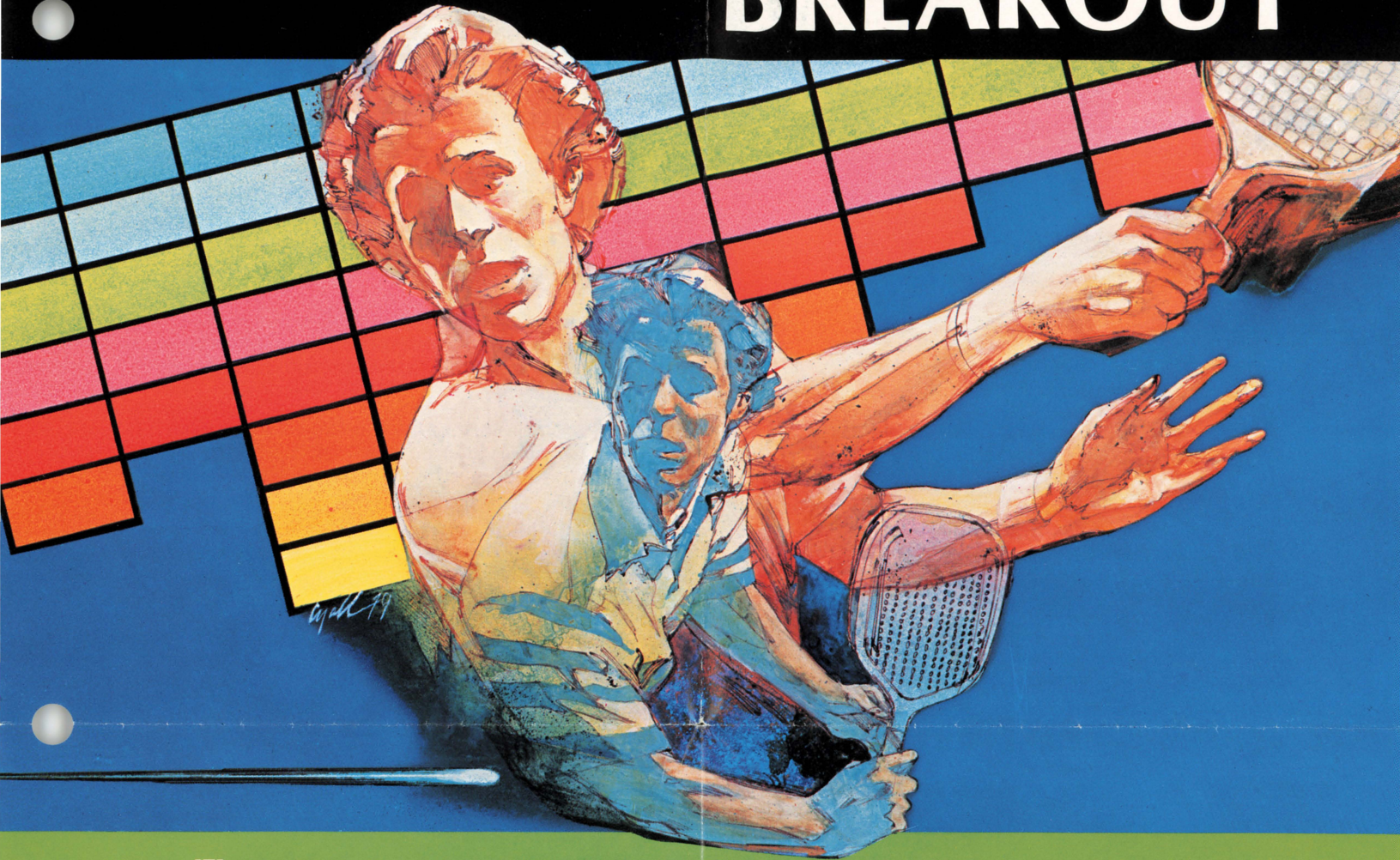



# SUPER BREAKOUT™



ATARI®  
A Warner Communications Company 

Model CXL4006

Use with

ATARI® 400™ or ATARI 800™  
PERSONAL COMPUTER SYSTEMS

## TABLE OF CONTENTS

- I. INTRODUCTION
- II. INSERTING CARTRIDGES
- III. USING THE CONTROLLERS
- IV. TO BEGIN PLAY
  - Console Controls
  - A. SYSTEM RESET
  - B. OPTION
  - C. SELECT
  - D. START
- V. GAME VARIATIONS
  - A. BREAKOUT
  - B. PROGRESSIVE
  - C. DOUBLE
  - D. CAVITY
- VI. RATING YOUR SCORE
- VII. SPECIAL FEATURES

## I. INTRODUCTION

Your **SUPER BREAKOUT™** Game Cartridge contains four games—**BREAKOUT™**, **PROGRESSIVE**, **DOUBLE**, and **CAVITY**. Each game may be played by one to eight players. A detailed description of each game is given in Section V.—**GAME VARIATIONS**.

