To SAVE a CONSTRUCTION SET file in another drive:

- Click the mouse pointer on the **SAVE** icon.

- When the **GS SAVE** window appears, click the mouse pointer on the **DISK** button. The computer will switch drives before saving your **CONSTRUCTION SET** file. Make sure the drive has a **WRITE ENABLED** disk inside.

- Follow the above instructions on how to save files.

LOADING AND SAVING EXAMPLES

1. If you save a file called **DYNAMITE**, it will be saved as **DYNAMITE** on the current disk, as long as the current disk has sufficient space.

2. If you load a file called **ECSTASY**, the data file **ECSTASY** from the current disk will be loaded.

3. If your current disk has a file named **SMASHUP**, and this file sits inside a folder called **TOYBOX**, then you must open **TOYBOX** first. Then you can load **SMASHUP**.

4. If you want to save a file called **BONGO** to a folder on your current disk called **TOYBOX**, then you must open **TOYBOX** first. Then you can save **BONGO**.

TAITO™

ARKANOID II™

THE REVENGE OF DOH®

GAME PLAY
INSTRUCTIONS
&
CONSTRUCTION SET

DISK LOADING INSTRUCTIONS

Turn on the computer. Insert the game disk into drive 1 with the label facing upwards. The game will load automatically using the **GS/OS** residing on the **ARKANOID II** diskette.

If the GS Operating System is already up, insert the game disk into the drive. Click the mouse pointer twice on the **ARKANOID II** icon when it appears. The game will load automatically.

Please note:

At least 768k, but preferably 1 meg, of free memory is required if you want to load **ARKANOID II** from the Finder.

If your GS has less free memory than required, you will only be able to boot directly from the supplied diskette.

If you want to boot directly from the **ARKANOID II** disk, with the diskette in the drive, reset the computer and the game will load automatically.

Reset is best performed by pressing **OPEN APPLE, CONTROL**, and **RESET** keys simultaneously.

OPTIONS

After the Title screen has appeared, several options are available:

Press:

O   to show a Game Difficulty Option Menu.
Here you are given three choices of game difficulty:
Easy, Medium and **Normal**. Only the first 10 levels, both left and right, are affected by this selection. After the 10th level, the game reverts to **NORMAL** difficulty for both the **CONSTRUCTION SET** and the **ARKANOID II** game.

Press: **1**   for a **One** Player Game
              2   for a **Two** Player Game
              C   to enter the **CONSTRUCTION SET** (see page 6).

Pressing the mouse button automatically starts a **One** Player **ARKANOID II** game.

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ARKANOID®II - THE REVENGE OF DOH®

GAME CONTROLS

This game is played with the Mouse.

During Game Play:

Press **ESC** to **PAUSE** the game; press the mouse button to resume play.

Moving the mouse from left to right causes VAUS2 to travel in the corresponding direction.

Press the mouse button to release the Energy Ball or fire the laser.

VALID KEYS during game play:

Control + R   Restarts game.

Control + Q   Re-boots the game. If the game was launched from Finder, this option will return you to Finder.

Control + S   Turns sound on/off.

Left Arrow   Decreases volume.

Right Arrow   Increases volume.

HOW TO PLAY

The years pass. Earth's last human colonists have built new outposts on distant planets, confident that they are free of the sinister DOH and his nightmarish world. But their confidence is about to be shattered, as time and space are warped again to reveal DOH's flagship XORG. The nightmare isn't over yet! The shuttle VAUS2 hurtles across the cosmic void in a desperate last-ditch attempt to protect humanity from the dimensional terror that steadily approaches.

Move VAUS2 left and right to deflect Energy Balls and destroy the barriers that confront you. Some Energy Blocks need more than one hit; some blocks are indestructible. Alien life forms randomly descend to hinder you. Eliminate them with VAUS2 or an Energy Ball.

Destroy the Energy Blocks and release these capsules to help you win the game:

B Opens a gate to the next level.

