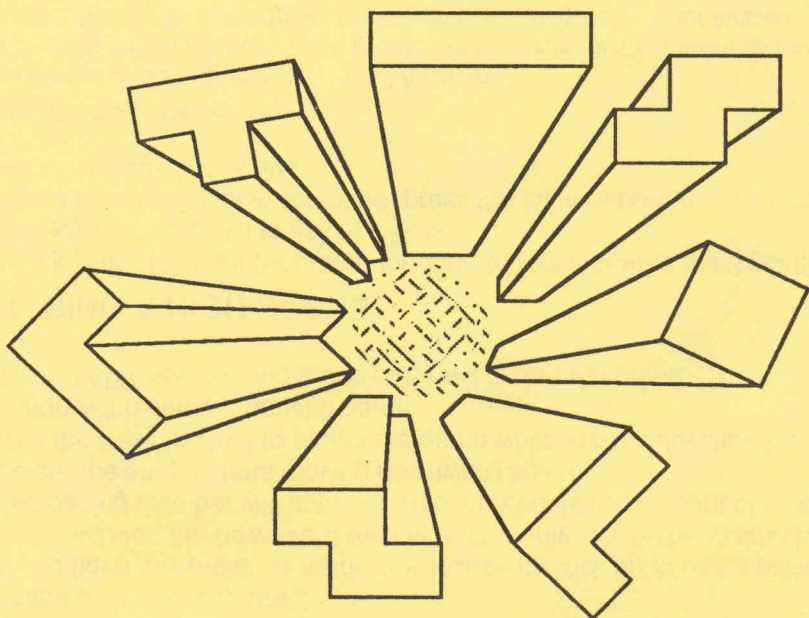


BLOCKABOO!



- For Atari 8 bit computers (minimum 48K)
- 1 or 2 players (2 player simultaneous)
- Joystick(s) required.

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Assemware

SHOWDOWN HOCKEY

Future 1990 Releases...

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0661

B L O C K A B O O !

LOADING INSTRUCTIONS

- 1) Turn the Disk Drive On.
- 2) Insert the diskette into your Disk Drive (label side up and diskette opening in first).
- 3) While holding the OPTION key down, turn your Atari computer on. Once the computer starts loading from the diskette, you can stop holding down the OPTION key.
- 4) LEAVE THE DISK DRIVE ON AND THE DISKETTE IN THE DISK DRIVE. It is used to record high scores.

GAME OPTIONS SELECTION

- 1) Use joystick 1 or 2 up/down or the OPTION key to move to any of the games options.
- 2) Use joystick 1 or 2 right or the SELECT key to change any of the games options.
- 3) Use joystick 1 or 2 button or the START key to start the game.
- 4) Use the CLEAR key on the keyboard to Reset the High Scores.

OBJECT OF THE GAME / SCORING

Position falling shapes together to create solid horizontal lines. Once a line has been completed, it will disappear and all partial lines above it will move down. Get as many lines as possible. 10 Points are awarded per line. Completing multiple lines at once multiplies the points awarded by the amount of lines completed at once. 100 extra points are awarded for getting 4 lines at once. Bonus points are added for speed when dropping a shape. Also, on skill level 1, a point is awarded for each shape dropped.

GAME CONTROL / PLAY

- 1) Use joystick left/right to move shape left or right.
- 2) Use joystick down to speed up the downward motion of the falling shape.
- 3) Patience swirls are used to temporarily stop the downward motion of the shape (giving you time to think) while still allowing you to rotate and move the shape side to side. When a patience swirl appears, move the falling shape over it to capture it.
- 4) If you have any patience swirls stored, use joystick up to use a patience swirl and stop the downward motion temporarily. In the hang time box, a decreasing time bar will appear. This represents the amount of time left before the shape starts moving downward again.
- 5) Use the SPACE BAR to pause the game while in play. Joystick 1 or 2 button will resume a paused game.
- 6) The START key (during game play) will restart the game.

ENTERING A HIGH SCORE

- 1) Use joystick left/right (or button for right) to move around the 3 positions.
- 2) Use joystick up/down to select initials.
- 3) When the third initial is complete, press the joystick button. The score will be stored on diskette.

CREDITS AND COMMENTS

Game Design and Programming: Paul Aussem

Beta Testing: Paul Aussem, Brian Minaji, Jim Wilkinson (better known as the 3 Knobs!)

Packaging Art and Documentation (cheezy though it may be): Paul Aussem

There will be more games to come (as long as 8 bit Atari's can be bought).

The packaging will probably remain marginal, and the games will definitely remain great!