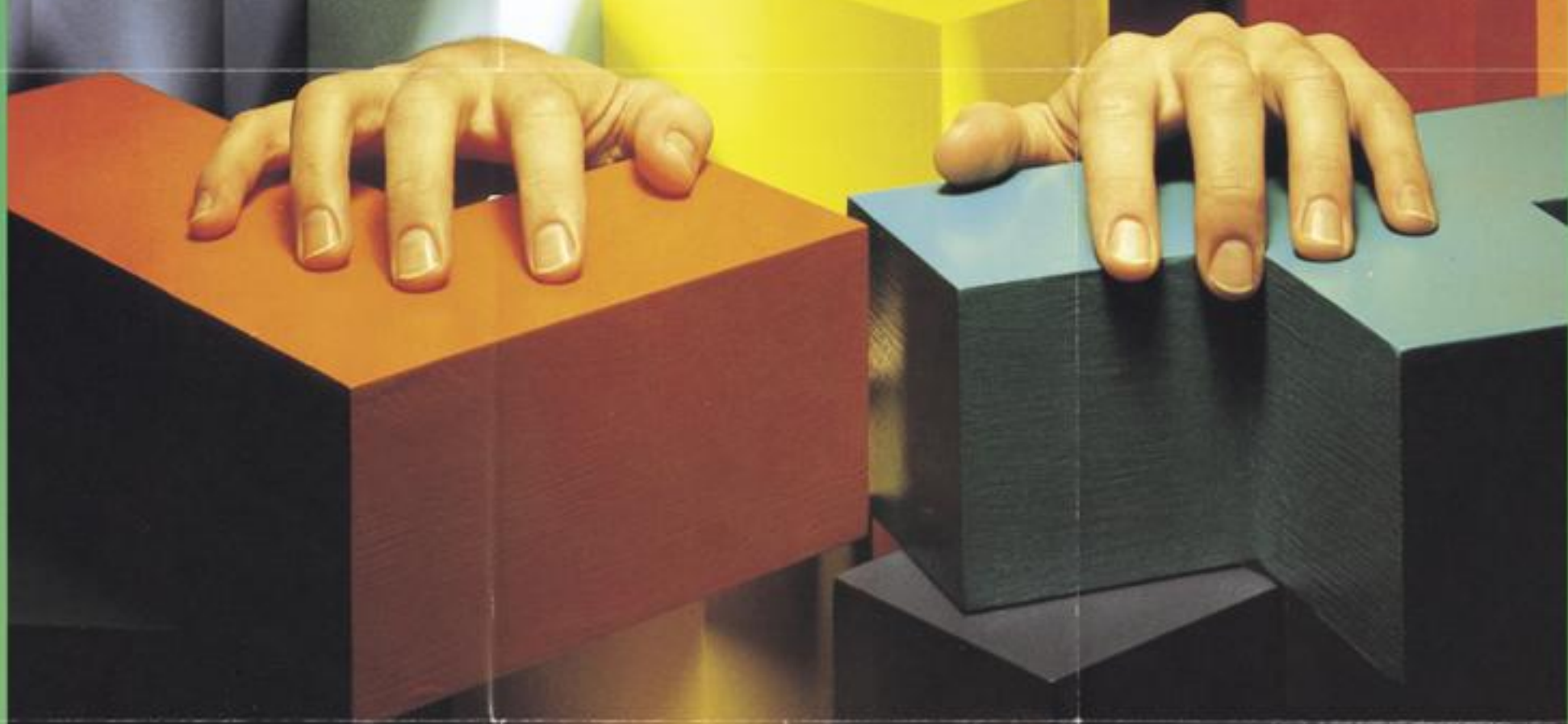


See
reverse
side for
Instructions

The ultimate 3-D mind teaser.

BLOCTK™ OUT



ATARI

LYNX™

VIDEO GAME CARD

ATARI®

BLOCK OUT

EASY TO PLAY.
DIFFICULT TO MASTER.
IMPOSSIBLE TO QUIT!

YOU ARE ABOUT TO PLAY ONE OF THE MOST ABSORBING VIDEO PUZZLE GAMES EVER DEvised. DROP AS MANY 3-D BLOCKS OF CUBES INTO A DEEP PIT WITHOUT REACHING THE TOP. THE BETTER YOU DO, THE FASTER THE BLOCKS WILL FALL.

Setting Up the Game

Blockout is a puzzle game for one player. Follow the instructions below to start the game.

1

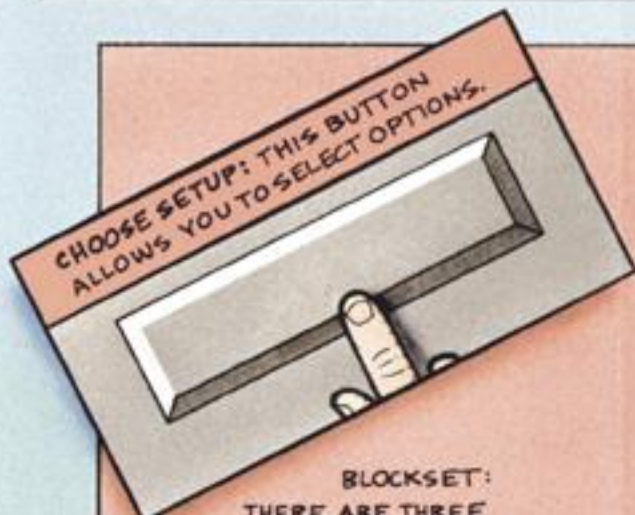
With your Lynx system switched off, insert the game card as described in the Lynx Owner's Manual. Do not touch the game card connector pins or expose the contacts to static or extreme heat.

