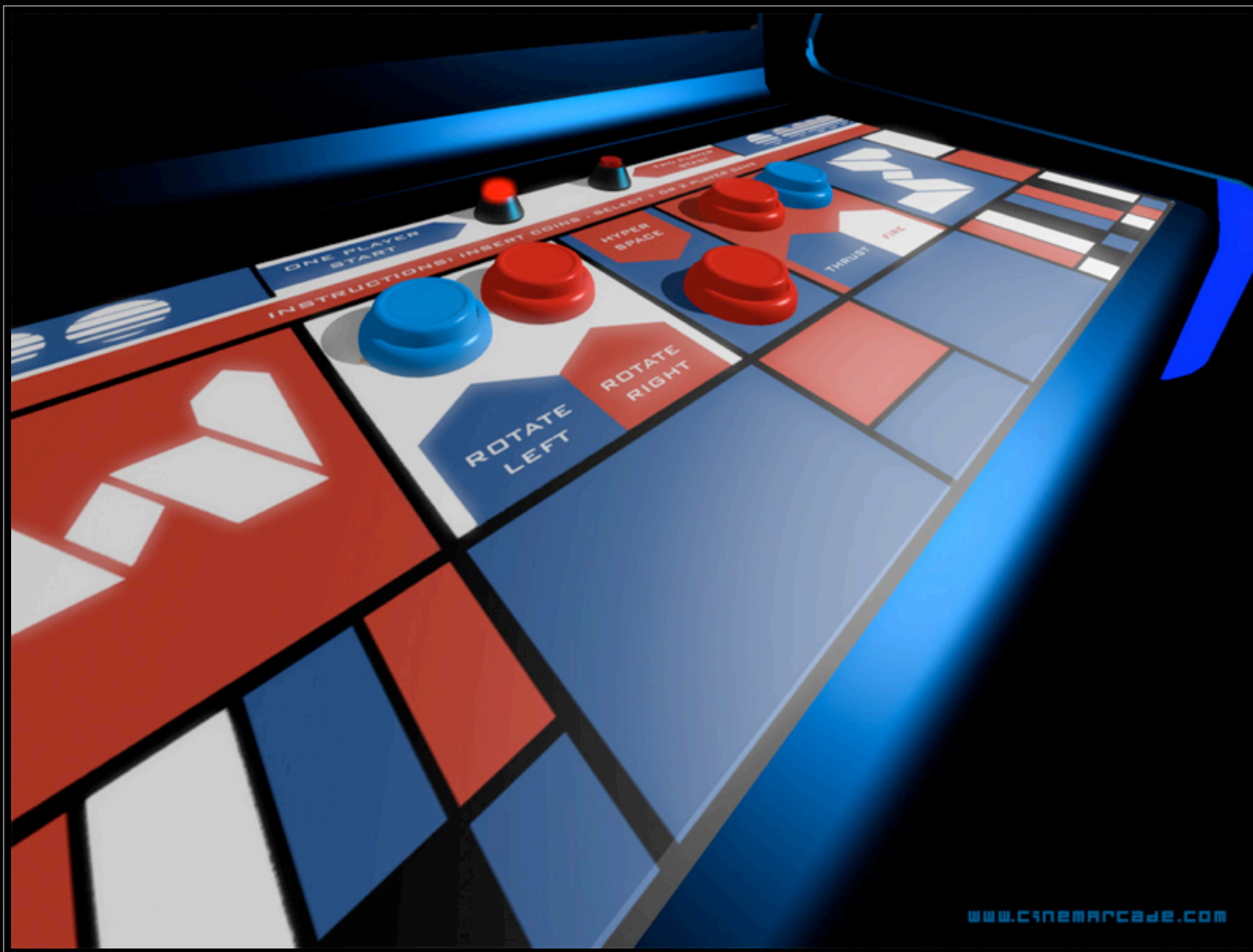
ATARI®

CX2649

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SPECIAL  FEATURE

VIDEOGAMEOBSESSION.COM

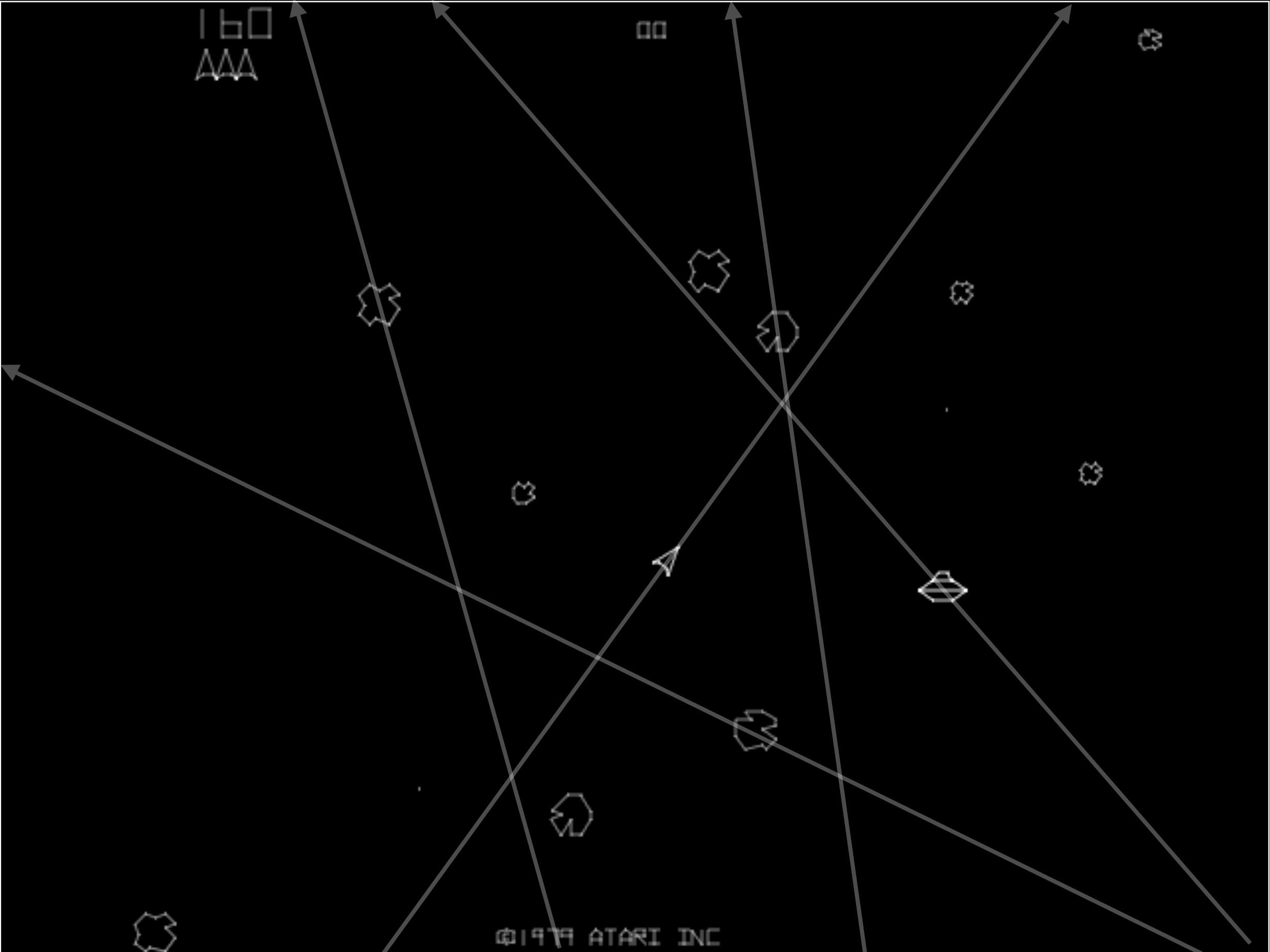


Spielmechanismen

Spielmechanismen:

- 1 Spieler
- versch. Typen von Gegnern
 - Asteroiden (3 typen)
 - kleines UFO (schießt zurück)
 - großes UFO (schießt zurück)
- Weltraum-Setting
- 3 Start-Leben
- Highscoreliste mit Initialen (Top 10)
- Asteroiden teilen sich
- Schußfrequenz (4 Schüsse gleichzeitig)
- Bewegung auf 2D-Ebene (Rotation/Schub)
 - nicht auf X-Achse beschränkt
 - indirekte Bewegung
 - Trägheit (physikalisch modelliert)
 - Bremsen durch Gegensteuern
 - linear
- Hyperspace (Zufallsmoment)
- wrap-around screen
- Sounddesign
 - zwei Töne (Intevall) (Spannungsmoment)
 - Ufo-Geräusch (Teil der Spielstrategie)
 - Schußgeräusch
 - Explosionen
- hochaufgelöst (Vektor)
- Level
 - kein raumzeitlicher Bruch (Darstellung) fließender Übergang
 - keine eingebaute 'Zeitlichkeit'
 - noch weniger implizite Erzählung

'Kognitives Raster'



Genealogie





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and
Edmonton, Alberta

Or contact us for referral at Atari, Inc., 790 Sycamore Drive, P.O. Box 906, Milpitas CA 95035. (408) 942-3100.

THE ATARI ERA

Intermedialität

- Stage 4 aus Battletoads & Double Dragon: The Ultimate Team referenziert Asteroids
- Der Spielhallenautomat "Meteor Mess" im Spiel Maniac Mansion spielt bei Benutzung Soundeffekte aus Asteroids



- Die Computerzeitschrift c't schrieb 2008 einen Programmierwettbewerb aus, dessen Ziel die Erstellung einer KI für das automatisierte Spielen von Asteroids war