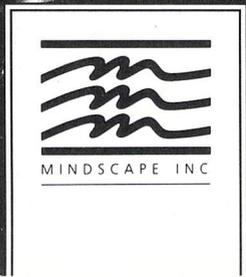
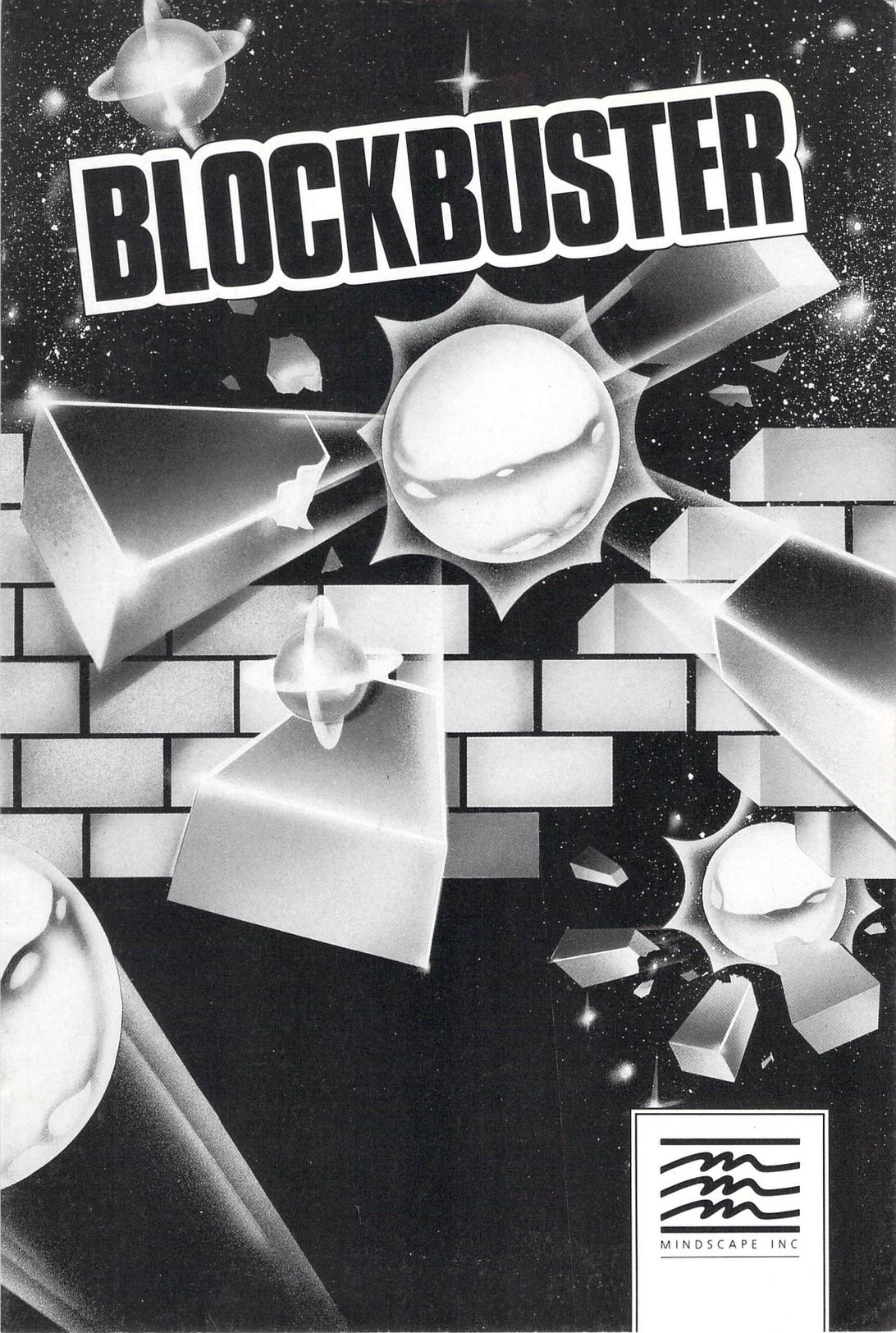


BLOCKBUSTER



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GETTING STARTED

Equipment needed:

- Commodore 64™ or 128™ (in 64 mode); Atari® 520ST™, 1040ST™ or Mega™; Amiga™; or IBM® PC/PCjr™, Tandy® 1000 family or 100% IBM compatible computer.
- Monitor or TV (Color recommended)
- Disk drive
- Joystick optional (Commodore and IBM only)
- Mouse optional (Atari, Amiga and IBM only)
- Color or Enhanced Graphics Adaptor (IBM and some compatibles only)
- Blank, formatted disk for saving screens (Commodore only)

Loading Instructions

Commodore

1. If you are using a joystick, make sure it is plugged into port 2.
2. Turn on your monitor or TV, the disk drive and then your computer. (Note: C128 users run **Blockbuster** in 64 mode.)
3. Insert the **Blockbuster** disk, label side up, into the disk drive.
4. Type **LOAD****,8,1** and press **RETURN**.
5. After the program loads, press the fire button to start the game.

