

# OPERATION MANUAL MANUAL DE OPERACION

CASIO GAME CASIO CG-200

114B M Printed in Japan

English

Dear Customer,  
Thank you very much for purchasing a Casio electronic game. We hope it will provide you and your friends with lots of enjoyment.  
To get the most out of this game we recommend you spend some time reading the information given here. And we also suggest you take note of the following guidelines to keep the unit in good order.

- \* Special care should be taken not to damage the unit by bending or dropping. For example, do not carry it in your hip pocket.
- Since this unit is composed of precision electronic parts, do not touch the inside.
- \* Avoid using the unit in extreme temperatures (below 32°F (0°C), or above 104°F (40°C)).
- Also protect the unit from extremely dusty or humid conditions.
- \* Clean only with a soft, dry cloth. Never use volatile liquids such as thinner or benzine.
- \* If servicing is necessary, contact original store or nearby dealer.

## • Auto power off function

If the unit is left on, the auto power off function will automatically turn the power OFF after approximately 6 minutes, thereby prolonging battery life.

To restore power, simply press the **START/ON** button.

## • Contrast adjustment

Once the unit is turned ON, press the **CONTRAST** button to enter the contrast adjust mode. Turning the LEFT/RIGHT movement control knob to the right to decrease contrast and to the left to increase contrast. Pressing the **SERVE** key will exit the contrast adjust mode.

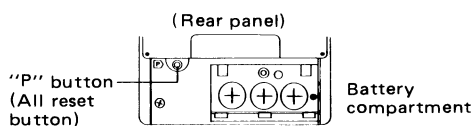
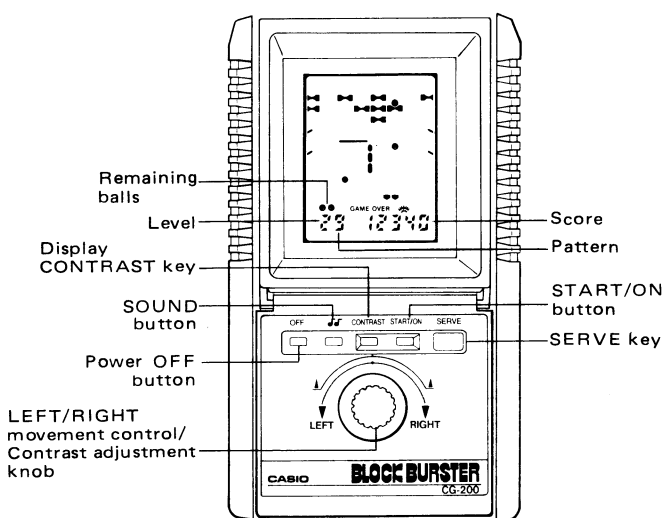
## • Sound effects

This game is normally accompanied by sound effects. To turn the sound effects OFF, press the **OFF** button. Pressing this button again will turn sound effects back ON.

## ■ BLOCK BURSTER

The object of the game is to break through the wall of blocks at the top of the screen while using the paddle to keep the moving ball from dropping through the bottom. A wide variety of levels and speeds test your skills to the utmost as various strategically placed obstacles appear on the display. So play it cool and keep the ball in play!

## ■ GENERAL GUIDE

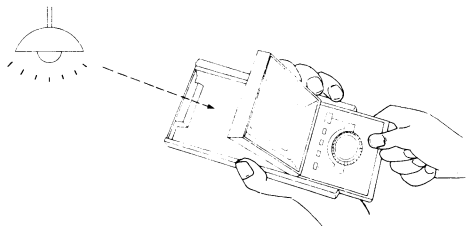


## • Figures used in the game

- (a) Ball
- (b) Paddle
- (c) Block
- (d) Horizontal obstacle
- (e) Vertical obstacle
- (f) Side obstacle
- (g) Failure mark

## ■ HOW TO PLAY THE GAME

Hold the unit by gripping the sides with one hand. Use the other hand to pull the center part of the unit forward. As the unit slides forward, the screen will pop up to the playing position. Position the unit so that a light source is behind the screen to supply illumination.



