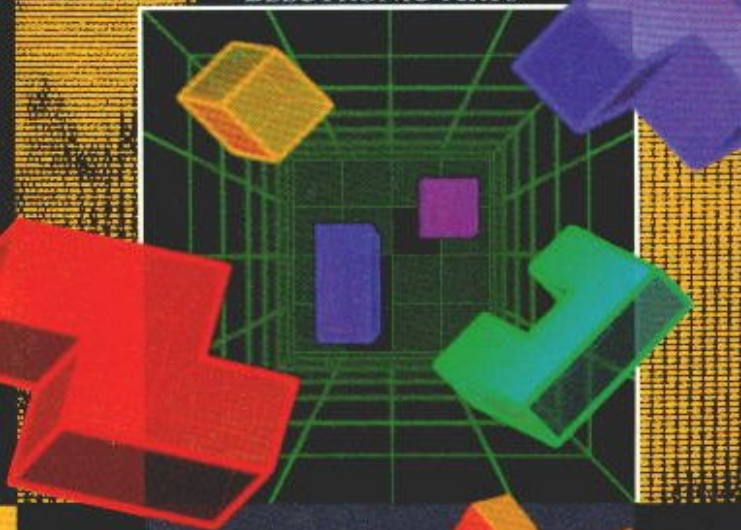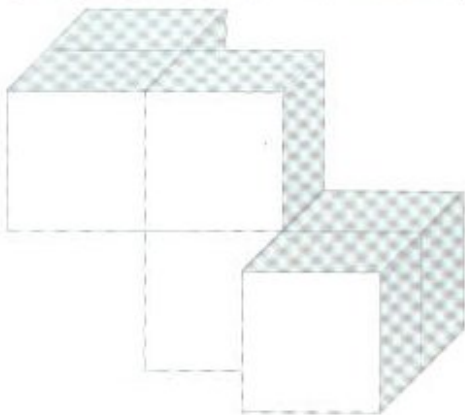ELECTRONIC ARTS

BLOCKOUT

3-D ARCADE ACTION!

WELCOME

to BLOCKOUT, the unique strategy game of three-dimensional action.
Play with a set of 3-D shapes, each made of 1 to 5 cubes. The shapes
appear at the top of a multi-layered pit and slowly fall into it. Fit them
together at the bottom of the pit to completely fill a layer. When a layer is
full, it disappears giving you more room to maneuver. The more layers
you eliminate, the higher your score. When the stack reaches the top of
the pit, the game is over.

Once you master a setup, create new challenges by modifying different
features of BLOCKOUT.

Challenge an opponent in the two-player game. Play with predefined
setups or create your own game by modifying pit size at the Two-Player
Options screen.

Good luck!

CONTENTS

Go for it!

NOTE: A standard Sega controller is recommended for use with this game.

D-Pad any direction to move a shape over

Press **START** once to drop the shape in place.
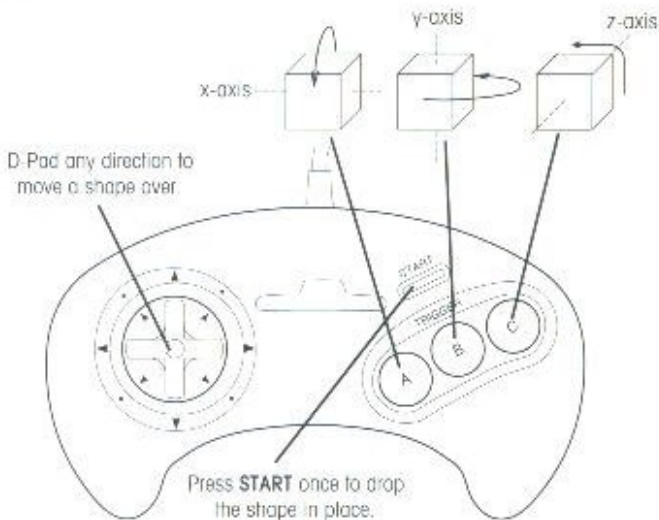
- **A** rotates the cube around the horizontal x-axis
- **B** rotates the cube around the vertical y-axis
- **C** rotates the cube around the z-axis

To slide the shape, D-Pad the direction you want to move.

To drop the shape, press **START**.

> *Note: After you drop a shape, you still have a moment to slide it sideways.*
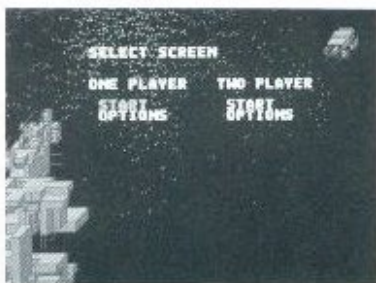
To pause the game, press **A** and **C** at the same time. Press any button on the controller to resume play.

