



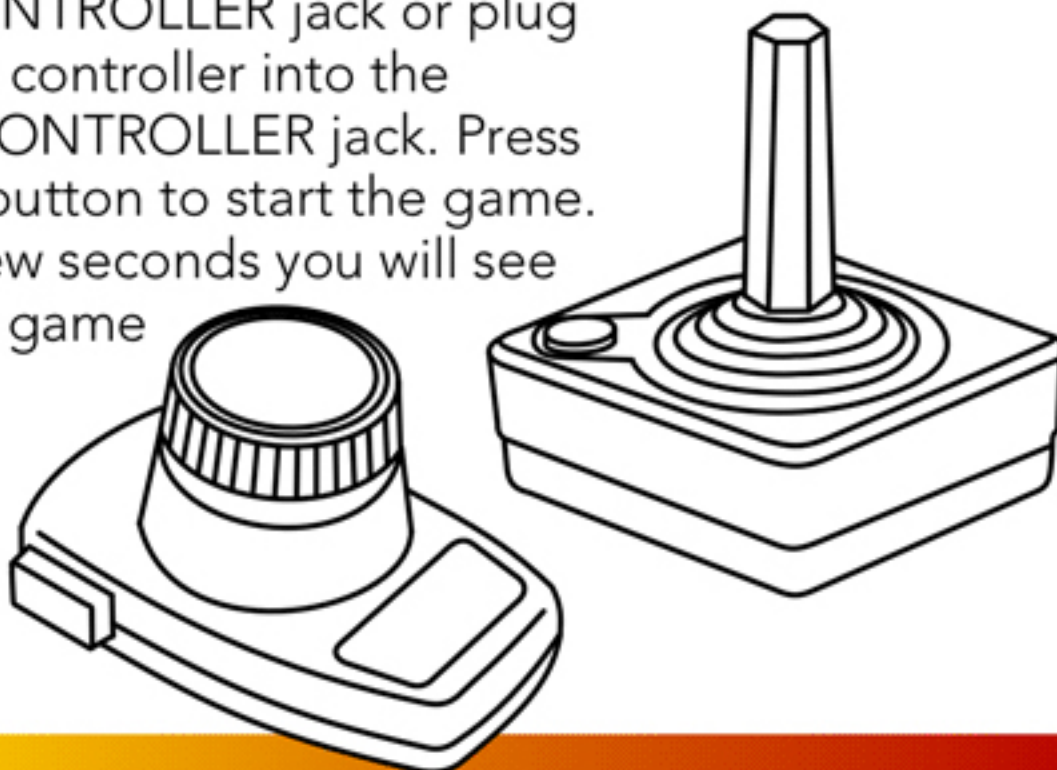
Brik 180 is a twist on the classic brick breaking genre of games for your Atari console, featuring multiple unique levels, dual bats and rotated play area.

Brik 180 differs from similar games by the use of two bats, one at the left side of the screen and another at the right side. The player controls both bats simultaneously, requiring great skill and fast reactions.

USING THE CONTROLLER

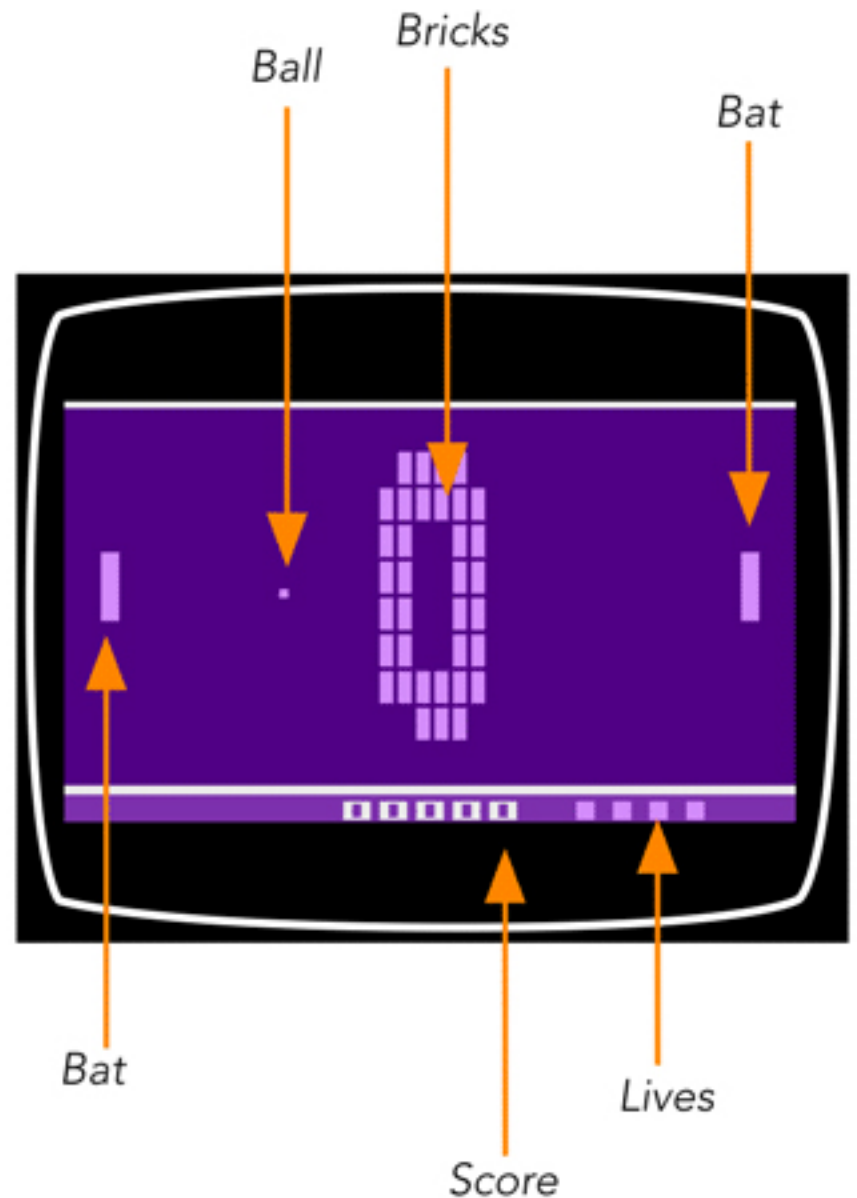
Brik 180 can be played with either a joystick controller or paddle controller.