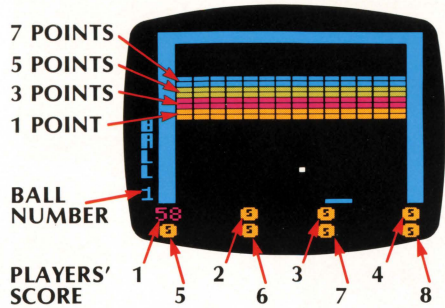
The object in all of the games is to score the highest amount of points possible, or to score more points than your opponent or opponents.

Points are scored by hitting the ball into the rows of bricks on the screen using the Paddle Controller. The bricks disappear from the screen when hit, one at a time. The point value of the bricks in all games is defined by color.

Blue = 7 points  
Pink = 3 points

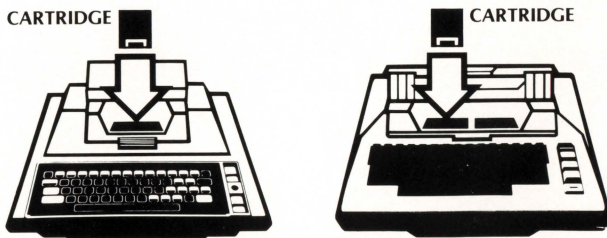
Green = 5 points  
Gold = 1 point

In **DOUBLE** and **CAVITY** it is possible to score double or triple the normal amount of points when two or three balls are in play simultaneously. Players have five serves or turns in all games. The turn or ball number is displayed at the far left side of the screen:



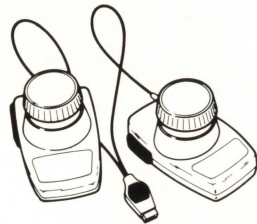
## II. INSERTING CARTRIDGES

This Game Cartridge plays on the **ATARI® 400™** or the **ATARI 800™** personal computer system. Insert the cartridge in the **LEFT CARTRIDGE** slot on the **ATARI 800** system. Be sure the **POWER ON/OFF** switch is **ON**. The **ATARI 400** and **ATARI 800** systems automatically shut off whenever the cartridge door is lifted. This prevents damage to the computer and to the cartridge. (The power indicator light on the console will be on when the cartridge door is closed, and off when the door is open.)



## III. USING THE CONTROLLERS

For one or two-player games, use one set of Paddle Controllers. Plug the controller cables firmly into the number 1 or far left jack on the front of your computer console. A three or four-player game requires another set of Paddle Controllers which must be plugged into the number 2 jack on the front of the console. For five or six-player games plug a third set of Paddle Controllers into the number 3 jack, and finally, for a seven or eight-player game, plug a fourth set of controllers into the number 4 jack on the front of the console.

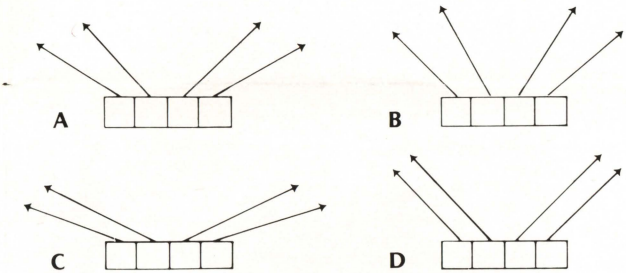


Hold the Paddle Controller with the red button on your left. Push the button to serve the ball. To make contact with the ball, turn the knob on the controller and the paddle (or paddles in **DOUBLE** and **CAVITY**) moves horizontally across the bottom of the screen (clockwise-right; counterclockwise-left).

The angle of the ball as it rebounds off the paddle depends on which part of the paddle it hits.

The paddle is divided into four sections. For the first through fourth hits, the ball will bounce off the paddle as shown in Diagram A. After the fifth hit, the ball will react as shown in Diagram B. At this time, the ball will appear to speed up slightly. Diagram C shows how the ball reacts after the ninth hit. After the thirteenth hit, the ball will speed up again and bounce as shown in Diagram D. The ball will also speed up after hitting any blue or green bricks (last four rows).

Whenever you break through the last row of bricks and the ball makes contact with the boundary at the top of the playfield, the paddle is reduced to half its original size. In **DOUBLE** and **CAVITY**, both paddles are reduced in size. The paddle returns to normal size when a new turn begins. Each turn ends when the ball is missed and disappears off the bottom of the screen. In games with two or three balls in play, a turn ends when the last ball is missed.