C Catch the Energy Ball, move to a new position, and fire.

D Gives you eight Energy Balls, instead of one.

E Expands VAUS2 to twice normal size.

I Creates a sliding "shadow" that deflects energy balls.

L Arms VAUS2 with a laser for destroying aliens and Energy Blocks.

M MEGA Energy Balls (gray)-will destroy any type of Energy Block.

N Allows one Energy Ball to continuously divide into three.

P Awards an extra VAUS2.

R VAUS2 shrinks to half-size. Each Energy Block you destroy doubles in point value.

S Energy Balls slow down temporarily.

T A second VAUS2 appears on the screen.

SPECIAL

This flashing capsule **randomly** awards **one** of the following powers:

1) 20 Energy Balls.
2) 20 MEGA Energy Balls.
3) Continuous laser fire.

STATUS AND SCORING

The game screen displays current score, high score, number of remaining VAUS2, and current level. Between 50 and 120 points are awarded for destroying an Energy Block, depending on the color. 1,000 points are awarded for collecting a capsule, and 100 points for hitting an alien. An extra VAUS2 is awarded at 20,000 and 60,000 points. Additional lives are awarded at intervals of 60,000 points.

HIGH SCORE SCREEN

Enter your name in the **REVENGE OF DOH** Hall of Fame by following the instructions that appear on the screen. Use the keyboard to enter your initials. Press **RETURN** to return to the title screen.

Please note:
The score will only be saved to disk if it is **NOT WRITE PROTECTED.**

STEREO CARDS

This game supports several stereo cards, such as the SUPERSONIC™ from MDIdeas. When this type of card is installed, **REVENGE OF DOH** provides rich stereo sounds for your listening enjoyment.

HINTS AND TIPS

- Grab every capsule you can.

- Never miss a MEGA (M) capsule.

- Pause the game to study tricky situations.

- Aim for the mouth of the brain.

- Try sharply angled shots when you meet DOH...if you survive that long.

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THE ARKANOID CONSTRUCTION SET™

To **ENTER** the **CONSTRUCTION SET**:
Press **C** at the title screen.

To **EXIT** the **CONSTRUCTION SET**:
Select the **QUIT** icon with the mouse pointer to leave the
**CONSTRUCTION SET.**

The **CONSTRUCTION SET** allows you to make the screen of your dreams.
You can save your constructions for later recall and play.

The **CONSTRUCTION SET** is controlled by the mouse.

VALID KEYS during **CONSTRUCTION SET** mode:

Control + R	Returns you to Construction mode.
Control + S	Turns sound on/off.
Left Arrow	Decreases volume.
Right Arrow	Increases volume.

