

**TAITO**™

**ARKANOID II**™

**THE REVENGE OF DOH**®

*GAME PLAY  
INSTRUCTIONS  
&  
CONSTRUCTION SET*

## REVENGE OF DOH®- THE GAME

After the game has loaded, you will be either at the **REVENGE OF DOH** title screen, or the **ARKANOID CONSTRUCTION SET™**, depending on how you configured the start-up menus.

If your default configuration was for the **CONSTRUCTION SET**, or **F9** was pressed during game play, you will be at the **ARKANOID CONSTRUCTION SET** screen. Please refer to page 6 for more information.

If your configuration is set for **GAME** a demonstration mode will start if no game play is started. To revert back to game play, just press **FIRE** on the selected game control.

- i.e. - a mouse button if the mouse is selected.  
- a joy-stick button if the joy-stick is selected.  
- the selected **FIRE** key (default is spacebar) if the keyboard is selected.

### Valid Keys During Game Play:

**F1** pauses the game; press **F1** again to continue.

**F2** toggles the music on/off.

**F3** toggles the sound effects ON/OFF.

**F9** toggles the **GAME** and **CONSTRUCTION SET**.

**F10** exits the game and returns you to MS-DOS.

## GAME CONTROLS

This game can be played with a joy-stick, keyboard, or Microsoft compatible mouse. Using a joy-stick or mouse will give the best results.

## Mouse

To use this option, you must have a correctly installed mouse and mouse software driver. This driver is supplied by the mouse manufacturer; please follow their instructions carefully.

### After the game has loaded:

Press either mouse button to start the game.

### During game play:

Press either mouse button to release the energy ball or fire the laser.

Moving the mouse left and right causes VAUS2 to move in the corresponding direction.

## Joy-Stick

The joy-stick must be plugged into a suitable interface card. If you have two joy-sticks, you will use joy-stick 1 for this game.

The joy-sticks require **CALIBRATION** when the game starts to ensure the greatest accuracy of game play. When this option is selected, please follow the on-screen instructions carefully.

### After the game is loaded:

Press the **FIRE** button on joy-stick 1 to start the game.

### During game play:

Press the **FIRE** button to release the energy ball or fire the laser.

Moving the joy-stick left and right causes VAUS2 to move in the corresponding direction.

## Keyboard

This game does play on a keyboard. However, we strongly recommend you use a joy-stick or mouse for best results.

### After the game has loaded:

Press the defined **FIRE** key (default is the spacebar) to start the game.

### During game play:

Press the defined **FIRE** key to release the energy ball or fire the laser.

Press the defined **LEFT** key (default is the left shift) to move VAUS2 to the left.

Press the defined **RIGHT** key (default is right shift) to move VAUS2 to the right.

## 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 shatter, 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 (four on slow computers) 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 (black) - 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 these powers:

- 16 (8 or 4 on slow computers) energy balls.
- 16 (8 or 4 on slow computers) Mega (black) energy balls.
- Continuous laser fire.

### **STATUS AND SCORING**

The game screen displays current score, high score, number of remaining VAUS2, and current level. Metal energy blocks score 50 points on the first level, and 10 more points for each subsequent level. Between 70 and 130 points are awarded for destroying other energy blocks, 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 points, 70,000 points, and at intervals of 50,000 points thereafter.

Enter your name in the **REVENGE OF DOH** Hall of Fame by following the instructions that appear on the screen. The score will only be saved to diskette if it is **NOT WRITE PROTECTED**.

## 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 in Round 17.
- Try sharply angled shots when you meet DOH... if you survive that long.

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## THE ARKANOID CONSTRUCTION SET™