## IV. TO BEGIN PLAY

### Console Controls

#### A. SYSTEM RESET

Pressing the **SYSTEM RESET** button on the computer console has the same effect as turning the system on. It will always reset the cartridge to **ONE PLAYER BREAKOUT** regardless of when it is pressed.

#### B. OPTION

Use the **OPTION** button to select the number of players for a game. Each time the button is pressed the screen will show the selected number of players (e.g. **ONE PLAYER** through **EIGHT PLAYERS**), and a **0** will appear where each player's respective score will be displayed.

Players may find their respective score display (and player number) on the screen by pressing their red controller button **BEFORE** a game is started (before the **START** button is pressed). The **0** which

represents their score will become red when the button is pressed.

After a game begins, the player's score whose turn is in progress is red on the screen. Before each player's turn, the message, **PLAYER 1 UP**, (or **PLAYER 2 UP**, etc.) is displayed at the bottom of the screen. The message disappears when the red controller button is pressed and the ball is served.

When a game ends the current number of players stays the same for the next game. Use the **OPTION** button if you wish to change the number of players.

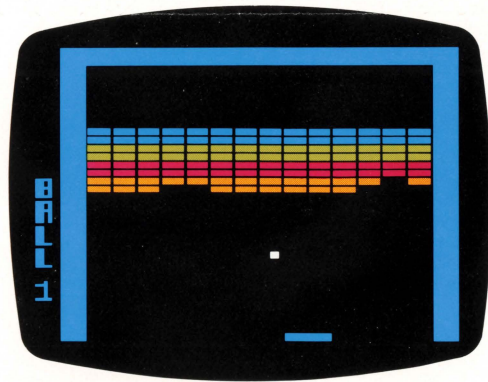
### C. SELECT

Use the **SELECT** button to choose the game you wish to play. Each time it is pressed the name of the selected game appears at the bottom of the screen. (**BREAKOUT--PROGRESSIVE--DOUBLE--CAVITY**)

### D. START

Press **START** to begin a game after the variation and number of players have been chosen. The **START** button may be used any time during or after a game to return it to the starting point. The currently selected variation and number of players stays the same when the **START** button is pressed.

## V. GAME VARIATIONS



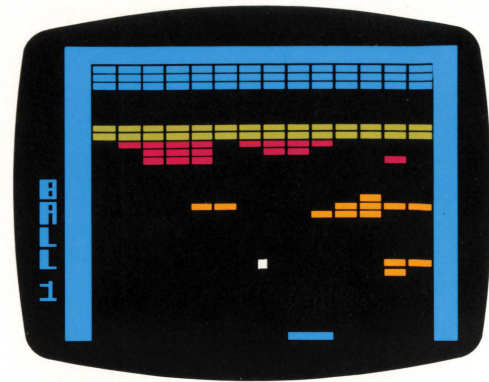
### A. BREAKOUT

This game (like the others in this cartridge) is for one to eight players. Players each have their own wall of bricks which is displayed on the screen during the appropriate turn.

Each wall of bricks contains 8 rows with 14 bricks in a row. (See diagram for point values.) If you knock out all the bricks (within five turns), a new wall of bricks will appear on the screen. Each wall of bricks is worth 448 points.

THERE IS NO LIMIT TO THE NUMBER OF TIMES A NEW WALL OF BRICKS CAN BE RESET DURING A GAME.

If a tie score occurs in a multiple-player game, the player reaching that score in the fewest turns is the winner. A rating system and scoring breakdown is explained in Section VI. —**RATING YOUR SCORE.**



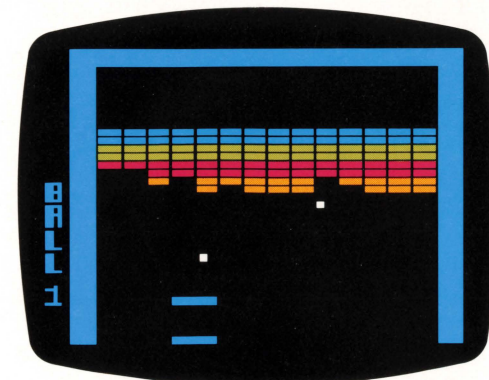
### B. PROGRESSIVE

The playfield in **PROGRESSIVE** is set up somewhat differently than **BREAKOUT**. When the game begins the playfield contains 4 rows of bricks at the top of the screen, followed by 4 blank rows, and then 4 more rows of bricks (14 bricks per row). The point value for the bricks is defined by color, the same as in **BREAKOUT**.

