

Nintendo®

GAME BOY[®] color

MAJESCO SALES, INC.

DMG-AOTE-USA

SUPER
BREAKOUT!

INSTRUCTION BOOKLET

WARNING: PLEASE CAREFULLY READ THE CONSUMER INFORMATION AND PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME PAK OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT SAFETY INFORMATION.



This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.



THIS OFFICIAL SEAL IS YOUR ASSURANCE THAT NINTENDO HAS APPROVED THE QUALITY OF THIS PRODUCT. ALWAYS LOOK FOR THIS SEAL WHEN BUYING GAMES AND ACCESSORIES TO ENSURE COMPLETE COMPATIBILITY. LICENSED BY SALE FOR USE ONLY WITH OTHER AUTHORIZED PRODUCTS BEARING THE OFFICIAL NINTENDO SEAL OF QUALITY.

LICENSED BY



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THIS GAME PAK WILL WORK WITH BOTH THE GAME BOY® COLOR (DISPLAYING UP TO 56 COLORS) AND WITH THE GAME BOY / GAME BOY POCKET SYSTEMS (DISPLAYING 4 SHADES OF GRAY).

TABLE OF CONTENTS



Thank you for purchasing SUPER BREAKOUT® for the Nintendo® Game Boy® and Game Boy® COLOR Systems.

Before starting, please read through this manual carefully, and keep this instruction booklet for future reference. The screen images in this manual are from the Game Boy® version.

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OVERVIEW



Congratulations! You now own the classic arcade game, SUPER BREAKOUT®. The goal of the game is simple, to knock out all of the visible bricks using as few balls as possible. This version of SUPER BREAKOUT® offers all the game variations of the original arcade coin-op including: cavity, progressive, double, and classic BREAKOUT!

So, what are you waiting for? Lets start knocking out those bricks!

Good Luck!

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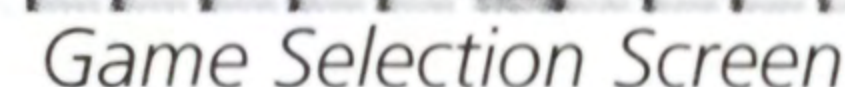
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1. Making sure your Nintendo® Game Boy® System is turned off, then plug the SUPER BREAKOUT® Game Pak into the Nintendo® Game Boy® or Game Boy® *COLOR* System.
2. Turn on your Game Boy®. In a few moments the *Majesco Sales, Inc. Company Logo Screen* should appear. If the screen remains black, adjust the contrast dial on your Game Boy®.



Once the *Game Selection Screen* appears, you may select the desired game variation, the number of players, and the type of audio effect which occurs when a brick is hit.



4

SUPER BREAKOUT!