**The are two ways to enter the CONSTRUCTION SET:**

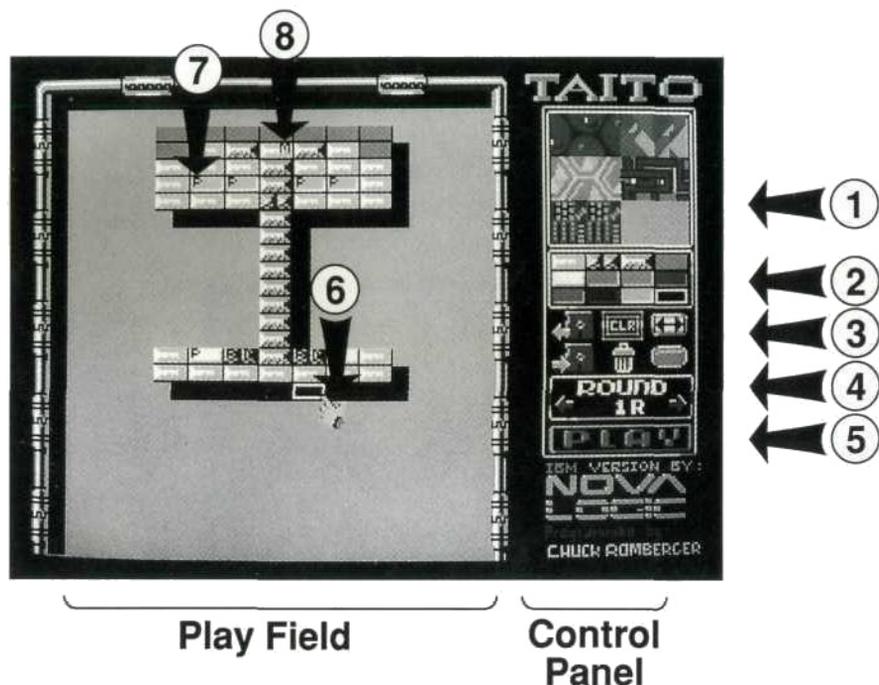
- 1) by selecting **CONSTRUCTION SET** for the default mode, at the start-up menus.
- 2) by pressing the **F9** key during the **REVENGE OF DOH** game.

You can **EXIT** the **CONSTRUCTION SET** and **RETURN** to game play by pressing **F9**.

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 keyboard, mouse or joy-stick as selected at the Start-up Menus.

## 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

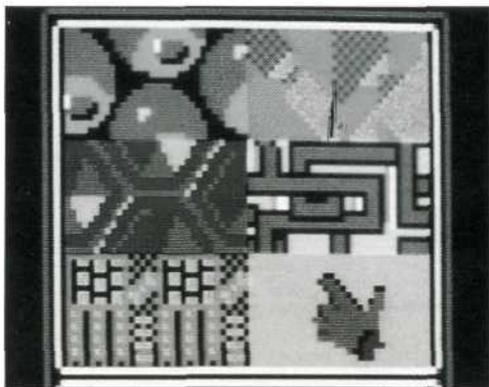
This displays the level currently being edited. The Play Field is modified by selecting an item from the Control Panel, moving it with the Hand Pointer (Item 6) to the position you want to edit, and pressing **FIRE** if using the mouse or joy-stick. If you are using the keyboard, the Hand Pointer is moved using the cursor keys, and selected by pressing the **ENTER** key.

The **CONSTRUCTION SET** is controlled by selections made on the Control Panel. This panel is divided into several sections indicated by numbers 1 -> 5 on the Construction Set Screen shown on the previous page. The individual items on the Control Panel are called **ICONS**.

To select the various icons, move the Hand Pointer to the required part of the panel, and press **FIRE** (or the **ENTER** key if using the keyboard).

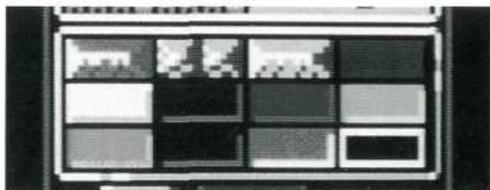
### (1) **BACKGROUND SELECTIONS**

Change the background of the Play Field by moving the Hand Pointer to the desired background, and selecting the item.

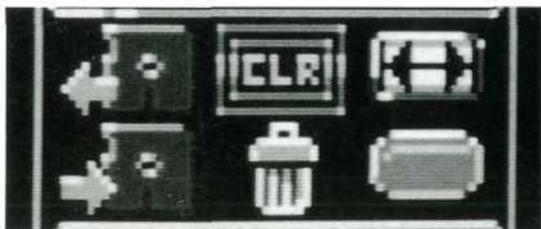


### (2) **BLOCK SELECTION**

Select the block type with the Hand Pointer. Move the Pointer to the Play Field and position the block to the desired location. Press **FIRE** or the **ENTER** key and the block will be positioned. Note that the bottom right hand block is Transparent - this is the Eraser Block, and is used to remove incorrectly placed Blocks on the Play Field.



### (3) CONSTRUCTION TOOL KIT



#### **Power Pill Blocks**

Select this item, and place it on an existing Play Field Energy Block. A **P** will appear on the block (see item 7). When the block is hit by an Energy Ball, a power capsule will drop from it.



#### **Moving Blocks**

Select this item and place it on an existing Play Field Block (see item 8). An **M** will appear in it. When the block is hit by an Energy Ball, it will start to move left and right, if there is room.



