



This Anthology contains most, if not all, variants of Astrosmash.

Game 1: **Astrosmash** resembles a cross between Space Invaders and Asteroids. The player controls a laser cannon that can scroll left or right along a flat plane in order to target falling objects, such as large or small meteors, large or small spinning bombs, and guided missiles, as well as a UFO that crosses the screen from time to time at higher levels. Low hills and stars are seen in the background.

Game 2: **Astrosmash Competition** has the same gameplay of the original Astrosmash. The only, and big, difference is that it was designed for competition play. Once the game starts, you choose how long the game should run for. You can pick between 1-99 Minutes. The game then starts, and a clock ticks down as you try to accumulate the best possible score in the time you choose. This version of Astrosmash is more frantic, and makes for a great party game as you can take turns seeing who can get the best score in a set time limit.

Game 3: **Super Pro Astrosmash** has an option to start the game at a score so that you can experience the higher levels. You start with 25 lives.

Game 4: **Super Pro Meteor** Astrosmash was originally intended to be a clone of Atari's Asteroids entitled Meteor! Super Pro Meteor has an option to start the game at a score so that you can experience the higher levels. You start with 25 lives.

Game 5: **Meteor** is what Astrosmash was going to be. Mattel wanted an Asteroids clone and had this game mostly developed. The lawyers got skittish and decided not to release it as is (actually, Atari saw a demo and threatened them).

Game 6: **Astro Meteor Astrosmash** was originally intended to be a clone of Atari's Asteroids entitled Meteor!, with a secondary game mode called Avalanche in which a lone fighter on the ground fired at falling meteors and other hazards. Shortly before release, Mattel nixed the Asteroids clone due to legal concerns and the secondary Avalanche mode was renamed Astrosmash, becoming a standalone game. The original menu to choose between Meteor! And Avalanche used a gray background). To play Astrosmash, press 1 then Enter. To play Meteor, press 2 then Enter.

Game 7: **Space Cunt** was created as a joke when the programmers claimed that the word "Can't" in Bomb Squad sounded like "cunt". They took Astrosmash and updated it with the phrase and adult graphics.

Game 8: **Space Cunt 2** This updated version fixes the game play issues and makes it a Super Pro version of Astrosmash. Works with the Intellivoice.

Special Thanks to David Harley for the creation of this Anthology.
For additional game information please visit: <https://intellivision.us/index.php>
<https://history.blueskyrangers.com/> <https://www.intvfunhouse.com/>