Atari

1. Make sure the mouse is plugged into port 0.
2. Insert the **Blockbuster** disk, label side up, into the disk drive.
3. Turn on the monitor or TV, and the computer.
4. Press the left mouse button to start the game.

Amiga

1. Make sure the mouse is plugged into port 1.
2. Turn on the monitor and computer.
3. Insert the **Kickstart 1.2** disk into the disk drive.
4. When the request for **Workbench 1.2** appears, insert the **Blockbuster** disk, label side up, into the disk drive.
5. After the program loads, press the left mouse button to start the game.

IBM

Note to mouse users: If you plan to use a mouse, make sure you have the mouse driver installed on the DOS disk. If you are going to install DOS on your program disk, make sure you copy the mouse driver to the program disk as well. And if you are going to install **Blockbuster** on your hard disk, make sure the mouse driver is also on your hard disk.

Loading with DOS (2.1 or higher)

1. If you plan to use a mouse or joystick, make sure it is plugged into the appropriate port of your computer.
2. Insert the DOS disk into drive A and close the drive door.

3. Turn on the computer and the monitor or TV.
4. Respond to the date and time prompts.
5. When the **A>** prompt appears on the screen, replace the DOS disk with the program disk.
6. Type **BUSTER** and press the **Enter** key.

Installing DOS on the Program Disk: One Disk Drive

1. Place the DOS disk in drive A and turn on the monitor or TV and your computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. Follow the instructions on the screen, using the DOS disk as the "diskette for drive A" and the **Blockbuster** disk as the "diskette for drive B." You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, insert the DOS disk in drive A and type **COPY COMMAND.COM B:** and press the **Enter** key. Follow the instructions on the screen using the DOS disk as the "diskette for drive A" and the **Blockbuster** disk as the "diskette for drive B."
5. From now on when you want to load the game, just insert the **Blockbuster** disk into drive A, turn on the monitor or TV and your computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing DOS on the Program Disk: Two Disk Drives

1. Place the DOS disk in drive A and the **Blockbuster** disk in drive B. Turn on the monitor or TV and the computer.
2. When the request to enter the date and time appears, press the **Enter** key twice.
3. At the **A>** prompt, type **SYS B:** and press the **Enter** key. You will see a message telling you that the system has been transferred.
4. At the next **A>** prompt, type **COPY COMMAND.COM B:** and press the **Enter** key.
5. From now on when you want to load the game, just insert the **Blockbuster** disk into drive A, turn on the monitor or TV and your computer, and respond to the date and time prompts. In a few moments the game will load into your computer's memory and the title screen will appear.

Installing Blockbuster on a Hard Disk

After you complete the procedure outlined below, **Blockbuster** will run entirely from your hard disk; you will not need to use the floppy disk. The procedure will create a sub-directory on the hard disk and copy all relevant files to it. You will be asked to provide a name for the new sub-directory. If you want to use an existing sub-directory, just enter the name of that sub-directory in Step 3, and ignore the message about being unable to create a directory.

NOTE: Once **Blockbuster** has been copied to a hard disk, your floppy will not generate any more hard disk copies. However, you can transfer the hard disk installation capability back to your floppy disk by following the procedures given in the section entitled "Uninstalling **Blockbuster** from a hard disk."

WARNING: Before you attempt either to make an archival backup of your hard disk, or to run a hard disk "optimization" or "defragmenting" program after having installed **Blockbuster** on the hard disk, first make sure that you follow the instructions to uninstall **Blockbuster**. If you don't, **Blockbuster** will no longer be executable from the hard disk, and you won't be able to re-install the program. After you make the backup or run the optimization program, follow the installation instructions given below to re-install the program on your hard disk. The instructions for hard disk installation are as follows:

1. Boot the system, if necessary, and get a **C>** prompt.
2. Insert the **Blockbuster** disk, label side up, into the disk drive and close the disk drive door.
3. Type **A:SETFIXED NAME**, where **NAME** is the name you have chosen for the new directory. The name must not be longer than eight characters. When you press **Enter**, **Blockbuster** will install itself on the hard disk.
4. When the installation is complete, the system must be rebooted. To reboot, press the **Ctrl**, **Alt**, and **Del** keys simultaneously. To run **Blockbuster** from the hard disk after rebooting, type **CD\NAME**, where **NAME** is the new directory name, and press **Enter**. Then type **BUSTER** and press **Enter**. After a few seconds, the program will begin.

