

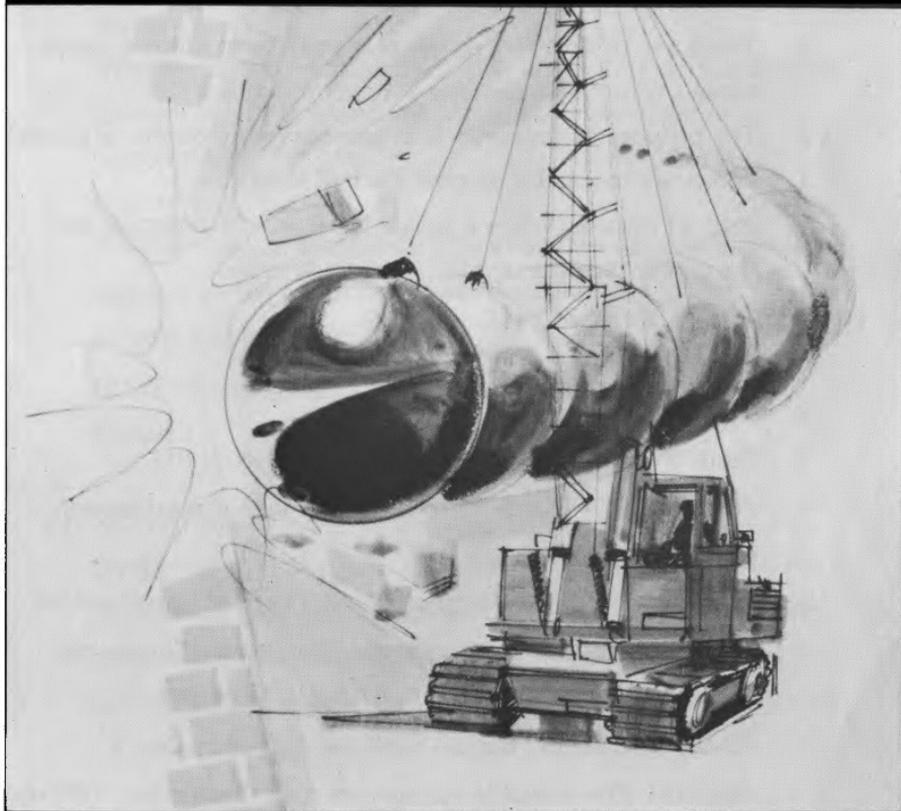
ARCADIA-2001™



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VIDEO GAME INSTRUCTIONS

BREAKAWAY™



I. GENERAL

1. Always push the power switch to off (RED POWER LITE OFF) when inserting or removing a game cartridge. This will prevent damage to your cartridge and console.
2. Insert cartridge into console (Game name should face you).
3. Read your "OWNERS MANUAL" before playing game.
4. Refer to it for all necessary adjustments for best results.

II. WHAT THE GAME IS ALL ABOUT

1. There are 16 different games plus additional options which make a total of 64 possible play combinations.
2. The purpose of the game is to score as many points as possible.
3. Points are scored by causing the ball to hit the colored squares. When a square is hit, it will disappear and the player receives that squares' point value.

III. HOW TO PLAY THE GAME

1. This is a 1 player or 2 players game.
2. Insert cartridges.
3. Push "POWER ON" switch. Red lamp should lite.
4. Push RESET - The picture shown in Fig. 1 should appear on the screen.
5. Push the "SELECT" button until the desired game number is displayed in the upper center of the screen. The various games are described under "VARIOUS GAMES".
6. Push the "Option" button until the desired option is obtained. The available options are described under "OPTIONS".

7. Push "START".
8. For 1 player games use the left controller disc to move the paddle as required to block the bouncing ball.
9. The game is played according to the game selected (IV) and option selected (V).
10. There are two paddle speeds. The slow speed is the normal. For the faster paddle speed, press any button on the lower 3 horizontal columns of buttons on the controller. Release the button to return to slow paddle speed.
11. When the game is over a new game of the same type will begin by pressing start.

IV. THE VARIOUS GAMES:

1. 1 player – Player tries to block the ball so that the ball will hit the squares. If the player does not block the ball it will go past his paddle. The game stops and a new ball is put in play.
2. 1 player – After hitting the ball the player can "aim the Ball" (change its direction) by using the joystick. In this game you can "direct" the ball between the blocks to destroy the square from the "inside".
3. 1 player – Player can "catch" the ball by pushing the button on the side of the controller or press button # 2 as the ball touches the paddle. Using the disc, player can

move the ball to the desired release point. To release ball, just release the button.

4. 1 player – After hitting a square the ball does not bounce back as in games 1-3. It continues on, scoring additional points until it hits a wall and returns toward the player.
5. 2 player – Played as in game 1.
6. 2 player – Played as in game 2.
7. 2 player – Played as in game 3.
8. 2 player – Played as in game 4.
9. 1 player – Played as in game 5 except the right side is played by the computer.
10. 1 player – Played as in game 6 except the right side is played by the computer.
11. 1 player – Played as in game 7 except the right side is played by the computer.
12. 1 player – Played as in game 8 except the right side is played by the computer.
13. 2 player – Played as in game 5 except the paddle is chipped away (up to 5 pcs.) when hit.
14. 2 player – Played as in game 6 except the paddle is chipped away (up to 5 pcs.) when hit.
15. 2 player – Played as in game 7 except the paddle is chipped away (up to 5 pcs.) when hit.
16. 2 player – Played as in game 8 except the paddle is chipped away (up to 5 pcs.) when hit.

V. THE OPTIONS

On each of the 16 games you have 4 options.

Option 1:

Standard paddle size and visible squares. For this option do not push the option button.

Option 2:

Standard paddle size and invisible squares. Push the option button once.

Option 3:

Reduced paddle size (game 1 to 4) or become double paddles (game 5 to 16) and visible squares. Push the option button twice.

Option 4:

Reduced paddle size (game 1 to 4) or become double paddles (game 5 to 16) and invisible squares. Push the option button 3 times.

NOTE: Pushing the option button 4 times will return to option 1.

VI. SCORING

Game 1 to 4 – There are six rows of squares. Squares in the closest row are 1 point each, going up to 6 points each for squares in the farthest row. Additional 100 points bonus is given if all squares are hit and an additional full set of squares

will appear. The game ends after the player misses 6 balls. The number of balls remaining is shown on the upper right of the screen. The highest score obtained is shown on the upper middle of the screen. Pushing "RESET" or "POWER" will erase the Hi score memory.

GAME 5 to 16 – Each color square has different value.

Yellow (Dark Blue) = 1

Green (Pink) = 2

Red (Sky Blue) = 3

Black (White) = 4

Note: Colors mentioned inside the brackets are for option 2 and 4.

One hundred bonus points are awarded for getting all the squares and a new set appears. The game lasts 5 minutes. The time remaining is shown on the upper center of the screen. The 2 Players' scores (or the player's and the computer's) are shown on the upper left and right sides of the screen.