

VIC-20

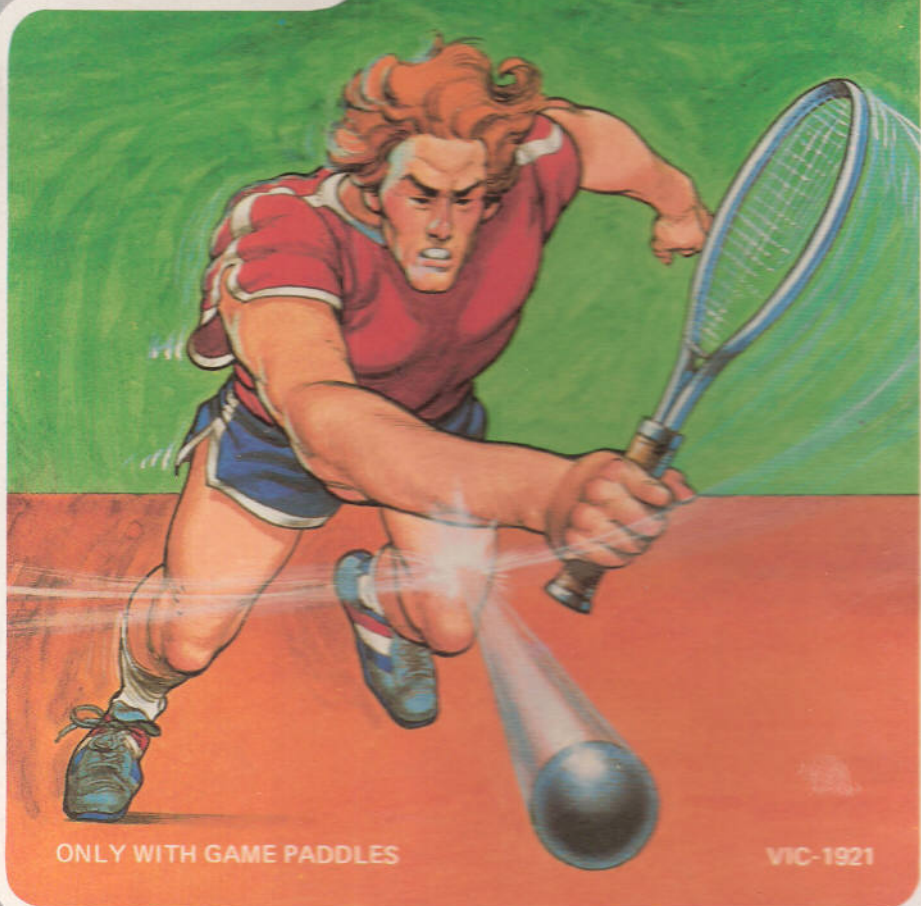
The Friendly Computer

No accessories required!
Plugs directly into your VIC-20

CARTRIDGE

SUPERSMASH

The World Championship is at stake! As a finalist do you have the cat-like reflexes to return the speeding ball and take the crown? On your toes ... this is raquetball at its toughest!



ONLY WITH GAME PADDLES

VIC-1921





 **commodore**
COMPUTER

INSTRUCTIONS FOR USE



SUPERSMASH**Loading the Cartridge and Starting the Game.**

1. Turn your VIC-20 OFF before inserting or removing the cartridge.
2. Insert the cartridge (label side up) into the wide expansion port on the back of the computer.
3. Turn the VIC-20 ON. After a second or two, the opening title should appear on the screen. (If the title doesn't appear, turn your VIC-20 off then back on).

Adjusting Screen Position

To center the picture use the  and  keys. Each time you press the  key, the picture will move to the right, and when the  key is pressed, the picture will move towards the bottom of your TV screen. Keep using these two keys until you are satisfied the picture is centered within your screen. (NOTE: Once the game has begun you can not change the screen colors).

Eliminating Screen Flutter

On some TV sets with automatic fine tuning your screen may "flutter" up and down when using a computer or video game. To correct this, hold down the  key and hit the  key. (NOTE: Doing this with a standard TV set may cause the screen to flutter).

STRATEGY

Smash through increasingly difficult levels. You control the paddle — moving from right to left . . . center your paddle beneath the smashing ball . . . sending it back towards the wall . . . smashing through the blocks.

3 different games in one. Choose your level of play by pressing . . .

- F1 Normal Play
 F2 Special Play
 F3 Progressive Play

Each time you smash through to the ceiling, your paddle cuts down to 1/2 of its original size . . . more skill, more action and more fun.

CONTROLS

Only played with game paddles . . .

Fire Button Starts game
Paddles Controls movement of game paddle

SCORING

Red Blocks 10 Pts.
Light Blue Blocks 20 Pts.
Pink Blocks 30 Pts.
Green Blocks 40 Pts.
Dark Blue Blocks 50 Pts.
Yellow Blocks 60 Pts.

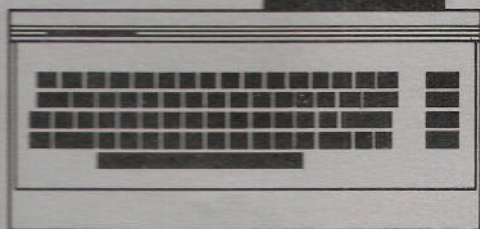
There are no 60 point blocks in progressive play.



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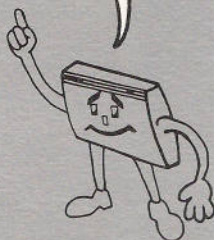
**Plugs Directly
Into Your
VIC 20 Computer**

YOU DON'T HAVE TO BE A COMPUTER EXPERT TO USE THE COMMODORE VIC 20 — THE FRIENDLY COMPUTER. ALL YOU DO IS INSERT THIS CARTRIDGE AND TURN IT ON!

EACH CARTRIDGE GIVES YOUR VIC 20 A TOTALLY DIFFERENT PERSONALITY — GAME MACHINE, CALCULATOR, WORD PROCESSOR, CHESS MATE, CONSULTANT OR DECISION MAKER.

VIC CARTRIDGES COME IN SEVERAL DIFFERENT CATEGORIES, WITH COLOR CODED LETTERING OR LABELS TO HELP YOU FIND THE AREA YOU'RE INTERESTED IN — RECREATION & GAMES (RED), EDUCATION (BLUE), BUSINESS & CALCULATION (GREEN), HOME UTILITY (ORANGE), AND COMPUTING AIDS (BLACK).

WHETHER YOU'RE INTERESTED IN ARCADE-STYLE ACTION LIKE JUPITER LANDER, SOPHISTICATED STRATEGY GAMES LIKE SARGON CHESS, OR PRACTICAL PROGRAMS LIKE HOME FINANCE OR VICWRITER, YOUR VIC 20 IS A REAL "FRIEND."



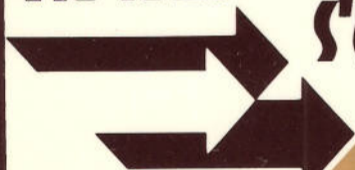
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SUPER SMASH