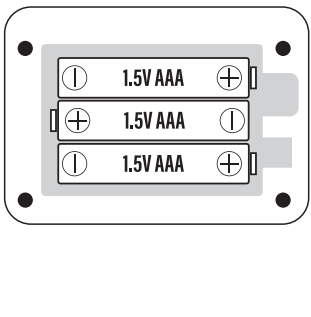


HOW TO INSERT BATTERIES



Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver.

WARNING! Not suitable for children under 3 years. Contains small parts which may cause a choking hazard. Insert the USB cable into the USB-A socket on a suitable device. This product is not to be directly connected to the mains supply. If this product is used with an adaptor or power bank, please ensure it is UKCA / CE/ UL recognised, approved and suitable. Only use the USB cable provided. **BATTERY INSTRUCTIONS:** Requires 3 X AAA, 1.5V batteries (not included). **HOW TO INSERT BATTERIES:** Unscrew the battery cover using a screwdriver. Insert fresh batteries following the polarity marked on the product. Replace the cover and secure with a screwdriver. Different types of batteries or new and used batteries are not to be mixed. Only batteries of the same equivalent type as recommended are to be used. Batteries are to be inserted with the correct polarity (+ and -). Exhausted batteries are to be removed from the product. If using rechargeable batteries, charge under adult supervision and remove before charging. Non rechargeable batteries are not to be recharged. The supply terminals are not to be short-circuited. Do not throw batteries into a fire. Batteries should never be left in the product when not in use for a long period of time. This device complies with Part 15 of the FCC Rules. Operation is subject to the following two conditions: (1) this device may not cause harmful interference, and (2) this device must accept any interference received, including interference that may cause undesired operation. Warning: Changes or modifications to this unit not expressly approved by the party responsible for compliance could void the user's authority to operate the equipment. **NOTE:** This equipment has been tested and found to comply with the limits for a Class B digital device, pursuant to Part 15 of the FCC Rules. These limits are designed to provide reasonable protection against harmful interference in a residential installation. This equipment generates, uses and can radiate radio frequency energy and, if not installed and used in accordance with the instructions, may cause harmful interference to radio communications. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause harmful interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient or relocate the receiving antenna.
- Increase the separation between the equipment and receiver.
- Connect the equipment into an outlet on a circuit different from that to which the receiver is connected.
- Consult the dealer or an experienced radio/ TV technician for help.

Shielded cables must be used with this unit to ensure compliance with the Class B FCC limits.

Instruction sheet and packaging must be retained since it contains important information.

CAN ICES-3(B)/ NMB-3 (B)

FCC-ID: 2AIPD-320115

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Fizz
creations

Manufactured for Fizz Creations Inc,
120 Resource Avenue, Oakland, MD 21550.
us.fizzcreations.com
+1-972-528-7847
USASupport@fizzcreations.com
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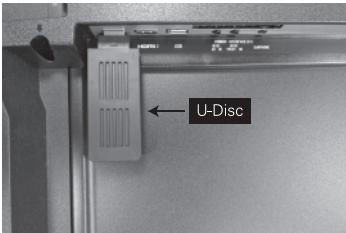
10397
02/2026
Made in HuiZhou, China
320184 (320184) FIZZ-VERTE001-V2

ASTEROIDS®

PLUG AND PLAY INSTRUCTION MANUAL

HOW TO CONNECT TO A TV

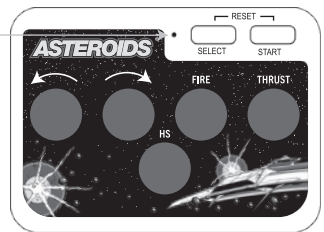
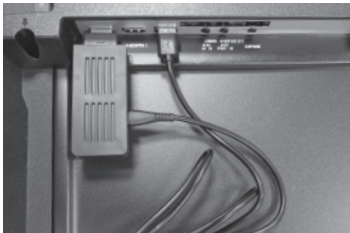
Take the game U-Disc, remove the cap, and plug into an available HDMI® port on your TV.



If the U-Disc is powered on, a red light will illuminate, indicating that your game is ready to play.

Distance and large obstacles can impact signal stability in wireless gaming and cause a slight lag in the gameplay. For optimal control, sit within 2.5m of the screen, and without any obstructions between the controller and screen.

Attach the USB-C power cable to the U-Disc and connect the other end to a USB socket on your TV.



HDMI®

The terms HDMI, HDMI High-Definition Multimedia Interface, HDMI Trade dress and the HDMI Logos are trademarks or registered trademarks of HDMI Licensing Administrator, Inc.