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IN THE BEGINNING

ONE PLAYER
Select Screen

To select an option, D-Pad **UP** or **DOWN** until the option you want is highlighted, then press any button.

- **START** takes you directly to one-player play with the Flat Fun setup (5x5x12 pit and the Flat block set). Press any button to begin play.

- **OPTIONS** takes you to One-Player Options where you can modify settings to build your own pit.

Options

1. D-Pad **UP** or **DOWN** to highlight an option, then **RIGHT** or **LEFT** to change it. Do this for all options you want to change.

2. Once you're through, press **START** to start the game, or D-Pad **UP** or **DOWN** until **Start Game** is highlighted and press any button.

   A new game starts with the new setup.

- **Starting Level** is the level of difficulty. Here you can adjust the speed at which the shapes drop by pressing D-Pad **RIGHT** or **LEFT** to change the setting. Choose zero for slow drops, or ten (maximum) for fast. The level of difficulty increases slowly in a large pit. In a narrow pit, the level of difficulty increases more quickly.

- **Setup** lets you choose a predefined game. For illustrations of the block sets, see *Block Set*. Choose your setup from:

  - Flat Fun - Good for novices, choose this to use the flat block set in a 5x5x12 pit.

  - 3-D Mania - For a more difficult game, choose this to use the basic set in a 3x3x10 pit.

  - Out of Control - Choose this to make the game an outrageous logic puzzle. Play with the extended set in a 5x5x10 pit.

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- Custom - Create your own game by choosing the block set and customizing the pit size.

- **Block Set** determines which of the three block sets you are using.

  - Flat - These flat shapes are made of one to four cubes. If you're playing BLOCKOUT for the first time, create your own pit at the Options screen with this set and large pit dimensions.
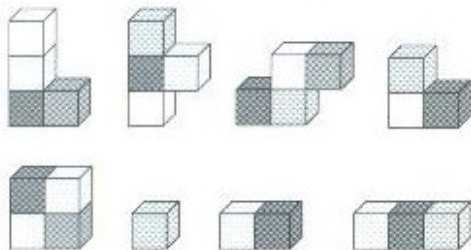
  - Basic - The basic set are irregular combinations of three or four cubes. This set includes members of both the flat set and the extended set.
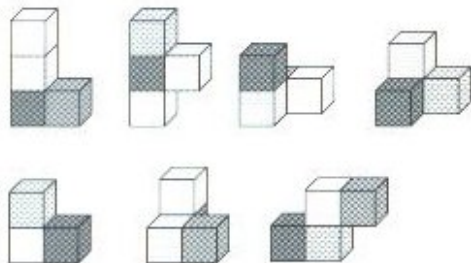
- **Extended** - This set contains all 41 shapes. All are made of one to five cubes, but this set's three-dimensional shapes make it the most difficult to play.
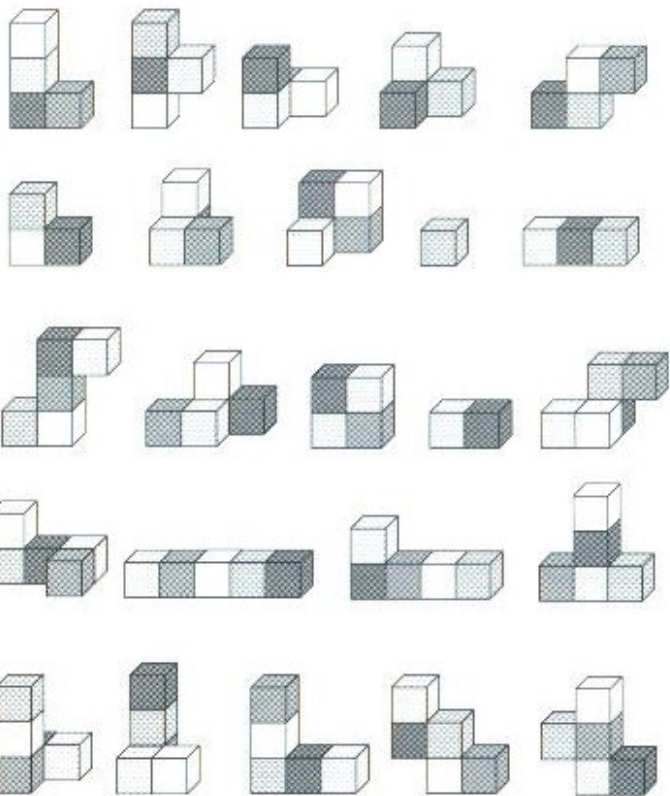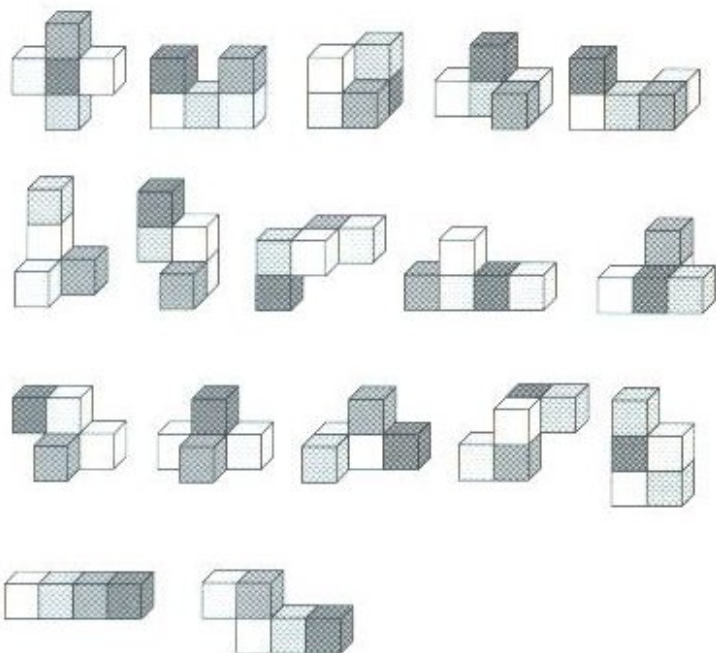
- **Pit Dimensions** - Change pit dimensions for a customized game.

