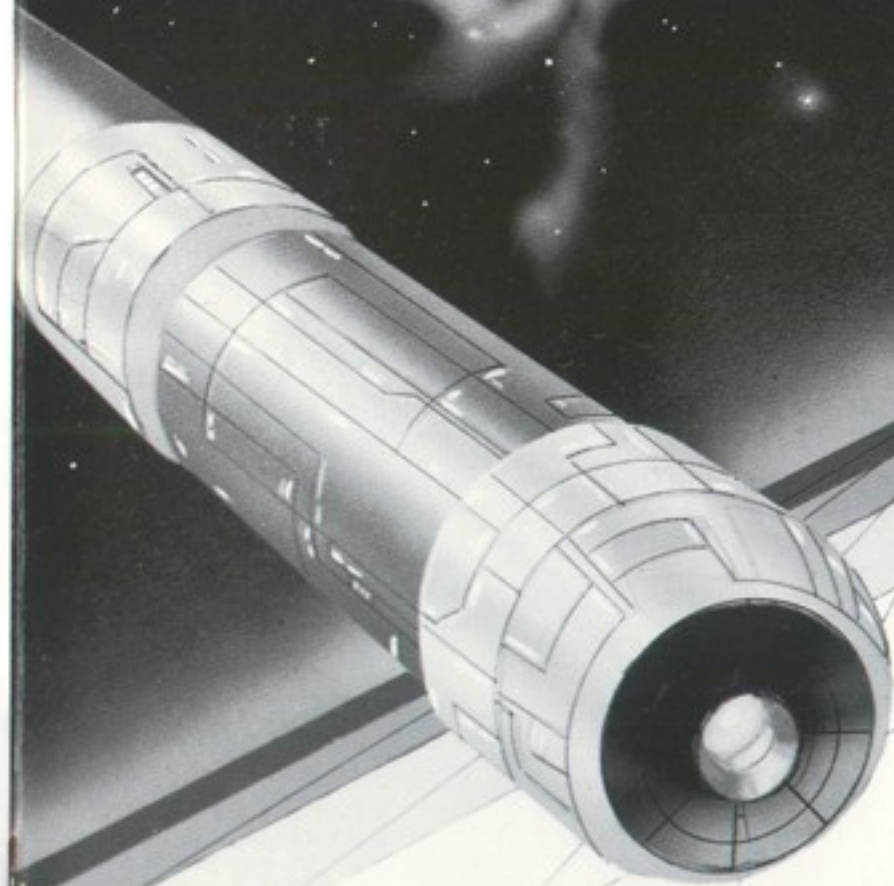


ARKANOID™



MR35-58

TAITO



©Copyright 1986, 87 Taito America Corporation
©Copyright 1987, 88 Discovery Software International, Inc.
163 Conduit Street, Annapolis, Maryland 21401

ABOUT ARKANOID: ARKANOID® concept and design by Taito America Corporation.
Both the Amiga and the Macintosh versions were programmed by Chris Chirogene
and Rick Ross.

Graphics by Torbin Larsen, Rick Ross, Bob Hires, and Mike Bazzell.

THE ARKANOID PHENOMENON!

"I reached level 18 in one masochistic marathon of playing, and quit with blurred vision and a definite numbing of the extremities."

- L.R. Shannon, N. Y. Times

"Any fan of the coin-op will be delighted to hear that its Amiga version is just as good as the original."

- Tony Horgan, Amiga User International

"The high quality graphics, stereo sound, and fast response make this a very enjoyable, if slightly maddening game to play."

- Elaine White, The Amiga Sentry

"It has the playability that is lacking in most all other home computer arcade like games. It has amazing graphics, play action and stereo sound. It's incredible!"

- Roy Wagner, Computer Gaming World

"... a game with sound and graphics that no other home computer can match."

- Rhett Anderson, Compute!

"If you're looking for an old-fashioned arcade game that doesn't get boring no matter how many times you play it, look for Arkanoid."

- John J. Kottler, Commodore Magazine

"This is the challenge all players are looking for."

- Electronic Game Player

"The only question I have left is, 'When will we see an Arkanoid 2???'"