Uninstalling Blockbuster from a Hard Disk

1. Boot the system, if necessary, and get an **A>** prompt.
2. Insert the **Blockbuster** disk in Drive A and close the drive door.
3. At the **A>** prompt, type **UNINSTAL** and press **Enter**.
4. When the process is complete, **Blockbuster** will no longer be executable from the hard disk. To re-install **Blockbuster** on a hard disk, follow the hard disk installing instructions already given.

PLAYING THE GAME

Trapped by a myriad of walls, you must destroy them one brick at a time. Meddling aliens fall from the sky to deflect your shots and get in the way. Collect the tokens released from special bricks to purchase weapons that can help you break down the wall. Once you have broken through the first wall, you only have seventy-nine more to go!

Memorize the passwords that appear after every 10 screens. Before you start the game, type in a password to jump to more advanced screens. Design up to 48 of your own screens with the built-in Screen Designer. Add bonuses, indestructible bricks, lots of aliens, or a crazy design to make them as challenging or as simple as you want.

Game Control

Commodore: Move the joystick to the left or right to control the bat. Press the fire button to start the game and again to launch the ball. Pull back on the joystick to select and implement weapons. Or use the keyboard controls to play the game.

Note: Make sure **SHIFT LOCK** key is in the up position.

A or :	Left	Shift or Space Bar	Fire
S or ;	Right	Return or Run/Stop	Select/Implement Weapons

Atari and Amiga: Use the mouse to control the bat. Press the left mouse button to launch the ball and use weapons. Press the right mouse button to select and implement weapons.

IBM: Use the mouse or joystick to control the bat. Press the left mouse button or fire button on the joystick to launch the ball and use weapons. Press the right mouse button or pull back on the joystick to select and implement weapons. Or use the keyboard controls to play the game.

Left Shift Key	Left	Space Bar	Fire
Right Shift Key	Right	Enter Key	Select/Implement Weapons

Breaking Down the Wall

Press the left mouse button or the fire button to start the game, then press it again to launch the first ball (after 2 seconds the ball will be launched automatically). Move your bat to the left or right to hit the ball against the bricks at the top of the screen. Most bricks can be destroyed with a single hit from the ball. There are also multi-hit bricks which must be hit several times to be destroyed. Other bricks are indestructible or invisible and must be destroyed using one of the weapons purchased with collected tokens.

Once you have destroyed all the bricks, you can proceed to the next screen and another wall of bricks.

You start the game with 5 balls; if you miss a ball, you lose it. The direction the ball bounces after it is hit depends on where it lands on the bat. If the ball lands on the left end of the bat, it will go to the left. Before you launch the ball, or while using the Magnet weapon, you can adjust its position on the bat by pressing the right mouse button or the weapon selector key, or by pulling back on the joystick.

Aliens

Aliens roam around the screen as you try to break down the wall. Although they are generally harmless, they can interfere by deflecting the ball. Some aliens drop small stun bombs. If one of these hits the bat, you are paralysed for about a second. Aliens are destroyed on contact with either the ball or the bat. Each alien you destroy is worth 100 points.

Tokens and Weapons

Some bricks release U-shaped tokens that fall to the ground. Collect the tokens by catching them with the bat. The tokens can be used to purchase weapons. Any unspent tokens at the end of a successfully completed screen are worth 1000 points each (maximum 9000 points).

The nine weapons are represented by icons at the lower right of the screen. A white square around the icon indicates which weapon is currently available for purchase. Select a weapon by pressing the right mouse button or weapon selector key, or by pulling back on the joystick. All weapons, except the Torch, are lost when you lose a ball or when you finish a screen.

You can use more than one weapon at a time. For instance, you can use Magnet and Wide together. However, certain weapons will not work in conjunction with other weapons. You cannot use the Magnet and the Divide weapons at the same time, and the Laser and Missile will not work together, either. For instance, if you are using the Magnet weapon and select the Divide weapon, you will lose the Magnet weapon and switch to the Divide weapon.

Slowdown—1 token

Reduces the speed of the ball to 75% of its current speed.
Can be selected several times after collecting more tokens.

Magnet—2 tokens

Allows you to catch and hold the ball. Press the left mouse button or the fire button to launch the ball.

Divide—3 tokens

Splits the ball into three balls.

