

ARKANOID

GAME PLAY INSTRUCTIONS

DISK LOADING INSTRUCTIONS

Turn on the computer. Boot MS-DOS or PC-DOS in the normal manner.

When the DOS prompt appears (i.e. **A:>** or **C:>**), place the ARKANOID disk into any disk drive and log onto it. (i.e. If you place the ARKANOID diskette in the **A** drive and you don't see **A:>** on the screen, type **A: A:>** should appear.)

This game supports several **VIDEO ADAPTERS** and **GAME CONTROLS**. These options can be selected from on-screen menus, or the command line.

Menu Selection

If you type **ARKANOID** and press **ENTER**, you will be presented with two menus; one for **VIDEO ADAPTERS** and one for **GAME CONTROLS**. The computer attempts to pre-select the best choice, but you can make any menu selection.

Select one VIDEO mode and one GAME CONTROL from the menus below.

Video Adapter Menu

ARKANOID

Please select a video mode by typing a letter or use the cursor keys and press ↵.

C: CGA

E: EGA

T: TANDY

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Game Control Menu

ARKANOID

Please select an input device by typing a letter or use the cursor keys and press ↵.

M: MOUSE

J: JOYSTICK

K: KEYBOARD

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Command Line Selection

You can bypass the menus by entering your choices using one of the following command lines.

Type in:

ARKANOID EM (ENTER)

ARKANOID TJ (ENTER)

ARKANOID CK (ENTER)

The Result:

Selects **EGA** (VGA) mode and **Mouse**.

Selects **Tandy** 16 color mode and **Joystick**.

Selects **CGA** mode and **Keyboard**.

If you enter the wrong VIDEO ADAPTER or GAME CONTROL code, the menu for that selection will appear.

SPEED ADJUSTMENT

There are two other letters that can be placed on the command line after ARKANOID. They are 'F' and 'S'. The software attempts to determine the correct speed of your computer, but as there are so many variations, sometimes it gets it wrong, usually on "TURBO 8088/V20" computers.

If the game starts correctly, but slows down badly when capsules drop and many attackers are on the screen, then the software may have decided the computer was FAST, when in fact it isn't fast enough. In this case, place an **S** on the command line after **ARKANOID**. The game play will now not be as smooth, but it will play at the correct speed.

A very rare case is when the software incorrectly decides your computer is SLOW, when it is actually fast. If it doesn't play smoothly (the energy balls and capsules look jerky ALL THE TIME), and you think you have a "FAST" machine, just place an **F** after **ARKANOID**.

Examples

Type in:

ARKANOID CJS (ENTER)

ARKANOID EMF (ENTER)

The Result:

CGA mode, Joystick, and a **SLOW** computer detected as "**FAST**".

EGA mode, Mouse, and a **FAST** machine detected as "**SLOW**".

CONTROLS

This game can be played with a joystick, keyboard, or a Microsoft compatible mouse. Using a joystick or mouse gives the best results.

Some keyboard commands are allowed after the game is loaded:

S turns off the sound; press **S** again to restore sound.

ESC pauses the game.

During the pause, press: **C** to continue **Q** to quit

Mouse

To use this option, you must have a correctly installed mouse and mouse software driver. This driver is supplied by the the mouse manufacturer; please follow their instructions carefully.

After the game has loaded: Press the left mouse button to start the game.

During game play:

Press the left mouse button to release the energy ball or fire the laser.
Moving the mouse left and right causes the corresponding movement of the Vaus.

CONTROLS (continued)

Joystick

The joystick must be plugged into a suitable interface card. If you have two joysticks, you will use joystick 1 for this game.

The joysticks require CALIBRATION when the game starts to ensure the greatest accuracy of game play. When this option is selected, please follow the on-screen instructions carefully.

After the game is loaded:

Press the fire button on joystick 1 to start the game.

During game play:

Moving the joystick left and right causes the Vaus to move in the corresponding direction.
Press the fire button to release the ball or fire the laser.

Keyboard

This game does play on a keyboard. However, we strongly recommend you use a joystick or mouse for best results.

After the game has loaded:

Press any key to start the game.

During game play:

Press the SPACE BAR to release the energy ball or fire the laser.

To move the VAUS to the right, press one of: **RIGHT ARROW, M, >, <, ?**

To move the VAUS to the left, press one of: **LEFT ARROW, Z, X, C, V**

This pattern is designed so you can play the game by placing your right hand above the **M < > ?** keys, your left hand above the **Z X C V** keys, and the thumbs on the **SPACEBAR**.

Note: LEFT and RIGHT arrows on ENHANCED 101/102 keyboards only work on 100% IBM compatible machines.

HOW TO PLAY

Move the Vaus left and right. Use your skills to deflect an energy ball which will gradually destroy the barriers confronting you. Gray energy blocks must be hit more than once; some energy blocks are indestructable. Alien life forms randomly descend to hinder you. Eliminate them with an energy ball or the Vaus.

Destroy the energy blocks and release these capsules to help you win the game:

- B** Advances you to the next level.
- C** Catch the ball, move to a new position, and fire.
- D** Gives you three energy balls instead of one.
- E** Expands the Vaus to twice normal size, giving you more surface to deflect the ball.
- L** Arms your Vaus with a laser to destroy energy blocks and aliens.
- P** Awards you an extra Vaus.
- S** Energy balls temporarily slow down.

STATUS AND SCORING

The game screen displays current score, hi-score, number of remaining Vaus, and current level. Between 70 and 130 points are awarded for knocking out an energy block, depending on the color. 1,000 points are awarded for collecting a capsule and 100 points for hitting an alien. An extra Vaus is awarded at 20,000 and 70,000 points.

High Score Screen

If your score is in the top five, you can enter your name on the scoreboard by following the instructions that appear on the screen.

Note: High scores are saved when your disk is not WRITE PROTECTED. This means 5.25" diskettes have an UNCOVERED NOTCH on the right hand side; 3.5" diskettes have a HOLE on the right hand side that is COVERED.

HINTS AND TIPS

- The **D** capsule is really useful if your ball is caught behind or enclosed within a wall.
- The laser is great for breaking down blocks which require more than one hit.
- Use the edges of your Vaus to deflect the ball and give it a sharper angle; a great tactic for maneuvering into tight spots!

VGA OWNERS PLEASE NOTE:

Some non IBM VGA adapters with MONOCHROME monitors may not be correctly initialized by your computer. If ARKANOID clears the screen, but does not start, you will need to enter the following PRIOR to starting ARKANOID.

MODE CO80 followed by ENTER.

"MODE" is a DOS command that is found on your DOS diskette. Please consult your DOS manual for more information.

! LOOK SHARP AND KEEP ALERT !

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