- Amazing Computing

"***** The most obsessive game to come down the bit stream in a long time. Easily the current office favorite (we were actually lucky to get this issue out at all). Expertly translated from the original arcade game, the Amiga version retains all the nuances of the original... Arkanoid appeals to every age, sex, and temperament."

- Tom Malcolm, Info Magazine

"The most talked about game was Arkanoid from Discovery Software. Based on the arcade game of the same name Arkanoid brings true arcade machine graphics and speed to a personal computer game. It promised to be the hit of the Christmas season."

- Bob Ryan, Amiga World

ARKANOID

THE ERA OF THIS STORY IS UNKNOWN IN THE VAST REACHES OF SPACE THE STARSHIP ARKANOID CARRIES ITS PRECIOUS CARGO, 4.5 MILLION HUMAN BEINGS IN A STATE OF SUSPENDED ANIMATION-SURVIVORS OF A BRUTAL ALIEN ATTACK, AS THEY SEARCH FOR A NEW HOME AMONG THE STARS.



SUDDENLY A DRONE FIGHTER DESTROYS THE ARKANOID'S UPPER DECK!



WE'RE UNDER ATTACK!



IT'S CONTAINMENT WALL BREACHED, THE SHIP'S MAIN FISSION REACTOR BEGINS TO OVERLOAD. GAMMA RADIATION FLOODS THE ARKANOID.



THE RADIATION!

DON'T WORRY! THE SUSPENSION PODS WILL PROTECT THE PASSENGERS...



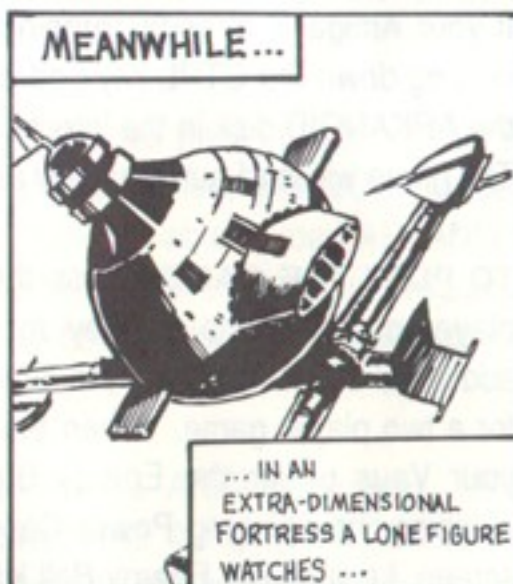
... BUT WE'VE GOT TO GET HELP!



THE EMERGENCY SHUTTLE VAUS EJECTS AND BREAKS THROUGH THE BARRIERS THAT SEPARATE OUR UNIVERSE FROM THE STRANGE FORMLESS VOID OF WARP SPACE!



SOMETHING'S WRONG... WE'RE COMING TO A DEAD STOP!



MEANWHILE ...

... IN AN EXTRA-DIMENSIONAL FORTRESS A LONE FIGURE WATCHES ...



... AND LAUGHS.

HA! HA! HA! HA!

INSTEAD OF SAFETY THE VAUS FINDS ITSELF IMPRISONED IN A SPACE LABYRINTH. TRAPPED IN SPACE WARPED BY SOMEONE... CAN THE VAUS ESCAPE AND SAVE THE

ARKANOID

CAN YOU SHATTER THE SPACE WALLS AND DEFEAT THE MERCILESS ENEMY FORCES? TAKE THE CONTROLS. PREPARE YOURSELF FOR THE ULTIMATE TEST OF SKILL! THE FATE OF 4.5 MILLION MEN, WOMEN, AND CHILDREN IS IN YOUR HANDS!

ARKANOID® FOR THE COMMODORE-AMIGA™

TO START:

Amiga 1000: Turn on your Amiga and insert your Kickstart 1.2 disk in the Amiga's internal disk drive. When the workbench prompt appears, eject the Kickstart Disk and insert your ARKANOID Disk.

Amiga 500,2000: Turn on your machine and insert your ARKANOID Disk at the workbench prompt.

If your Amiga is already running you can start ARKANOID simply by holding down the CTRL key and both Amiga keys at the same time with the ARKANOID disk in the internal drive.