Plug a joystick controller into the LEFT CONTROLLER jack or plug a paddle controller into the RIGHT CONTROLLER jack. Press the fire button to start the game. After a few seconds you will see the main game screen.



PLAYING THE GAME

The object of the game is to use the bats at the left and right of the screen to keep the ball in play as you knock out bricks to score points.



Using the joystick controller or rotating the paddle controller you can move the two bats up and down the screen. Pressing the fire button launches the ball towards the bricks. Move the bats up or down to keep the ball in play. If the ball passes either 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.

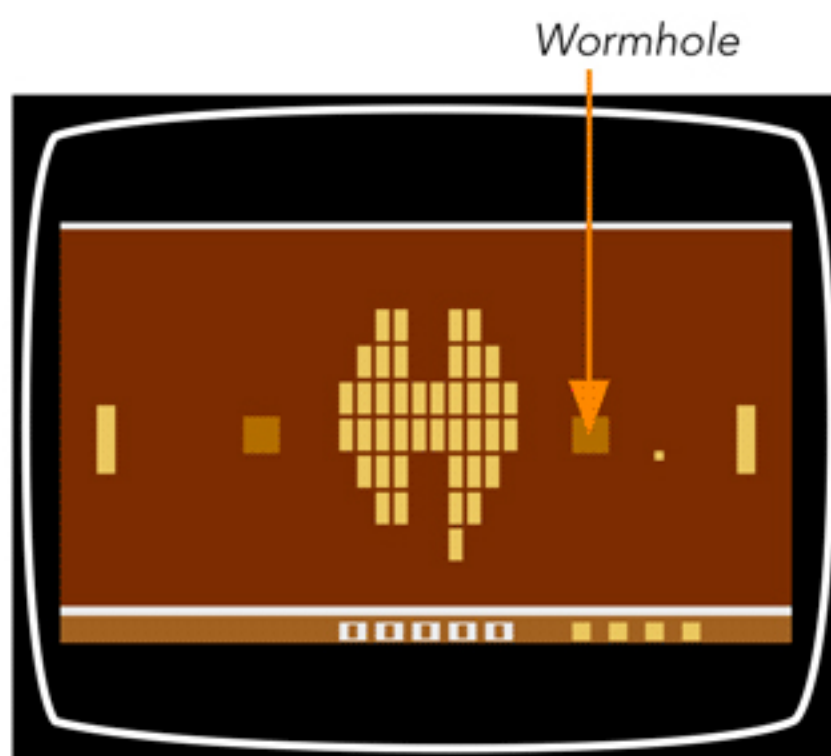
GAME SPEED

Use the console LEFT DIFFICULTY switch to adjust the speed of the game. For normal game speed, move the switch to position A. For slow speed, which is ideal for beginners or younger players, move the switch to position B.

Note : An indicator to the left of the score will be displayed in slow mode.

WORMHOLE

Beware! Some levels contain a wormhole. If the ball enters the wormhole on the left hand side of the screen it will re-appear in the corresponding wormhole on the right hand side of the screen.



CONSOLE CONTROLS

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

Use LEFT DIFFICULTY to adjust the speed of the game.

HINTS AND TIPS

The angle of the ball can be affected by the position on the bat that it is hit. Hitting the ball towards the edges of the bat deflects the ball at a steeper angle than if it were hit towards the middle.