THE CONSTRUCTION SET SCREEN
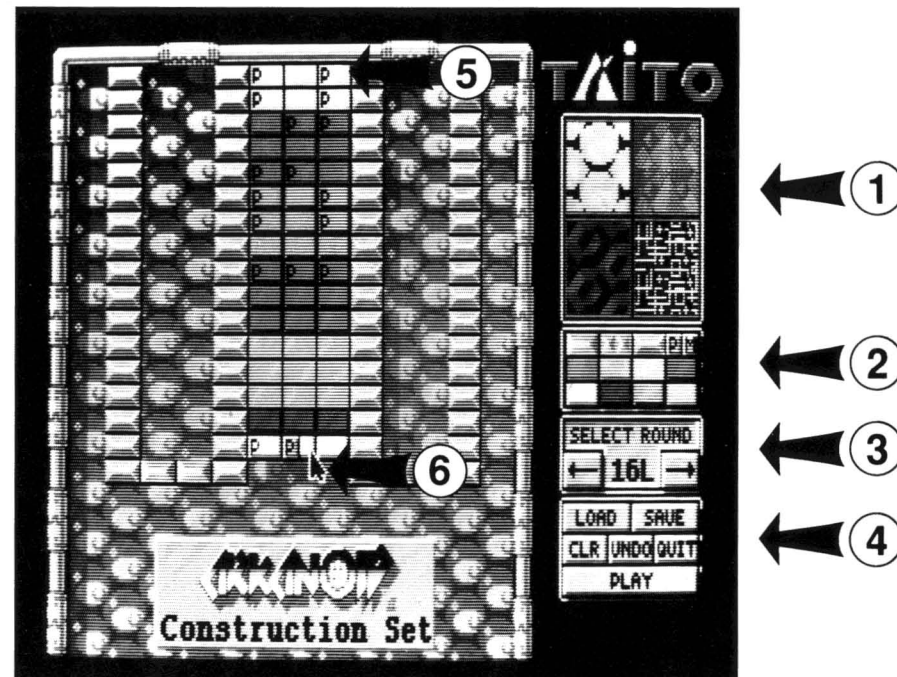

Play Field   **Control Panel**

As indicated above, the screen is divided into two main areas,
the **PLAY FIELD** and the **CONTROL PANEL.**

PLAY FIELD

This section displays the current level being edited. The **Play Field** is
modified by selecting an item from the **Control Panel,** and moving it with
the mouse pointer (Item 6) to the position you want to edit.

The **CONSTRUCTION SET** is controlled by selections made on the Control Panel. This panel is divided into several sections indicated by numbers 1 -> 4 on the Construction Set Screen.

(1) BACKGROUND SELECTIONS
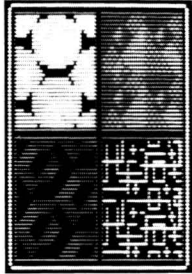
Change the background of the Play Field by moving the mouse pointer to the desired background and pressing the mouse button.

(2) ENERGY BLOCK SELECTION

Select the type of Energy Block with the mouse pointer. Move the pointer to the Play Field and position the block in the desired location. Press the mouse button and the block will be positioned. You can place rows of blocks by moving the mouse and holding the mouse button down at the same time.
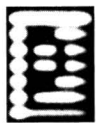
POWER PILLS

Select this item and place it on an existing Play Field Energy Block. A **"P"** will appear on the block (see item 5). A power capsule will drop from it when hit by an Energy Ball.

MOVING BLOCKS

Select this item and place it on an existing Play Field Energy Block. An **"M"** will appear on the block. The block will start moving from left to right when hit by an Energy Ball (if there is room).

Please note: To erase individual blocks on the Play Field:
- Click the mouse pointer on the black area to the right of the Control Panel.
- Move the pointer on top of an Energy Block on the Play Field and press the mouse button. The brick will disappear.
- Move the pointer and hold the mouse button down to remove multiple Energy Blocks.

(3) ROUND SELECTION

Select the round you want to edit by moving the mouse pointer to the left or right ARROW and pressing the mouse button. The number in the center indicates the current round being edited.

(4) UTILITY ICONS

LOAD
Load a previously saved **CONSTRUCTION SET** file from disk.

SAVE
Save a new **CONSTRUCTION SET** file to disk.

CLEAR PLAY FIELD
Select this item, and the Play Field will clear. Be careful - you will lose everything constructed on this level, except the current background selection.

UNDO
This item removes the last editing operation you immediately performed.

QUIT
Allows you to exit **CONSTRUCTION SET** and return to game play

PLAY
Select this item to test the round you are currently working on. Only the current round can be tested by this method.

HOW IT WORKS

When you first enter the **CONSTRUCTION SET,** the rounds are the same as the **REVENGE OF DOH** game. If you previously edited rounds and saved your Construction to a file (all 67 rounds are saved to the file whether edited or not), you can recall this Construction by selecting the **LOAD** icon from the Control Panel. You will be prompted for the filename of a previously saved file. The new levels will replace the standard levels.