    - Depth - choose 3 to 12 layers

    - Width - choose 3 to 7 cubes across

    - Height - choose 3 to 7 cubes top to bottom of the screen.

- **Start Game** - Begins play with your new setup.

- **Exit to Select Screen** - Takes you back to the Select Screen.

TWO PLAYERS

Select Screen

To select an option, D-Pad **UP** or **DOWN** until the option you want is highlighted, then press any button.

- **START** takes you directly to two-player competition beginning with 3x5x10 pits and a flat block set (arcade mode). Pit dimensions change from game to game.

- **OPTIONS** takes you to the screen that lets you change settings of the two-player game. See the following *Two-Player Options* section for a complete list and explanation of the options.

Options

Create your own game!

At the Two-Player Options screen:

1. D-Pad **UP** or **DOWN** to highlight an option, then **RIGHT** or **LEFT** to change it. Do this for all options you want to change.

2. Once you're through, press **START** to start the game, or D-Pad **UP** or **DOWN** until **Start Game** is highlighted and press any button.

   A new game starts with the new setup.

- **Fills to Win** determines how many layers you must clear to beat your opponent. Choose three to 99 layers.

- **Block Set** determines which of the three block sets (flat, basic, or extended) you are using. **See pages 4-6 for illustrations of the three sets.**

- **Pit Dimensions** - Choose **Arcade** to compete in pits with three alternating sizes or choose **Custom** and create a pit by adjusting:

  - Depth - choose 3 to 10 layers

  - Width - choose 3 to 7 cubes across

  - Height - choose 3 to 7 cubes top to bottom of the screen.

- **Start Game** - Begins play with your new setup.

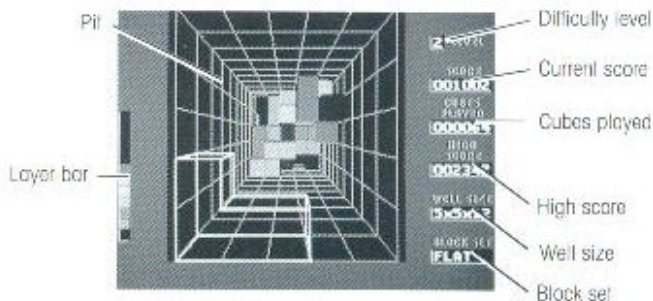- **Exit to Select Screen** - Takes you back to the Select Screen.

PLAYING BLOCKOUT

CONTROLS

See front page for an explanation of controls.

ONE-PLAYER PLAYSCREEN

Pit —

Layer bar —

Difficulty level —
Current score —
Cubes played —

High score —
Well size —
Block set —

If you select *START* from the Select screen, at the end of a round you're sent back to the Select Screen. Press **START** to continue play with the same setup.

At the end of a **3-D Mania**, **Out of Control**, or **Custom** round, you're sent back to the screen you started the game from.

At the Select screen:

* Press **START** to restart play with the same setup

At the Options screen:

* Change any options and press **START** to begin play with a new setup.

What You See

- **The pit** - The playing pit in the center of the screen

- **Layer bar** - The vertical bar on the left of the screen. Each time you reach a higher layer, a square of the same color appears on top of the stack inside this bar. Use it to keep an eye on how full your pit is.