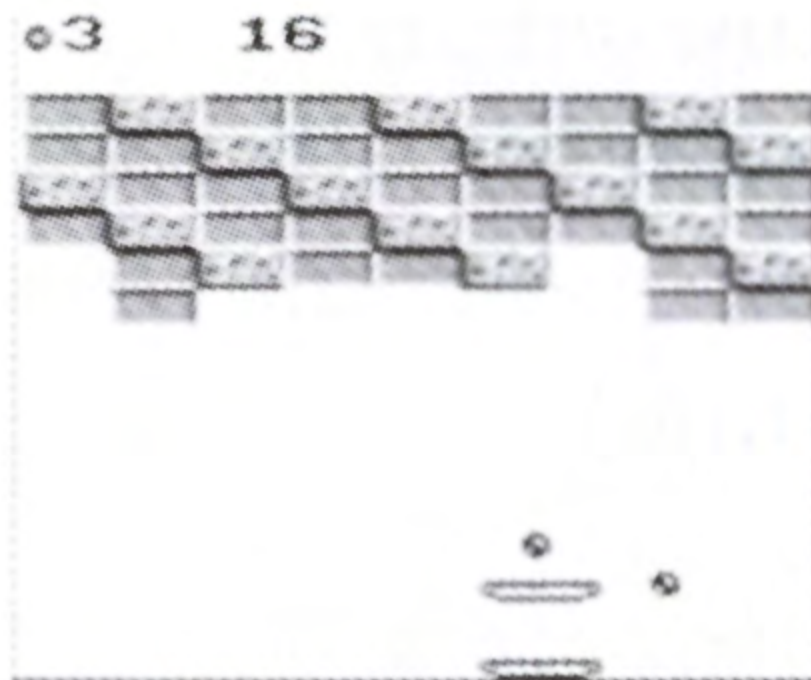
PLAYER SELECTION



Once the Start Button is pressed, the visible selections for all three options will be automatically chosen and the game will begin. (For two players, please read Playing a Two-Player Game.)

*Get Ready To
Breakout!*

PLAYING A TWO PLAYER GAME



Doubles Screen in Play

When playing a two-player game, each player's turn will continue until they have lost their current ball. After the current ball is lost, the *Get Ready Screen* will appear indicating the next player can begin by pressing the Start Button.

Play will alternate until both players have used all 5 balls.

GAME VARIATIONS



Your Game Boy® or Game Boy® *COLOR* version of SUPER BREAKOUT offers the following *game variations*:

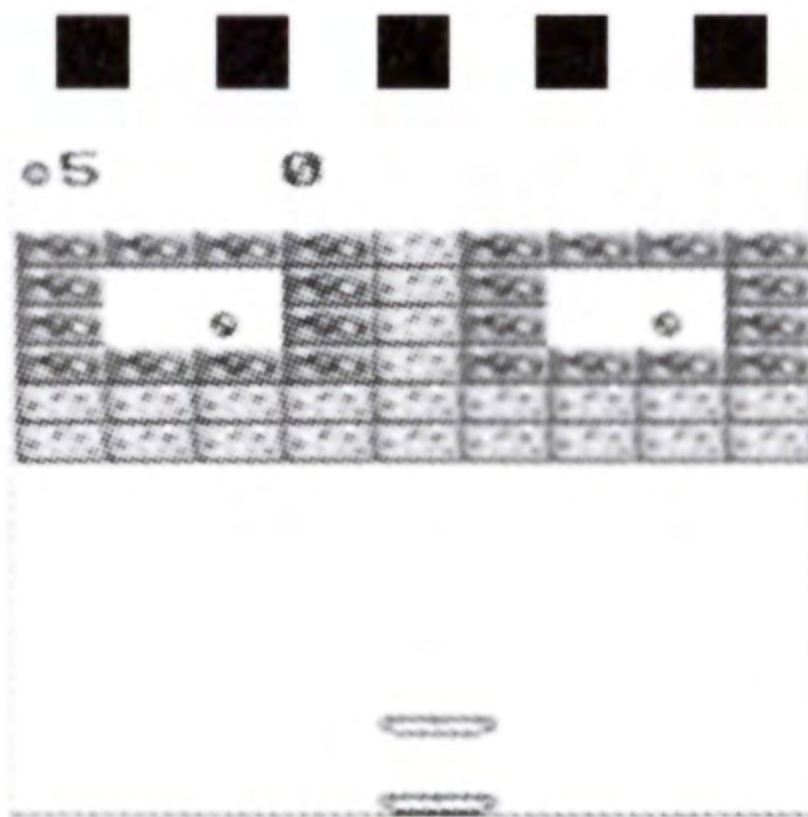
- *Regular
- *Double
- *Cavity
- *Progressive
- *Practice

One or Two Players

Brick Sound Options:

- *Beeping
- *Noisy
- *Silent
- *Musical

GAME SCREEN



Cavity Screen

The top portion of the game screen is comprised of a wall of bricks. Based upon the game variation selected, the arrangement of the bricks may vary. At the bottom of the screen is the player's paddle which can be controlled using the Control Pad.

The top of the screen displays information regarding:

Ball Indicator: This shows how many balls the player has in reserve. (When the Ball Remaining Indicator is 0, the player is using their last ball.)

