

VIDEO GAME CARTRIDGE  
FOR THE ATARI 2600 VCS

**ATARI** 2600

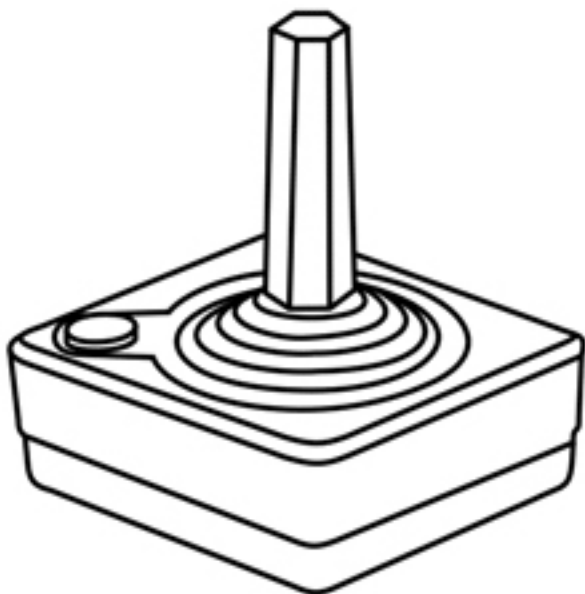




Brik is a version of the classic brick breaking genre of games for your Atari console, featuring multiple unique levels, bonuses and enemy.

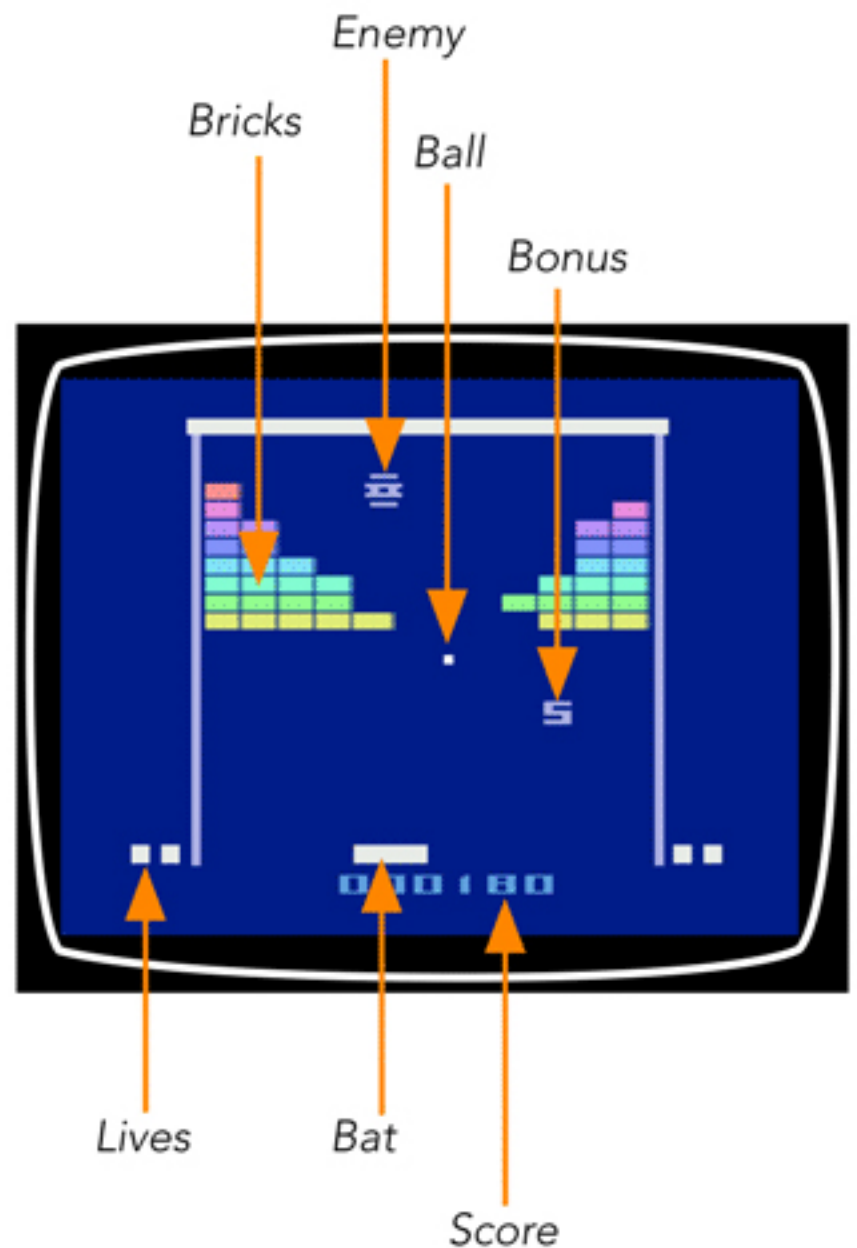
## USING THE CONTROLLER

Plug a joystick controller into the LEFT CONTROLLER jack. Press the fire button to start the game. After a few seconds the main game screen will appear.



## PLAYING THE GAME

The object of the game is to use the bat at the bottom of the screen to keep the ball in play as you knock out bricks to score points.



Using the joystick controller you can move the bat left or right. Pressing the fire button launches the ball towards the bricks. Move the bat left or right to keep the ball in play. If the ball passes the bat you will lose a life and the ball will be reset on the bat ready to start again. If you lose all four lives the game is over.



## SCORING

If the ball hits a brick then the brick is destroyed, scoring 10 points. When all the bricks have been removed from the screen, you will progress to the next level.

## ENEMY



Each level is patrolled by an enemy. If the ball hits the enemy the enemy is destroyed, but the ball's angle will change and speed will temporarily be increased.

## BONUSES

Destroying a brick sometimes reveals a bonus hidden underneath it, which will then fall towards the bottom of the screen. These bonuses can be collected by your bat.

**Score Bonus** : This bonus rewards you with an extra 200 points.



**Extra Life Bonus** : This bonus provides you with an extra life.



## CONSOLE CONTROLS

Push RESET to reset the game back to the title screen.

Push SELECT to enable flicker-free mode.

## FLICKER-FREE MODE

Brik uses a flickering technique to display its visuals. On certain televisions the flickering may be noticeable or distracting. In this situation, push the SELECT button to enable the flicker-free mode.