Wide—4 tokens

Enlarges the bat (the extension is not vulnerable to alien stun bombs).

Torch—5 tokens

Lights up invisible bricks.

Laser—6 tokens

Press the left mouse button or the fire button to fire a laser bolt. Laser bolts will pass through rows of bricks. Be careful though, some bricks reflect laser bolts back to the bat.

Smart bomb—7 tokens

All aliens are removed from the screen and do not reappear. Activate the bomb by pressing the right mouse button or the weapon selector key, or pulling back on the joystick.

Missile—8 tokens

You are given 3 missiles which can be launched, one at a time, by pressing the left mouse button or the fire button. Missiles are able to destroy multi-hit bricks with a single hit.

Force Field—9 tokens

A force field encircles the ball, allowing it to smash through aliens and rows of bricks without being deflected. When surrounded by the force field the ball can pass through, but not destroy, indestructible bricks.

Scoring and Bonuses

The color of a brick determines the number of points scored (from 5 to 75) when it is destroyed. Aliens are worth 100 points. At the end of a successfully completed screen, unspent tokens are worth 1000 points each, up to a maximum of 9000 points.

Extra balls are awarded for each 50,000 points scored.

On some screens you can earn bonus points by destroying, *in order*, bricks marked with the letters **B-O-N-U-S**.

Passwords

Passwords will allow you to skip sets of screens you have mastered, and proceed to the advanced screens. After completing a set of 10 screens, a password will be displayed. Memorize the password so that in future games you can skip that set of screens. Then the next time you start a game, type in the password on the title screen.

The program will check the password and the game will start with the next level of screens.

Pausing and Quitting

Commodore: Press **F1** to pause the game; press the fire button to resume. To quit the game, press **F1** and then **F7**. The high score table will appear at the end of the game. Enter your name by moving the cursor over a desired letter on the screen. Then press the fire button to select that letter. Repeat the process for each letter you wish to select.

Atari: Press any key to pause and resume the game. Quit the game at any time by pressing **ESC**. The high score table will appear at the end of the game. Enter your name by moving the cursor over a desired letter on the screen. Then press the left mouse button to select that letter.

Amiga: Press any key to pause and resume the game. Quit the game at any time by pressing **RUN/STOP**. The high score table will appear at the end of the game. Enter your name by moving the cursor over a desired letter on the screen. Then press the left mouse button to select that letter. Repeat the process for each letter you wish to select.

IBM: Press any key to pause and resume the game. Quit the game in progress by pressing the **ESC** key. The High Score table will then be displayed. If your score is high enough, type your name on the High Score table. If you would like to quit the program, type the password **QUIT** on the title screen and you will be returned to the **A>** prompt.

DESIGNING YOUR OWN SCREENS

There are 48 user-definable screens (81-128). Follow the instructions listed below for your computer.

Commodore

The Screen Designer is a separate program on the **Blockbuster** disk. Make sure you have a blank disk before you start creating new screens. Do **not** save the screens to the program disk. After loading the Screen Designer, you may format a disk by ejecting the program disk, inserting the blank disk and pressing the **F5** key.

1. Reboot your computer.
2. To load the Screen Designer type: **LOAD"DESIGNER",8** and press **RETURN**.
3. At the **READY** prompt, type **RUN**.
4. To access the built-in help screen, press the **F7** key.
5. Use the **↑**, **↓**, **←**, **→** keys to move the cursor around the screen, and press the space bar to place a brick on the screen.
6. Use the **-** and **+** keys to cycle through the available colors. To change a color of an existing brick, position the cursor over the brick and select a different color.
7. To erase a brick, position the cursor over the brick and change the color to black.
8. After placing a brick, add special features (such as Laser Reflection or Bonus Points) to the bricks by pressing the corresponding key (listed below).
9. To set the difficulty level of the screen, press **RETURN** to go to the Parameter Screen. Type in the value of the parameter when prompted. Use the **↑**, **↓** keys to cycle through the parameters. Press **RETURN** when you are done setting the parameters.
10. Press **F1** to design the next screen. Press **F3** to return to the previous screen.
11. When you have finished designing your screens, eject the program disk and insert a blank, formatted disk.
12. Then press **F8** to save the screens you have designed to disk.
13. After you have saved the screens, reboot the computer and load the game. When the title screen appears, you will be given the option to start the game or load your own screens. To load your screens, follow the on-screen prompts and type the password **User** on the title screen. Play then starts with screen 81.

Atari

1. Access the Screen Designer by holding down the **RETURN** key while the game is loading.
2. To access the built-in help screen, press the **HELP** key.
3. Use the **↑**, **↓**, **←**, **→** keys to move the cursor around the screen, and press the space bar to place a brick on the screen.

