

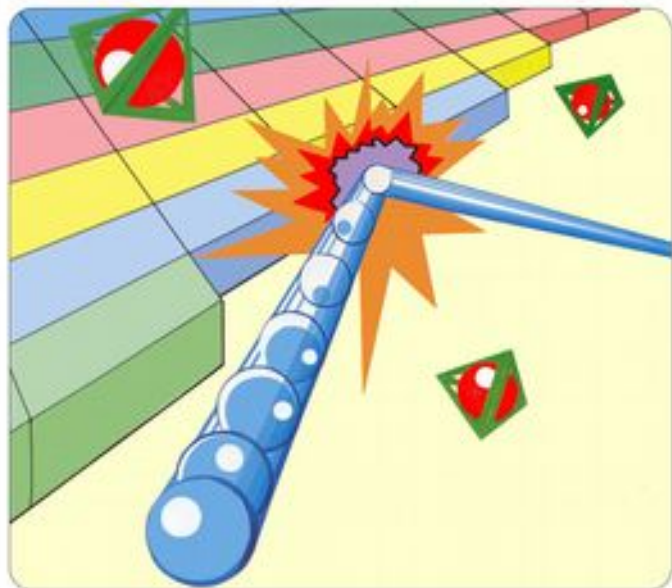
FOR THE **COLECOVISION™** GAME SYSTEM

Guide No. 099122

CARTRIDGE INSTRUCTIONS

WU NOU

TAITO



*You've been trapped in space,
warped by someone...*

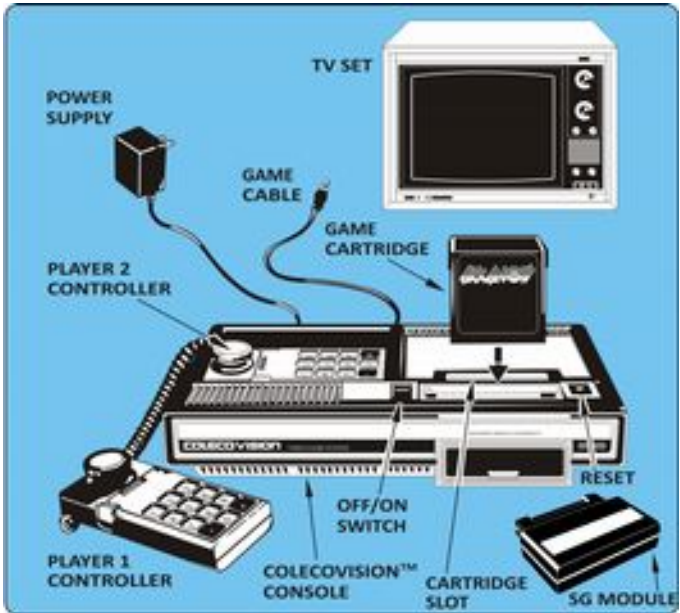
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GAME DESCRIPTION

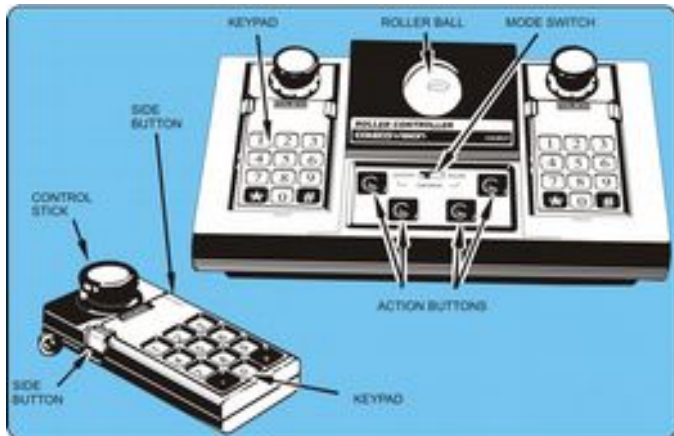
The era and time of this story is unknown. After the mothership "Arkanoid" was destroyed, a spacecraft "Vaus" scrambled away, only to be trapped in the void... You control the Vaus and have to penetrate 32 levels and then confront the "Dimension Changer" whom you must destroy in order to reverse time and resurrect the "Arkanoid". Frantic action and split second timing combine to produce the most addictive and compulsive game.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



This game supports the Roller Controller. If you choose to use the Roller Controller, the Control Sticks will be disabled and any button of the Roller Controller will serve to start game and fire.