2

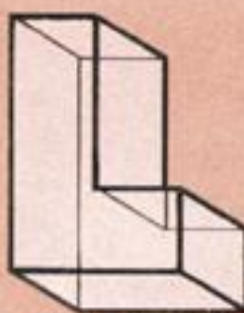
Press ON. The Blockout Title screen appears. After a couple seconds, the Main Menu appears.

3

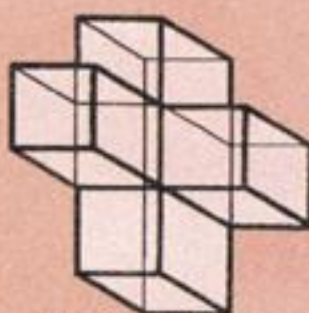
Using the directional joystick, move the hand pointer to select the various buttons. Use the buttons to setup the game.



BLOCKSET:
THERE ARE THREE DIFFERENT BLOCKSETS: FLAT, BASIC, AND EXTENDED.



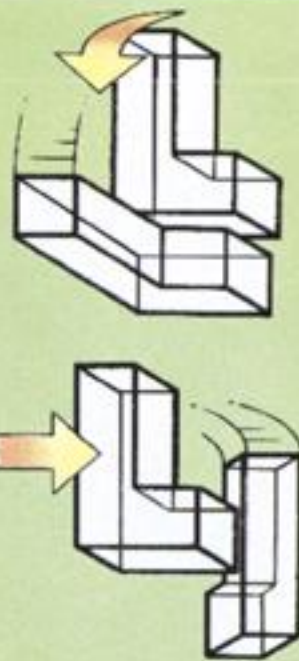
FLATBLOCKS
CONTAIN ONLY ONE LEVEL OF CUBES.



BASIC BLOCKS
CONTAIN ONE OR TWO LEVELS OF CUBES.

EXTENDED BLOCKSET CONTAINS ALL THE BLOCKS FROM THE OTHER TWO BLOCKSETS, PLUS ADDITIONAL, COMPLEX BLOCKS.

ROTATION:



ROTATION SETS THE SPEED AT WHICH YOU CAN TURN THE BLOCKS. THERE ARE THREE SPEEDS: FAST, MEDIUM AND SLOW.

Pit Dimensions: Blockout allows you to decide how big or small you want the pit to be. The pit can be from three to twelve blocks high. The depth and width can also be determined, from three to five blocks.

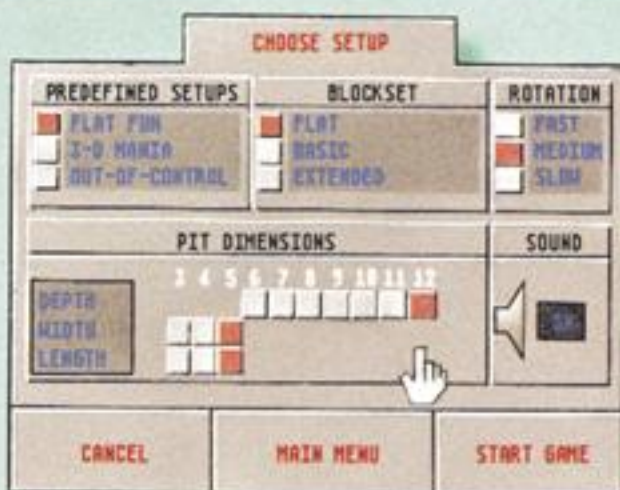
For the ultimate challenge, set up a small pit.

Sound: Use the Sound box to turn the sound on or off.

Predefined Setup: You may either choose your own setup or pick one of the three predefined setups. Each of the predefined setups is described below:

- **Flat Fun:** Flat blockset, fast rotation, and maximum size pit. *Beginner Level.*
- **3-D Mania:** Basic blockset, fast rotation, and a 10 x 3 x 3 pit. *Advanced Level.*
- **Out of Control:** Extended blockset, fast rotation, and a 10 x 5 x 5 pit. *Expert Level.*

Cancel: The Cancel button lets you cancel your selections and return to the Main menu.



Main Menu: This button lets you return to the Main Menu with the selections you have chosen. Press this button after choosing a configuration if you want to play in Practice mode.

Start Game: To start the game, move the pointer to the Start Game button and press A or B. The Choose Level screen appears. Use the pointer to select a level from 0 to 9, with 9 being the hardest. Then, press A or B to start the game.

Practice Mode: Practice mode slows the game down so you can work on your skills.

Demo: Displays a screen summarizing the block movement controls.

Help: The Help button displays a screen summarizing the block movement controls.

When the game starts, the first block starts to fall. Use the joystick and buttons to move the block into position and rotate it to take the position you want.

The controls are as follows:

- Use the joystick to move the block in any direction.
- Press the joystick right or left while pressing the B button to rotate the block on its Y-axis.
- Press the joystick up or down while pressing the B button to rotate the block on its X-axis.
- Press **OPTION 1** to rotate the block on its Z-axis.
- Press **A** to drop the block when the block is in position and rotated correctly.

The pit takes up most of the Game screen. To the left of the pit, you'll see the Level Indicator. This indicator shows the location of the falling block compared to the colored levels in the pit. A white square shows where the block is. Colored sections at the bottom of the indicator show the layers in the pit.

The scoreboard is at the right side of the pit. The scoreboard shows the current score, the number of cubes dropped (total number of cubes in the blocks), the highest score since you started playing, and the current blockset.

SCORING:

USE PRACTICE MODE TO HONE YOUR SKILLS BEFORE TRYING EACH BLOCKSET. EACH BLOCKSET HAS ITS OWN UNIQUE CHALLENGES.

POINTS ARE SCORED DEPENDING ON THE SHAPE OF THE BLOCK AND THE LEVEL FROM WHICH IT WAS DROPPED.