Position the control knob in its center position before pressing the **START/ON** key to turn the unit on.

Press the **START/ON** button and the first pattern will illuminate on the display. At this time adjust the contrast. (See **Contrast adjustment**.)

Press the **SERVE** key and a ball will be served into the playing area. Skillfully manipulate the LEFT/RIGHT movement control knob to maneuver the paddle into place and keep the ball bouncing up to the blocks. Each time the ball hits a block, that block will be eliminated. If a second or third row block is hit, the speed of the ball will increase.

## ■ OBSTACLES

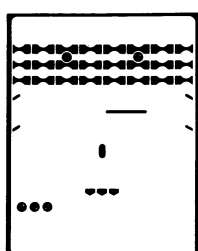
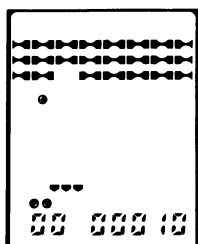
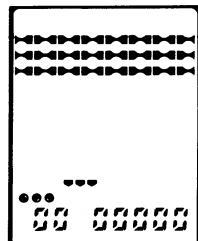
There are various types of obstacles that appear on the screen as the patterns progress.

### • Horizontal Obstacle

This obstacle moves from left to right across the screen. When it is hit, the ball will bounce back in the direction from which it came.

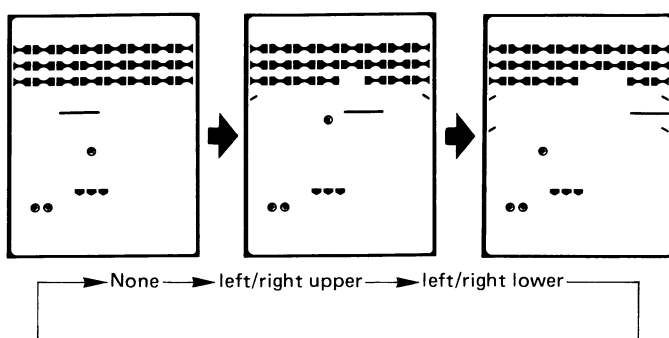
### • Vertical Obstacles

These obstacles appear in the middle of the screen. Sometimes they are stationary and sometimes they are moving. When hit, the ball will bounce accordingly.



## • Side Obstacles

These appear on the left and right of the screen. Each time a horizontal obstacle is hit by the ball, the pattern of these obstacles changes in the following manner:

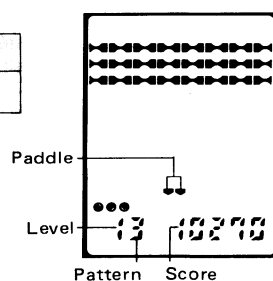


If these obstacles are hit by a ball moving from the bottom of the screen, the ball will return in the direction from which it came. A ball moving from the top of the screen will not be affected by these obstacles.

## ■ LEVELS AND PATTERNS

The game is composed of 3 levels (Level 0 to Level 2) of 10 patterns each. At each pattern the block configuration changes. The first digit of the Level/Pattern display shows the level, while the second digit shows the pattern. As you progress to each level, the size of the paddle decreases.

Level	0	1	2
Paddle			



## ■ SCORING

The points scored by eliminating blocks change as the level and pattern progress. The following table shows points for Level 0. For Level 1 the points are doubled, and for Level 2 they are tripled.