Score: The current score.

HOW TO PLAY



Each player starts with 5 balls. The object of the game is to knock out all of the visible bricks using as few balls as possible. This is done by using the paddle, located at the bottom of the screen, to deflect the ball up into the wall of bricks. Every time the ball collides with a brick as it moves up the screen, the brick will crumble and disappear as it deflects the ball back down toward the player's paddle.

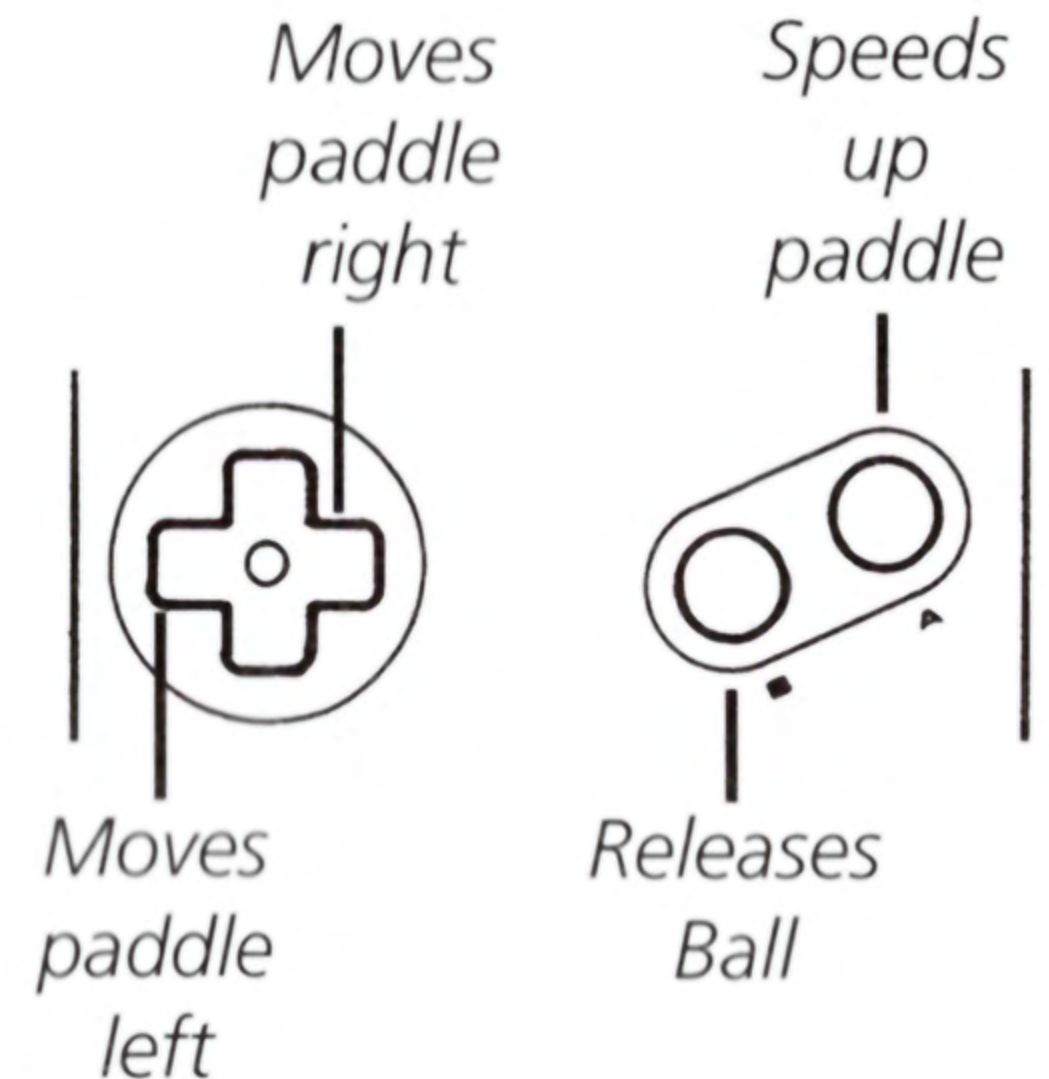
Press the Start Button at any time during play to pause the game. Pressing the Start Button once again takes the game out of pause and resumes play.