There are two basic methods of making your own Constructions:

1) Editing an Existing Round

Select the round you want with the **ROUND SELECTION** icon. Blocks can be removed, or added with any other Block Selection. You can add or delete Power Pills and Movement from any existing block. Select a background from the 4 backgrounds provided on the Control Panel.

2) Creating a New Round

Select the round you want to edit with the **ROUND SELECTION** icon. Select the **CLEAR PLAY FIELD** icon. All Energy Blocks on the Play Field are now removed. Now you can select Backgrounds, Energy Blocks, Movement and Power Pills, and position them on the Play Field. (you create the level you want!)

TESTING YOUR CONSTRUCTIONS

An individual Construction can be tested by selecting the **PLAY** icon. Select **QUIT** to test all 67 levels. You will start the game at round 1.

To SAVE a CONSTRUCTION SET set file:

- Click the mouse pointer on the **SAVE** icon.
- When the **GS SAVE** window appears, use the keyboard to enter the name of your file.
- Click the mouse pointer on the **SAVE** button (or press **RETURN**) to save the file.

To SAVE a CONSTRUCTION SET file in a folder:

- Click the mouse pointer on the **SAVE** icon.
- When the **GS SAVE** window appears, select a folder where you want to save your file. Click the mouse pointer on the **OPEN** button.
- Enter the name of your file.
- Click the mouse pointer on the **SAVE** button (or press **RETURN**) to save the file.

You can create your own custom folder to save CONSTRUCTION SET files:

- Click the mouse pointer on the **SAVE** icon.
- When the **GS SAVE** window appears, click the mouse pointer on the **NEW FOLDER** button.
- Enter the name for your new folder and click the mouse pointer on the **OPEN** button (Now you can save your construction set file in the folder).
- Enter the name of your construction set file.
- Click the mouse pointer on the **SAVE** button (or press **RETURN**) to save the file.

IF YOU GET STUCK

i.e. you constructed an impossible round - press **CONTROL + R.** You will now be placed back into Construction Mode.

CONSTRUCTION CONSIDERATIONS

You cannot place Energy Blocks in the lower portion of the Play Field (just like the original game).

The maximum number of moving Energy Blocks in each round is 16. Gold Blocks and Reviving Blocks can't hold Power Pills. Game play is much better with a few strategically placed items. Experimentation is the best method of determining what your Apple IIGS can do.

QUALITY CONSTRUCTION IS MORE IMPORTANT THAN QUANTITY.

The alien attackers will be the same as in the original game rounds.

Some levels can't be edited. These are the Brain Level (3 LEFT or 23 LEFT/RIGHT), and Level 34 - where you will meet DOH...

SAVING AND LOADING FILES

If you are unsure of any part in this section, please refer to your GS Operating System MANUAL (supplied with your Operating System diskettes). "Disks, documents, drives, files, folders" and other terms are well explained in this reference.

All filenames for loading or saving **CONSTRUCTION SET** files can have up to 15 alphanumeric characters.

To LOAD a CONSTRUCTION SET file:

- Click the mouse pointer on the **LOAD** icon.
- When the **GS LOAD** window appears, click the mouse pointer once on the **CONSTRUCTION SET** file you want to use.
- Click the **OPEN** button with the mouse pointer. The computer will load your file.

To LOAD a CONSTRUCTION SET file from a folder:

- Click the mouse pointer on the **LOAD** icon.
- When the **GS LOAD** window appears, click the mouse pointer once on the folder that has your **CONSTRUCTION SET** file.
- Click the **OPEN** button with the mouse pointer.
- Select your **CONSTRUCTION SET** file with the mouse pointer and click the **OPEN** button.

To LOAD a CONSTRUCTION SET file from another drive:

- Click the mouse pointer on the **LOAD** icon.
- When the **GS LOAD** window appears, click the mouse pointer on the **DISK** button. The computer will switch drives to look for your **CONSTRUCTION SET** file. Make sure the disk with your **CONSTRUCTION SET** files is in this drive.
- Follow the above instructions on how to retrieve files.