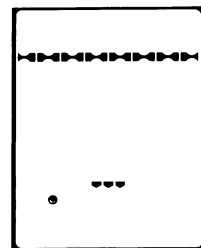
Table of Scoring

PATTERN	0	1	2	3	4	5	6	7	8	9
LOWER	10	20	20	20	10	20	40	40	40	20
MIDDLE	20	40	40	20	40	80	80	80	40	40
UPPER	30	40	60	60	30	60	80	120	120	60

(points)

## • BONUS PATTERN

When a pattern is completed with a single ball (i.e. no misses), a bonus pattern is entered. In the bonus pattern, a single line of red blocks must be eliminated with a single ball. Once the first three blocks are eliminated, the paddle reduces in size by one third. Eliminating three more blocks will reduce the size of the remaining paddle by half. Once you miss in the bonus pattern or when all the blocks are eliminated, the game advances to the next pattern.



Bonus points are also affected by the pattern and the number of blocks eliminated.

### Pattern 0 - 4

Block hit	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	10	20	30	40	50	60	70	80

### Pattern 5 - 9

Block hit	1st	2nd	3rd	4th	5th	6th	7th	8th
Points	20	40	60	80	100	120	140	160

## • The previous highest score and level.

The display for the highest score and level attained are independent. A score higher than the displayed score will become the new high score even if the level is lower. In this case the highest level display will remain the same. Conversely, a level higher than the level displayed will become the new highest level even if the points scored are lower. In this case the highest point display will remain the same.

## • Clearing the previous highest score and level.

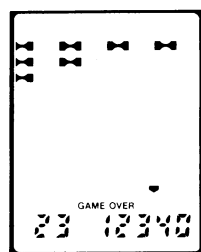
Press the "P" button on the back of the unit and the display will show "00 00000". Then a new game will begin immediately.

\* The highest possible score is "99990". If this score is reached and then 30 points are scored, the display will show "00020", but the subsequent high score display will show a high score of "99990".

## ■ GAME OVER

The game ends once three balls have been used and no more are remaining. In some patterns, balls are embedded in the block wall and are released as the wall is broken. These balls can be used to eliminate blocks, but they have no effect on the balls remaining at the bottom of the screen.

At times the keys may become inoperational or the display will remain cleared after all the blocks have been eliminated in the demonstration game. If this should occur, press the P button to correct this situation.



## ■ BATTERY MAINTENANCE

When battery power decreases, the whole display darkens. Batteries should then be replaced. Be sure to press the **OFF** button before changing.

### Replacement of batteries:

- Slide open the battery compartment lid on the back of the unit after loosening the screw with a screwdriver.
  - Remove dead batteries.
  - Insert new batteries with the plus terminal (flat side) on top.
  - Replace the battery compartment lid. Screw carefully.
  - Press the "P" button (All reset button) on the back of the unit with a pointed object such as a ballpoint pen, etc.
- \* Before inserting new batteries, be sure to thoroughly wipe them off with a dry cloth to maintain good contact.
  - \* Be sure to replace all three batteries.
  - \* Do not leave dead batteries in the battery compartment as they may cause malfunction.
  - \* Remove batteries when not using for an extended period.
  - \* It is recommended that batteries be replaced every 18 months to prevent the chance of malfunction due to battery leakage.
  - \* Keep the batteries away from children. If swallowed consult a doctor immediately.

## ■ SPECIFICATIONS

www.handheldmuseum.com

- **GAME:** BLOCK BURSTER
- **MAIN COMPONENT:** One chip CMOS-LSI
- **POWER CONSUMPTION:** 0.007W
- **POWER SOURCE:**
  - Three alkaline-manganese batteries (Type: LR44)
  - Three silver-oxide batteries (Type: SR44 (G-13), UCC357, 10L14, RW-22 or RW-42).
- **BATTERY LIFE:**
  - The unit gives approximately 190 hours continuous operation on type LR44 (600 hours on type SR44 (G-13)).
- **AMBIENT TEMPERATURE RANGE:** 0°C - 40°C (32°F - 104°F)
- **DIMENSIONS:** 24.5mm(H) x 95.5mm(W) x 171mm(D)  
1 1/4" (H) x 3 3/4" (W) x 6 3/4" (D)
- **WEIGHT:** 150 g (5.3 oz) including batteries