BLOCKBUSTER

Introduction

Blockbuster is a puzzle game. The objective is to construct groups of 3 or 4 blocks of the same color to get rid of them and gain points. You have two piles to build on and the blocks come in two's. There's a time limit for you to place them as well.

There are 5 levels. The time limit gets smaller with each level.

Removing 3 blocks gets you 5 points. Removing 4 blocks gets you 150 points. Emptying a pile gets you 25 points. Emptying both piles gets you 75 points.

Requirements

No extras required - not even the Memory Expansion. Insert cartridge and power up your console.

Quick reference guide

Joystick and ESDX	Move blocks up, down, and exchange the two.
Fire, Q or Space	Insert the blocks.
Fctn = (Quit)	Returns the computer to the master title screen.

Credits @AtariAge.com

Software	Karsten aka sometimes99er