

INSTRUCTIONS FOR  
**SUPER KNOCK OUT**  
CARTRIDGE

Cartridge compatible with Acetronic, Radofin &  
Prinztronic Microprocessor Systems.

This 'Super Knock Out' game cartridge contains programs for 128!!! variations of Knock out and Wipe out.

Make sure your game console is connected to your TV correctly and switched off.

Insert the "Super Knock Out" cartridge into the game console.

Switch the game console and the TV on.

Press Load Programme (or on some models 'Reset') twice and game 1 will appear on the TV screen.

## **KNOCK OUT**

The objective of Knock out games is to knock out a wall at the top of the screen brick by brick.

This is done by bouncing the ball off the paddle, which you control with your joystick.

When the ball hits the wall one brick will disappear and you will get points. The bottom 2 rows of bricks give 1 point each. The next 2 rows 4 points and the top 2 rows 7 points. When you knock out all the bricks a new wall will appear until you have knocked out 4 walls at which time you will have scored maximum points. Depending on if you are playing knock out games 1-32 or 65-96 you get a maximum of 5 or 10 balls respectively.

To bring a ball into play just press either one of the Red buttons on the hand controller.

When you serve the ball it will bounce at predetermined angles for the first 11 hits. Depending on how far you penetrate the wall the ball speeds up, and when you finally break through the wall things get even more difficult. The first time the ball hits the back wall of the playing field, your bat shrinks to half its size!

## **Two player games**

You can play knock out by yourself or with a friend. All the even numbered games are for 2 players.

The computer keeps separate scores, and the objective is of course to get more points than your opponent. The left player always starts the game.

## Game variations

The following variations can be played:

Game numbers	Name	Description
1 & 2	Basic Knock Out	For beginners! Nothing fancy just knock the bricks out and destroy the maximum of 4 walls. Easy!!
3 & 4	Pick-a-brick	You can almost select which brick you want to hit. <u>Almost!</u> By moving your joystick left or right you can change the balls trajectory after it bounces off your bat.
5 & 6	Catch-it	A real test of your reactions! At the precise moment the ball hits your paddle, press any of the 4 right hand black buttons on your controller and keep it pressed. The ball will stick to your paddle and can be moved along on the paddle. Release it and the ball shoots off again.
7 & 8	Pick-a-brick and Catch-it	Both features combined, allow you to really knock out that last awkward brick. Or do they!!
9 to 16	Invisible wall	For the really skilled. The same features as 1-8 but the wall only becomes visible when you hit it with the ball. Now lets see if you can still get the last brick!!

17 to 24	Obstacle-wall	The same features as 1 to 8 again, but instead of the wall being invisible, there are 2 rows of obstacles to get through before you can even hit the wall.
25 to 32	Super knock-Out	These games should only be attempted by the true break out-nut. Not only is the wall invisible but you also have the obstacles to contend with. Get maximum points on this and you are a professional Breaker-out!

If you can't get rid of the walls in games 1 to 32 try games 65 to 96. You get 10 balls instead of 5.

Note: All one player games use the lefthand Player Control.

## WIPE OUT

For all the demolition experts who find knocking a wall out brick by brick too slow, try wipe out. Game 33 to 66 and 97 to 128.

The game characteristics are the same as Knock-out, except when the ball strikes the wall it keeps on going. All bricks between the point of impact and the back border are wiped out. The ball rebounds off the back border and then wipes out all bricks it passes through on the rebound.

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