4. Use the - and + keys to cycle through the available colors. To change a color of an existing brick, position the cursor over the brick and select a different color.
5. To erase a brick, position the cursor over the brick and change the color to black.
6. After placing a brick, add special features (such as Laser Reflection or Bonus Points) to the bricks by pressing the corresponding key (listed below).
7. To set the difficulty level of the screen, press **RETURN** to go to the Parameter Screen. Type in the value of the parameter when prompted. Use the ↑, ↓ keys to cycle through the parameters. Press **RETURN** when you are done setting the parameters.
8. Press **Clr/Home** to design the next screen. Press **Insert** to return to the previous screen.
9. Press **F1** to save the screens you have designed to the program disk.
10. After you have saved your screens, reboot the computer and load the game. To load your screens, type the password **User** on the title screen. Play then starts with screen 81.

Amiga

1. Access the Screen Designer by holding down the **RETURN** key while the game is loading.
2. To access the built-in help screen, press the **HELP** key.
3. Use the ↑, ↓, ←, → keys to move the cursor around the screen, and press the space bar to place a brick on the screen.
4. Use the - and + keys to cycle through the available colors. To change a color of an existing brick, position the cursor over the brick and select a different color.
5. To erase a brick, position the cursor over the brick and change the color to black.
6. After placing a brick, add special features (such as Laser Reflection or Bonus Points) to the bricks by pressing the corresponding key (listed below).
7. To set the difficulty level of the screen, press **RETURN** to go to the Parameter Screen. Type in the value of the parameter when prompted. Use the ↑, ↓ keys to cycle through the parameters. Press **RETURN** when you are done setting the parameters.
8. Press **Clr/Home** to design the next screen. Press **Insert** to return to the previous screen.
9. Press **F1** to save the screens you have designed to the program disk.
10. After you have saved your screens, reboot the computer and load the game. To load your screens, type the password **User** on the title screen. Play then starts with screen 81.

IBM

1. Access the Screen Designer by typing the password **EDIT** on the title screen.
2. To access the built-in help screen, press the **ESC** key.
3. Use the **↑**, **↓**, **←**, **→** keys to move the cursor around the screen, and press the space bar to place a brick on the screen.
4. Use the **F9** and **F10** keys to cycle through the available colors. To change a color of an existing brick, position the cursor over the brick and select a different color.
5. To erase a brick, position the cursor over the brick and change the color to black.
6. After placing a brick, add special features (such as Laser Reflection or Bonus Points) to the bricks by pressing the corresponding key (listed below).
7. To set the difficulty level of the screen, press **ENTER** to go to the Parameter Screen. Type in the value of the parameter when prompted. Use the **↑**, **↓** keys to cycle through the parameters. Press **ENTER** when you are done setting the parameters.
8. Press **F7** to design the next screen. Press **F6** to return to the previous screen.
9. Press **F1** to save the screens you have designed to the program disk.
10. After you have saved your screens, reboot the computer and load the game. To load your screens, type the password **User** on the title screen. Play then starts with screen 81.

Special Brick Features

After you have placed a brick, press any of the following keys to add the features you want. A brick can have more than one feature, but cannot be both Multi-hit and Indestructible.

M	Multi-hit bricks
I	Indestructible bricks
R	Reflect lasers
B,O,N,U,S	Bonus bricks (you may use all letters for bonus points)

To create invisible bricks you do not need to place a brick first. Simply position the cursor where you would like to have an invisible brick and press **M,I** or **R**.

Setting Difficulty Levels

Make each screen as easy or as difficult as you want by setting the parameters listed below.

initspd	The initial speed of the ball, in the range of 4 to 16.
maxspd	The maximum speed of the ball, in the range of 4 to 16.

- aliens** There are 8 alien types. Up to six aliens are allowed on any screen at any one time.
- bombs** The rate at which aliens drop stun bombs, in the range of 0 to 8.
- to kill** The number of times a multi-hit brick must be hit before being destroyed.

(The following parameters are not available on the Commodore)

- accel** The acceleration of the ball, in the range of 0 to 8. The ball speeds up when it hits a brick.
- tokens** The number of tokens hidden randomly in bricks, up to 99 (Atari and Amiga) or 35 (IBM) per screen. There can be only one token per brick, so the number of tokens cannot be greater than the number of bricks.
- speedup** When the number of bricks on the screen falls to this figure the ball speeds up whenever it hits anything on the screen.
- palette (IBM only)** There are two color palettes available, 0 and 1.





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Software that challenges the mind.

M10127G1