The game will load automatically and go into **DEMO** mode.

TO PLAY THE GAME: Press the F1 key to start ARKANOID for one player or press the F2 key for a two player game. To reach the additional 33 levels, press the F3 key for one player or press the F4 key for a two player game. When the game starts, use the mouse to move your Vaus under the Energy Ball. You can reinforce your Vaus by catching the spinning Power Capsules which drop from the top of the screen. Losing your Energy Ball kills the Vaus so be careful! Try to clear as many levels as you can. **GOOD LUCK!**

KEYBOARD COMMANDS: The **SPACEBAR** pauses and un-pauses the game. Press the F10 key once to slow the energy ball. If you want the ball to resume its faster speed, press the F10 key again. The **A** key will switch the Audio off and on.

ARKANOID® for the MACINTOSH™ 512E, 512KE, PLUS, SE, AND MAC II

BEFORE YOU START: To play ARKANOID, follow the same operations as you would when running other programs on the Macintosh. You must use a mouse to control the Vaus. If you are unfamiliar with using the mouse or loading the program, please consult the Owner's Manual.

TO START: Because some games may leave traces of themselves in the computer's memory, it is important to clear previously loaded programs before you load the game. You are able to load ARKANOID from the Finder. However, to avoid any chance of previous programs interfering with your game play, **power up or restart your computer using the ARKANOID disk in the internal drive.**

TO PLAY THE GAME: Double-click on the ARKANOID icon. The ARKANOID title and screen will appear while the program is loading. Press the 1 key to start ARKANOID for one player or press the 2 key for a two player game. When the game starts, use the mouse to move your Vaus under the Energy Ball. You can reinforce your Vaus by catching the spinning Power Capsules that drop from the top of the screen. Losing your Energy Ball kills the Vaus, so be careful! Try to clear as many levels as you can. **GOOD LUCK!**

KEYBOARD COMMANDS: The **SPACEBAR** pauses and un-pauses the game. Press the **T** key once to slow the energy ball. If you want the ball to resume its faster speed, press the **T** key again. The **A** key will adjust the audio level. Holding the "fire button" while pressing 1 or 2 for a one or two player game will cause the game to skip the opening animations.

PRODUCT INFORMATION

Other Discovery Products Include:

	AMIGA	IBM	MAC	C64
ARKANOID	\$29.95*		\$49.95**	
ZOOM!	\$29.95	\$29.95		\$29.95
HYBRIS	\$39.95	\$39.95		
SWORD OF SODAN	\$49.95	TBA		
SCEPTRE			\$49.95	
GRABBIT	\$29.95			
VIP	\$49.95			

To find the dealer nearest you, to order any DSI product, or if you have any questions about our products, please call or write to:

DISCOVERY SOFTWARE INTERNATIONAL, INC.
163 CONDUIT STREET
ANNAPOLIS, MARYLAND 21401
Phone: (301) 268-9877.

Arkanoid is a registered trademark of Taito America Corp. Commodore 64 and Amiga are trademarks of Commodore - Amiga, Inc. Macintosh is a registered trademark of McIntosh Laboratory, Inc. licensed to Apple Computer, Inc. IBM is a registered trademark of International Business Machines. ST is a trademark of Atari Corp.

APPLE COMPUTER, INC. MAKES NO WARRANTIES, EITHER EXPRESS OR IMPLIED, REGARDING THE ENCLOSED COMPUTER SOFTWARE PACKAGE, ITS MERCHANTABILITY OR ITS FITNESS FOR ANY PARTICULAR PURPOSE. THE EXCLUSION OF IMPLIED WARRANTIES IS NOT PERMITTED BY SOME STATES. THE ABOVE EXCLUSION MAY NOT APPLY TO YOU. THIS WARRANTY PROVIDES YOU WITH SPECIFIC LEGAL RIGHTS. THERE MAY BE OTHER RIGHTS THAT YOU MAY HAVE WHICH VARY FROM STATE TO STATE.

Apple Software shall not be copied onto another diskette (except for archive purposes) or into memory unless part of the execution of ARKANOID. When ARKANOID has completed execution, Apple Software shall not be used by any other program.

