ARKANOID "The Revenge of Doh"

The huge alien spacecraft, ZARG, has entered our universe. It is known to contain the dimension controlling force DOH, a being believed to have been destroyed forty thousand years ago in the Arkanoid spacewars.

Doh has metamorphisised into an even greater adversary and now threatens the very universe. Only your skill and split second timing can now save us!

Deploy the new Vaus II spacecraft and may fortune follow you.

Adding to the fun and excitement of ARKANOID. With many extra Vaus effects and a secret additional alien, this is the most thrilling reaction game since ARKANOID, with so many improvements you just won't be able to stop playing.

LOADING

CPC 464

Place the rewound cassette in the cassette deck type 'RUN' and then press ENTER key. Follow the instructions as they appear on screen. If there is a disk drive attached then type   TAPE then press ENTER key.

Then type RUN" and press ENTER key.

(The symbol is obtained by holding shift and pressing the @ key).

CPC 664 and 6128

Connect a suitable cassette tape recorder ensuring that the correct leads are attached as defined in the User Instruction Booklet. Place the rewound tape in the cassette recorder and type   TAPE then press ENTER ley. Then type RUN" and press ENTER key follow the instructions as they appear on screen.

CONTROLS

The game may be controlled by joystick or keyboard.

JOYSTICK

LEFT ⟷ RIGHT

FIRE — FIRE

KEYBOARD

RIGHT — X or >
LEFT — Z or <
FIRE — SPACE BAR

STATUS AND SCORING

On screen scoring displays current score, hi-score number of lives remaining and the level attained.

Points awarded are between 50 and 100 for destroying a brick depending on the colour. Hitting aliens scores 100 points and collecting a capsule gives you 1000 points. An extra life is awarded at 50,000 points and collecting a 'P' capsule.

HOW TO PLAY

You control the Vaus craft which can be moved from left to right. Using your skills, you must deflect an energy bolt which will gradually break down the walls confronting you. Certain coloured bricks must be hit more than once and others are completely indestructible. Alien life forms descend at random to hinder you but are eliminated on contact with either the Vaus, or the energy bolt.

SPECIAL POWERS

You are aided in your attempts, with energy capsules which are hidden beneath certain bricks. These capsules are released upon the destruction of the brick. Each capsule has a different power, denoted by a letter painted on it's side.

These powers are as follows:

B — Breaks through the side wall, giving the Vaus an alternative escape route to the next level.

C — Enables you to catch the bolt, move to the desired position and then fire.

D — Disrupts the bolt into five separate components, thereby giving you five times the effect.

E — Expands the Vaus, giving you more chance to deflect the energy bolt.

G — Gives the Vaus a ghost, which trails along behind the Vaus which can deflect the energy bolt.

L — Arms your Vaus with a laser, allowing it to shoot through bricks and aliens.

N — Breaks the bolt into three separate components, which regenerate when each one is lost.

P — Awards you an extra life.

R — Reduces your Vaus making it harder to deflect the energy bolt.

S — Slows down the speed of the energy bolt making it easier to deflect.

T — This causes a twin of the Vaus to appear. These craft are identical and give you twice the effect.

Special Capsule — This bestows a random special power on the Vaus.

HINTS AND TIPS

★ The disruption capsule is of great use if your energy bolt is trapped behind a wall.

★ The laser is most useful to break down bricks which require a number of hits.

★ Using the very edge of your Vaus to deflect the bolt will give you a much sharper angle, most useful for manoeuvering into restrictive places.

GOOD LUCK!

ARKANOID " Revenge of Doh "

CREDITS

Programmed by James Higgins.

Graphics by Ivan Horn.

Music and sound effects by Gary Biasillo.

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Produced by D. C. Ward.

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