- **Level** - This is the level of difficulty and the rate at which the shapes drop. Change this rate at the One-Player Options screen under **Starting Level**. The level of difficulty increases as you play. In larger pits, the difficulty increases slowly. In smaller pits, the difficulty level increases faster.

- **Score** - Displays your current score

- **Cubes Played** - The number of cubes (not shapes!) played. For example, if you drop a shape made of four cubes, the **cubes played** count goes up by four.

- **High Score** - The highest score of any one-player game from the time the cartridge was inserted. BLOCKOUT high scores are erased when the Sega system is turned off.

- **Well Size** - The dimensions of the current pit

- **Block Set** - The block set in use for the current game

TWO-PLAYER PLAYSCREEN

Each time you finish a layer, one gets added to your opponent's pit stack. If the layer or layers you finish are a BLOCKOUT (the pit is empty), then your opponent gets *double* the layers you clear added onto his pit. For example, if you fill the pit with two perfect layers except for one hole two cubes high, then fill it with a two-cube piece, you clear two layers and your opponent gets *four* layers added on to his pit stack.

When you and your opponent simultaneously clear a layer, the layers cancel each other out and no one gets a layer added on. But, if you clear

three layers and at the same time your opponent clears two, your opponent gets one layer added on.

There are two ways to beat your opponent:

1. Fill the amount of layers in the *Levels to Fill* box before your opponent does.

2. Drive your opponent out of the top of his pit by clearing layers in your pit and sending them over to your opponent.
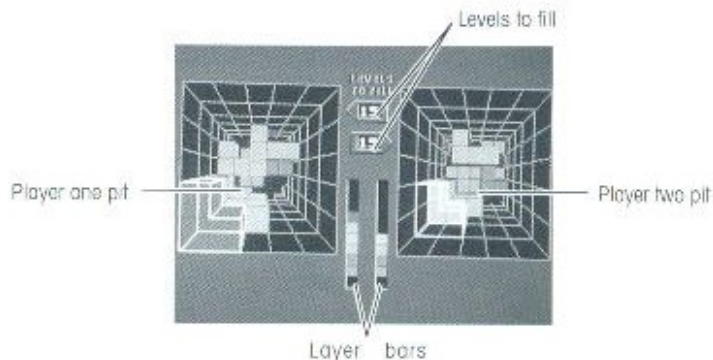

What You See

- **Levels to Fill** - These numbers tell you how many layers each player must clear to win.

- **Layer Bars** - The two vertical bars in the center of the screen. As a pit fills with colored layers, so do these bars. For example, if you drop a flat shape into the bottom layer, a red square appears at the bottom of the layer bar to indicate that the bottom layer is occupied. Use them to keep an eye on how full the pits are.

- **Pits** are the playing wells. Player One controls the left pit, Player Two, the right.

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At the end of a game

Scores

Continue Option

Exit Option
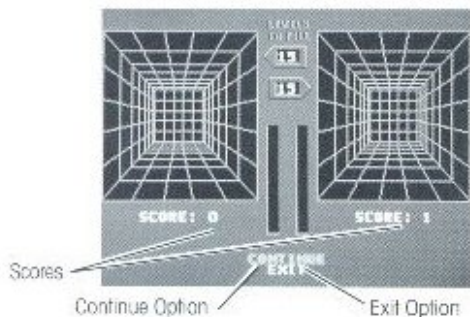
- **Scores** count rounds won.
- **Continue** lets you continue the competition.
- **Exit** takes you back to the Select or Options screen, whichever you started the game from.

SCORING

Your score in BLOCKOUT is determined by:

One Player:

- The complexity of the individual shape and the difficulty of the block set
- The height from which each shape is dropped
- The level of difficulty
- The size of the pit (playing in smaller pits earns higher points)
- The number of layers cleared

Two Players:

- The number of rounds won

Bonus points are awarded in a one-player game for:

- A BLOCKOUT: emptying the pit by clearing perfectly flat layers (no cubes occupying the next layer up) of the pit.
- Clearing more than one layer at a time (it *is* possible to have a multiple BLOCKOUT when you clear several layers at a time and empty the pit).

No bonus points are awarded in a two-player game.

HINTS AND STRATEGY

During two-player competition, build up a few levels and leave a straight hole in or near the lower left corner of the pit (the shapes first appear in this corner. When a stack gets high, you'll only have to drop a piece — not slide it around). Then, when you get a 3 or 4-cube straight piece, turn it on end and slide it in the hole. Clear a few layers at a time to add layers to your opponent's block stack.

When it's difficult to tell the shape or position of a block, move it against the side of the pit and flip it around.

After you drop a shape, you still have a split-second to slide a dropped block into a tight space under another block.

Start filling a pit in the upper right corner. The shapes first appear in the lower left corner on top of the pit. As the pit gets full, it's easier to recover when you don't have to slide shapes to far corners of the pit