TANDY®
Cat. No. 26-3043
SUDDENLY, SPACE IS A DEADLY PLACE...
ARKANOID™
There's no turning back. No place to run—no place to hide. They've destroyed your planet and now they're coming after you. Their destruction is your only chance for survival. It won't be easy, but survival never is.

Arkanoid® Program
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Arkanoid Manual
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Arkanoid is a one- or two-player game for the Color Computer 1 or Color Computer 2 with 64K of memory and a joystick, or for the Color Computer 3 with 128K or more memory and a joystick. A color TV monitor or RGB monitor can be used.

Selecting Monitor Type

(Color Computer 3 only)

After a few seconds, the computer will ask the type of monitor you are using. If you are using an Analog RGB monitor, answer yes by pressing the **Y** key; otherwise, press the **N** key for no.

Title Screen

The title screen displays the name of the games, copyright messages and credits. At this time the user may start a game by pressing the fire button of the right joystick. Pressing the **ENTER** key while the title screen is up will select the option menu.

After a few seconds, the game will show a short demonstration of one of the rounds. To end the demonstration early, press any key on the keyboard.

Game Player Options

It is likely that a player will not be able to clear all the rounds in one sitting, so you can select the starting round. You can select only rounds 1 to 20. Lots 21 and above must be earned.

The two controllers used by Arkanoid are the left and right joysticks. (A mouse can also be used.) The main button is used for starting the game, firing your lasers, and releasing the ball.

To select the options menu, press the **ENTER** key while the title screen is displayed. The up and down arrow keys are used to select the options to change. The left and right arrows are used to change the option. (The flashing word or number is the changeable option.)

Pressing the fire button (on player one's controller) will exit the player out of the title screen or options menu and start the game.

Controlling the Ball

The ball is a little like any other ball, in that it will bounce off walls and other solid objects. As the ball bounces it will start to increase in speed, so watch out!

To return the ball to the playing field, use the joystick to move the Vaus along the bottom of the screen until it bounces the ball back into the playing field. The ball's direction can change depending on what side of the Vaus is hit. For example, if the ball hits the right side of the Vaus, it will then bounce to the right.

Playing the Game

To start the ball on its way, press the main button of the joystick. If the button is not pushed, the ball will be released on its own in a few seconds.

Hitting the Bricks

The color and silver bricks must be removed from a playing field before you move on to the next level. Each color brick has an ever-increasing point value. (See Scoring Table.)

The silver bricks (solid white on the Color Computer 1 or Color Computer 2 version) are the highest point value but must be hit two or more times to be destroyed.

The gold bricks (solid color on the Color Computer 1 or Color Computer 2) cannot be destroyed.

Some reinforcement items are hidden inside a brick. Not only are they worth points but they can also do different things. This is what they can do:

(S) Slow down the ball
(C) Let the Vaus catch a ball
(E) Extend the size of Vaus
(D) Split the ball into three balls

(P) Receive an extra Vaus

(L) Let Vaus shoot lasers

(B) Break a hole into the next level

By the way, you will get an extra Vaus at 20,000 and 60,000 points, and at every 60,000 points after that.

Game Control Keys

BREAK – Abort game in play

ENTER – Pause game in play

Scoring Table

White	50 points
Orange	60 points
Aqua Blue	70 points
Green	80 points
Red	90 points
Blue	100 points
Pink	110 points
Yellow	120 points
Silver Round Number*	50 points
Hindering Objects	1,000 points
Reinforcements	1,000 points

The game is over when the player runs out of VAUS or when the last round is completed. The last round for the Color Computer 3 is 32. For the Color Computer 1 or Color Computer 2, the last round is 22.

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