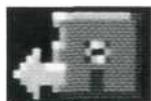
#### **Clear Play Field**

Select this, and the Play Field will clear. Be careful - you may lose everything you have constructed on this level, except the current background selection.



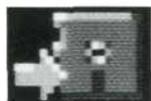
#### **Trash**

Select this to drop an item currently held by the Hand Pointer.



#### **Load**

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



#### **Save**

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

#### (4) **ROUND SELECTION**

Select the round at which you want this particular construction to be located, by moving the Hand Pointer to the left or right **ARROW** and pressing **FIRE**. The number in the center indicates the current round being edited.



#### (5) **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 have previously edited rounds and saved the Construction to a file (all 67 rounds are saved to the file whether edited or not), you may recall this Construction by selecting the **LOAD** icon from the Control Panel. You will then be prompted to type the file name of a previously saved files. 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 to edit with the **Round Selection** icon. Blocks can be removed with the Eraser Block, or added with any other **Block Selection**. Power Pills and Movement can be added and deleted from any existing block. Backgrounds can be selected from the 6 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 blocks on the Play Field are now removed. Now select Backgrounds, Blocks, Movement and Power Pills, and position them on the Play Field however you want.

## TESTING YOUR CONSTRUCTIONS

An individual Construction can be tested by selecting the **PLAY** icon. To test the entire 67 levels, press **F9**. You will be positioned at round 1, and the game will start. Pressing **F9** again will return you to the **CONSTRUCTION SET**.

### IF you GET STUCK

i.e. you have constructed an impossible round - just press **F9**.

## CONSTRUCTION CONSIDERATIONS

You cannot place blocks in the upper or lower portion of the Play Field - just like in the original game. A warning sound will indicate placement is not possible.

Do not place too many Movement Attributes (**M**) on any one round. Less powerful computers simply will not be able to handle these, and game play is much better with a few strategically placed items. Experimentation is the best method of determining what your computer system can do.

### **Quality Construction is more important than Quantity.**

The Alien Attackers will be the same as on the original Game Round.

Some levels cannot be edited. These are Level 17 - the Brain level 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 DOS MANUAL (usually supplied by the maker of your computer). "Subdirectories, files, filename extensions, diskettes, disk drives" and other terms are well explained in this reference.

All file names for loading or saving **CONSTRUCTION SET** files have up to eight alpha numeric characters.

All **CONSTRUCTION SET** files will automatically have the extension of **.ROD**

Unless a path is specified, the file will be saved in the current disk/subdirectory. This is the recommended procedure for operation from a hard disk drive - when prompted, just give an eight character name for any **CONSTRUCTION SET** file, with no path or drive designated. If a drive and subdirectory are specified, the file will be saved to that drive and path.

Various error messages will occur from time to time if there is a problem.

### For example:

Saving a file to a file name that already exists: **FILE EXISTS**

Loading a file name that does not exist: **FILE NOT FOUND**

Some error messages will be general in nature: **DISK ERROR.**

This may mean any the following:

- the diskette is **WRITE PROTECTED.**
- the disk is full.
- the diskette is not in the drive.
- the drive door was not closed.
- an illegal subdirectory or disk drive was specified.
- you have a hardware problem.

## FILE LOADING and SAVING EXAMPLES:

1. If you save a file called **DYNAMITE**, it will be saved as **DYNAMITE.ROD** in the current directory, so long as there is sufficient space on the current drive or in the current subdirectory.
2. If you load a file called **ECSTASY**, the data file **ECSTASY.ROD** from the current directory will be loaded.
3. On a two drive system, if you are running this game from floppy drive **A**, a correctly formatted and **NON WRITE PROTECTED** diskette is in drive **B**, and you save a **CONSTRUCTION** called **B:FANTASY**, a file called **FANTASY.ROD** is saved on the diskette in drive **B**.
4. In the unlikely case where you are running the game from a floppy disk, and want to save the file on the hard disk (you should be running the entire game from the hard disk!) you can specify the full path and save it anywhere you like. i.e. if you specify **C:\GAMEDATA\ULTIMATE**, a file named **ULTIMATE.ROD** will be created on the **C:** hard disk, in a subdirectory called **\GAMEDATA**, assuming that the subdirectory already exists!

### 360K diskette users please note:

If you are using a 360k floppy disk, there will not be any room on the disk to save a **CONSTRUCTION SET** file. You must specify another floppy disk on which to save these files. If you are using a single drive system, this will mean saving the file to drive **B:**, removing the **Original Game Disk** when prompted, and inserting a correctly formatted diskette for data storage back into the disk drive.

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