1. **Control Stick:** Use Control Stick to move your spaceship to the left or to the right.
2. **Side Buttons:** Use any Side Button to fire.
3. **Keypad:** Press * to pause/unpause.


HERE'S HOW TO PLAY



You control the Vaus craft which can be moved left or right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you.

Certain colored bricks must be hit more than once and others are completely indestructible.

 Brick that requires several hits.

 Brick that you can't break.

You are aided in your attempts with energy Capsules which are hidden beneath certain bricks and released upon their destruction. Each capsule has a different power and is denoted by its color.

The Yellow capsule slows down the energy ball.

The Green capsule allows you to catch the energy ball to then shoot it when you want to.

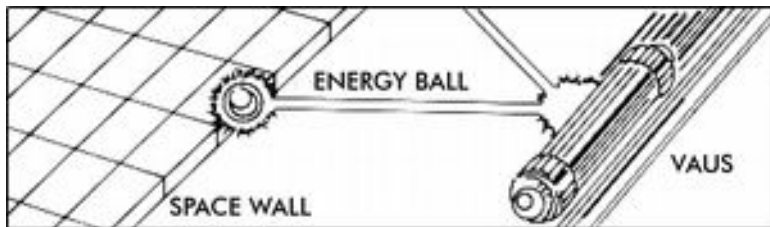
The Blue capsule expands the Vaus.

The Cyan capsule splits the energy ball into three particles.

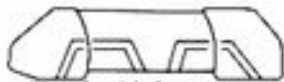
The Red capsule enables the Vaus to fire laser beams.

The Magenta capsule allows the player to break off the present playfield into the next one through the exit on the right.

The Grey capsule makes you gain an additional Vaus.



Normal VAUS



VAUS with laser power

OBSTACLES



KONERD



PYRADOK



TRI-SPHERE



OPOPO

The obstacles are debris floating around in space destined to get in your way, changing the direction and/or angle of your shots and to drive you crazy. You can eliminate them with either the energy ball or the Vaus.

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

TRIVIA

Arkanoid (アルカノイド, Arukanoido) expanded upon Atari's Breakout games of the 1970s by adding power-ups, different types of bricks, a variety of level layouts, and visual layering and depth.

The ball being "stuck" to the paddle at the beginning of the round? Arkanoid was the first game to have that; in all Breakout clones before that the ball materialized out of thin air somewhere between the bat and bricks.

This was an exceptionally widespread game. It appeared on just about every platform of the 1980s and many since.

HOW TO REACH US

CollectorVision

www.collectorvision.com

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Arkanoid, but it is only the beginning! You will find that this cartridge is full of special features that make Arkanoid exciting every time you play. Experiment with different techniques and enjoy the game!

CREDITS

Arkanoid ©1986 Taito, all rights reserved.

MSX version ©1987 Imagine Software, all rights reserved.

Box and manual by Crapahute

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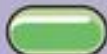


CATCH CAPSULES AND REINFORCE THE VAUS!!

YELLOW



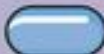
GREEN



BLUE



CYAN



SPEED DOWN

SLOWS DOWN THE ENERGY BALL.

CATCH

CATCHES THE ENERGY BALL AND SHOOT IT WHEN YOU WANT TO.

EXPAND

EXPANDS THE VAUS.

DISRUPTION

SPLITS THE ENERGY BALL INTO THREE PARTICLES.

RED



MAGENTA



GREY



LASER

ENABLES THE VAUS TO FIRE LASER BEAMS.

BREAK

ALLOWS THE PLAYER TO BREAK OFF THE PRESENT PLAYFIELD INTO THE NEXT ONE THROUGH THE EXIT ON THE RIGHT.

PLAYER EXTEND

GAINS AN ADDITIONAL VAUS.

