





# SUPERSMASH



## Loading the Cartridge and Starting the Game.

1. Turn your VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

## Adjusting Screen Position

To center the picture use the  and  keys. Each time you press the  key, the picture will move to the right, and when the  key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

## Eliminating Screen Flutter

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the  key and hit the  key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

## STRATEGY

Smash through increasingly difficult levels. You control the paddle — moving from right to left . . . center your paddle beneath the smashing ball . . . sending it back towards the wall . . . smashing through the blocks.

3 different games in one. Choose your level of play by pressing . . .

- F1 ..... Normal Play  
 F2 ..... Special Play  
 F3 ..... Progressive Play

commodore

Each time you smash through to the ceiling, your paddle cuts down to 1/2 of its original size . . . more skill, more action and more fun.

## CONTROLS

Only played with game paddles . . .

Fire Button ..... Starts game  
Paddles ..... Controls movement of game paddle

## SCORING

Red Blocks ..... 10 Pts.  
Light Blue Blocks ..... 20 Pts.  
Pink Blocks ..... 30 Pts.  
Green Blocks ..... 40 Pts.  
Dark Blue Blocks ..... 50 Pts.  
Yellow Blocks ..... 60 Pts.

There are no 60 point blocks in progressive play.