To maneuver the paddle, use the Control Pad as follows:

Pressing Left moves the paddle to the left.

Pressing Right moves the paddle to the right.

Pressing Button A while moving the paddle allows it to move faster. Pressing Button B whenever the Ball Indicator is flashing will release one of the player's balls into play. Pressing Button A speeds up the paddle.



BREAKOUT SCORING



During play, you may collect points in the following manner:

When colliding with the bricks in the closest row to the paddle, the player will be awarded 1 point.

For each row of bricks above the closest row, the player will be awarded 1 additional point.

Thus when colliding with a brick in the second row from the paddle, a point value of 2 points will be awarded, when colliding with the third row from the paddle, a point value of 3 points will be awarded, etc.

BREAKOUT HINTS



Use the paddle to aim the ball.

To aim the ball toward the left...

try to reflect the ball off of the left side of the paddle.

To aim the ball toward the right...

reflect the ball off the right side of the paddle.

To aim the ball straight up....

reflect the ball off the center of the paddle.

When playing with double paddles....

Always use the bottom paddle as a backup in case the ball misses the top paddle.

BREAKOUT HINTS



When the ball begins to move quickly....

remember to move the paddle with Button A pressed to move the paddle faster.

When playing the Cavity Variation....

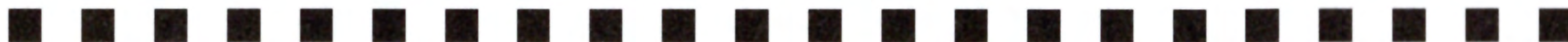
try to release one ball at a time.

When playing the Progressive Variation....

always remove the rows of bricks closest to the bottom of the screen.

Good Luck!

YOUR BEST SCORES



CARING FOR YOUR GAME PAK



1. Use your SUPER BREAKOUT® Game Pak only in your Nintendo® Game Boy® or Game Boy® *COLOR* System.
2. Always make sure your Game Boy's power is off before inserting your SUPER BREAKOUT® Game Pak.
3. Store your SUPER BREAKOUT® Game Pak in its protective case when not in use.
4. Keep your Nintendo® Game Boy® System and SuperBreakout® Game Pak free from dust, water, and dirt, and keep them safe from direct sunlight, high heat, and extreme cold.
5. Never touch the terminals of your SUPER BREAKOUT® Game Pak.

WARRANTY INFORMATION



Majesco Sales Inc. warrants to the original consumer purchaser that this Nintendo Game Pak (PAK) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during the 90 day warranty period, Majesco Sales, Inc. will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective game to the retailer.
2. Notify Majesco Sales, Inc. of the problem requiring warranty service by calling our Technical Support Department at (800) 826 0015, and leave a message.
3. If the Majesco Sales, Inc. Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, enclose your name, address and phone number, and return your PAK, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sale slip or similar proof of purchase (LPC code) within the 90-day warranty period to :

Majesco Sales, Inc.
244 Fernwood Avenue
Edison, N.J. 08837

This Warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or other causes unrelated to defective materials or workmanship.

Repairs/Service after Expiration of Warranty

If the PAK develops a problem requiring service after the 90 day period, you may contact the Majesco Sales, Inc. Technical Support Dept. at the phone number noted earlier. If the Majesco Sales Dept. is unable to solve the problem over the phone, you may be informed of the approximate cost for Majesco Sales, Inc. to repair or replace the PAK, and provided with a Return Authorization number. Record this number on the outside packaging of the defective PAK and return the merchandise, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, to Majesco Sales, Inc., and enclose a money order payable to Majesco Sales, Inc. for the cost quoted to you. If after personal inspection, the Majesco Sales, Inc. Service Representative determines the PAK cannot be repaired, it will be returned and your payment refunded.

Warranty Limitations

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