After game play begins, the brick walls move down or 'scroll' toward the bottom of the screen (or toward your paddle), at a rate determined by the number of times the ball is hit. As the bricks are knocked out and the walls progressively move down toward the paddle, new bricks enter the playfield at a progressively faster rate. Four rows of bricks are always separated by four rows of blanks.

As the brick walls scroll down, their colors change, which gives them a new point value. (Blue=7 points; Green=5 points; Pink=3 points; Gold=1 point.) BRICKS THAT SCROLL OFF THE BOTTOM OF THE SCREEN ARE LOST AND ARE NOT COUNTED FOR OR AGAINST THE PLAYER'S SCORE.

The maximum attainable score for **PROGRESSIVE** is infinite (see **Section VI.**)

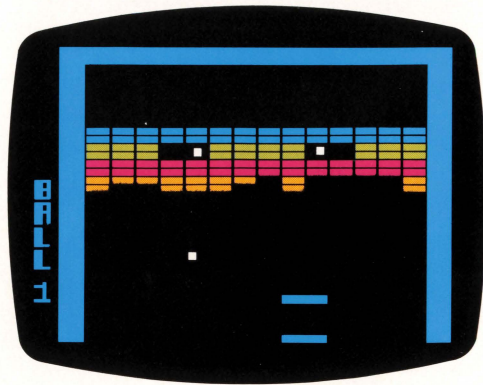


### C. DOUBLE

The **DOUBLE** playfield is the same as the **BREAKOUT** playfield except that there are two paddles and two balls served. The paddles are stacked one on top of the other. The point value of the bricks is defined by color and is essentially the same as the other games except when there are two balls in play. When two balls are in play, each brick is worth twice or double its normal amount.

If the first ball served is missed, it counts as a missed serve or turn and goes against the player's allotted serves per game. Otherwise, the second ball is served. If the second ball is missed (after the first ball is hit), play still continues until the first ball is missed. After both balls are in play (have been hit at least once), one may be missed while the other remains in play.

The wall of bricks will reset two additional times if the initial wall is knocked out. (See Section VI.).



## D. CAVITY

This playfield contains slightly fewer bricks to make room for two 'cavities,' each of which contains a ball. When the game begins, the balls bounce inside each cavity but are held captive for the time being while a third ball is served. There are two paddles, the same as in **DOUBLE**.

Point values of the bricks are the same as the other games (defined by color) when one ball is in play. When enough bricks are removed to release a captive ball, each brick is then worth twice its normal amount when hit. If the third ball is freed, bricks are then worth triple their normal amount when hit. If any one of the balls is missed and lost, the score returns to double points. If the second ball is missed and only one ball remains in the playfield, the point value of the bricks returns to normal.

The wall of bricks will reset two additional times. (See Section VI.).

## VI. RATING YOUR SCORE

At the conclusion of each game a 'rating' is alternately displayed on the screen in the same position as your total score. In multiple-player games, the ratings are alternately displayed with each player's total score.

The maximum attainable score for **BREAKOUT** is infinite since the wall of bricks will reset indefinitely. However, since the screen display has room for only four digits for each score, a player's score will reset to **0000** if it reaches **9999**.

**PROGRESSIVE** also has infinite scoring possibilities. **DOUBLE** has a maximum score possibility of **2688** points, and **CAVITY** has a maximum score possibility of approximately **3500** points.

The following chart gives a point breakdown of the various ratings.

## RATING CHART

	BREAKOUT	PROGRESSIVE	DOUBLE	CAVITY
<b>OOPS</b>	0-99	0-199	0-199	0-199
<b>FAIR</b>	100-199	200-399	200-399	200-399
<b>GOOD</b>	200-599	400-799	400-599	400-799
<b>ACE</b>	600-999	800-1399	600-999	800-1199
<b>PRO</b>	1000-1599	1400-2199	1000-1399	1200-1799
<b>STAR</b>	1600-2499	2200-3199	1400-1999	1800-2399
<b>WOW!</b>	2500-3599	3200-4399	2000-2599	2400-2699
<b>BEST</b>	3600 and above	4400 and above	2600 and above (2688 max)	2700 and above (3500 approx.)

## VII. SPECIAL FEATURES

There are two special features in this Game Cartridge which may or may not be used during game play. It is up to you and your opponent or opponents to decide whether to use these features.

To stop or suspend a turn in progress, press any one of the computer keys. The ball will immediately freeze in its present position on the screen and the game will be in a temporary state of suspension. To continue play press any one of the computer keys again or press your red controller button. (A few of the keys on the keyboard have no effect on this process.)

It is also possible to obtain five new serves or turns by pressing the 1 key before the fifth ball is served in a one-player game. In a multiple-player game this may be done prior to any player's turn during the fifth serve.

NOTE: When either one of these features is used during a game, a small solid square appears on the screen below the ball or serve number.