WALL BREAK ™

FITS

ATARI * VCS SYSTEM
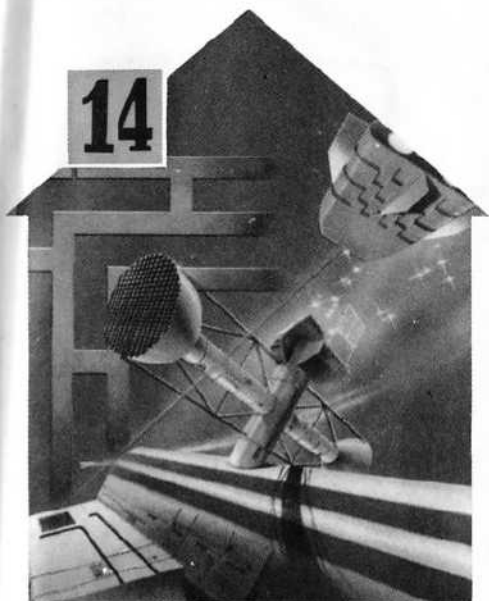
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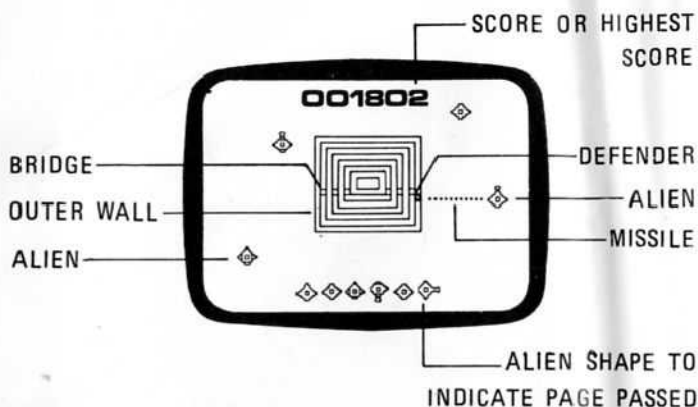## GAME INSTRUCTIONS MANUAL

DISPLAY

SCORE OR HIGHEST SCORE

001802

BRIDGE — DEFENDER

OUTER WALL — ALIEN

ALIEN — MISSILE

ALIEN SHAPE TO INDICATE PAGE PASSED

GAME PLAY

(1) You are the defender and you have only one chance.

(2) Use left joystick to move the defender and push button to fire at the aliens.

(3) The defender moves along the outer wall and the bridge only.

(4) Alien with different appearances in different pages, the super alien appears in different shapes and large size.

(5) The alien patterns at the bottom of the screen indicate the no. of page you have passed.

WALL BREAK

(1) The outer wall can withstand 10 alien attacks before it is destroyed.
(2) The outer wall flashes on the seventh alien attack which serves as a warning signal.
(3) Don't let the super alien collide with the wall, otherwise, the outer wall will be completely destroyed.
(4) Wall color deepens indicating the degree of attack by aliens.
(5) Before the outer wall is destroyed, the defender has to move to the inner wall by means of the bridge linking each wall in order to prepare for the next attack.

GAME OVER

Game is over when
(1) The aliens break all layers of walls; or
(2) The defender is caught in the bridge or the outer wall when they vanish.

SCORE AND BONUS

(1) The highest score and the last score display alternately when game is over
   (a) Last score in green colour
   (b) Highest score in red colour
(2) During the game, your score is displayed
(3) Highest score only registers score that is greater than 5000.
(4) Maximum score is 999999.
(5) One bonus wall is given when you cross a page without being hit by a single alien.
(6) The maximum walls present is 4. No bonus is granted if you have 4 walls remain in paly.

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