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- Do NOT go to mass production without written approval.
- Do NOT edit the artwork or die cut without consent from the designer.
- All artwork is copyright of Fizz Creations Ltd.

ARTWORK SPECIFICATIONS: PAPER PRODUCT

DATE 06/01/26

DESIGNED BY EB

INFORMATION

320184 (320184) FIZZ USA ASTEROIDS PLUG AND PLAY IFU VERTE001 V2

FINISH

- ☐ MATT OIL Please don't use 膠覆膜, use 啞油 instead
- ☐ MATT LAMINATION
- ☒ UNCOATED

MATERIAL

- ☒ SPECIFIED ON SPEC SHEET
- ☐ OTHER: xxx

KEY

CUT (SOLID) ——— CREASE (DASHED) - - - - -

GLUE AREA //

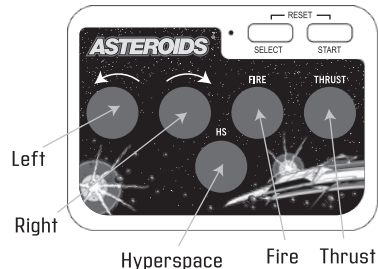
INK USED FOR THE PRINTING OF THIS PRODUCT OR ITS PACKAGING
MUST BE MINERAL OIL-FREE AS PER THE FRENCH LAW

根据法国法律，用于印刷本产品或其包装
使用的油墨不能含有矿物油成分

Height:148 x Width:210

US ARTWORK

CONTROLS



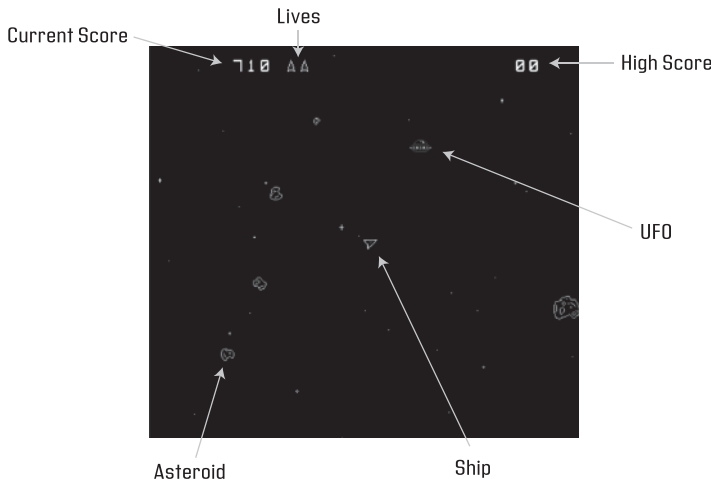
LEFT: Rotates your ship counterclockwise.
RIGHT: Rotate your ship clockwise.
HYPERSPACE: Teleports your ship to a random location.
THRUST: Propels your ship in the direction it is facing.
FIRE: Shoots a bullet in the direction your ship is facing.
START/PAUSE: Press once to pause gameplay, and again to resume.
RESET: Press select and start to reset the game.
BATTERIES: Remove the plate to insert the batteries.

To start the game, you can toggle through the menu using the 'Hyperspace' button to switch between options and the 'Select' button to choose an option.

GAME OBJECTIVE

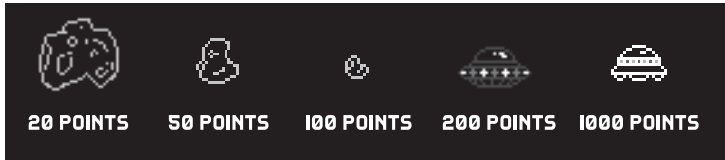
The aim of Asteroids is to achieve the highest score you can. To do this, you must control the spaceship and fire accurately to destroy asteroids and flying saucers. The ship's movement is based on thrust and inertia—you'll continue to drift after releasing the button, so be sure to keep your path clear. The longer you survive, the quicker the beat gets, and the more asteroids come your way.

GAMEPLAY



SCORING

Destroy rocks and saucers for points!



An extra ship (life) is earned for each 10,000 points scored.

GAMEPLAY ADVICE

Get the highest score possible by following these hints and tips!

- Use hyperspace sparingly, as it can be unpredictable.
- Small UFOs are dangerous because of their accuracy, take them down quickly.
- Objects (including your ship) reappear from the opposite side of the screen, be careful.
- Movement is inertia-based, so a little thrust goes a long way.