As a result of inquiries regarding the achievement of extremely high scores on Asteroids, we have developed a modification that will accomplish the following:

When the small flying saucer enters the screen, it fires immediately in the direction of the player. The missiles also have a wraparound capability.

Originally, the program was entered so that the saucer would go one-sixth of the way across the screen before firing, without wraparound capability.

There are two revisions currently in the field. ROM revision 02 has the flip-flop capability, version 01 does not.

Kits are available immediately from your Atari distributor. To determine which kit you require, check ROMs on your Asteroids PCB. If ROM code is "01", order kit no. 08-0303009. If ROM code is "02", order no. 08-0303008.