8 Wipeout

Wipeout

Ball must bounce within the enclosed boundaries, wiping
out opponent's boxes as it passes. Points are given to
the player who last hits, making it imperative to intercept the ball to win points for the subsequent wipeout.



9. Combat Wipeout A central barrier is in position to enable player to wipe out the boxes and get score while keeping his ball within the boundaries of his side. Should the ball leave his territory, his opponent is allowed to play and get score.



CT-GOG WIPEOUT

SIX GAMES requiring combat strategy and skill as you and your opponent battle it out to be the first to wipe out as many boxes or blocks as possible without letting the ball leave the playing field. A steady hand and successful maneuvering under pressure is needed to score big in these games.

GAME SELECTOR KEY:

1	Knockout Practice Wipeout Practice	
4	Knockout	
8	Super Wipeout Practice Wipeout	
9	Combat Wipeout	

SKILL SELECTOR SWITCHES:

Switch Setting	Switch 1	Switch 2	Switch 3
"A"	Large Bat	Large Ball	Normal Ball
	Size (left)	Size	Speed
"B"	Small Bat	Small Ball	Fast Ball
	Size	Size	Speed

SPECIFICATIONS:

Bat moves only in vertical position. Player whose side the ball is on should press trigger button to begin the serve.

CAUTION: Do not attempt to use this cartridge with any other video game system.

GAME DESCRIPTION:

Knockout Practice
 The left-hand player has 7 serves in which to knock out as many blocks as possible. If the ball leaves the field, he must serve again.



3 Wipeout Practice
The left-hand player has 7 serves in which to wipe out as many boxes as possible.



4. Knockout Each player must intercept the ball to protect his own blocks from being knocked out, while at the same time knocking out as many of his opponent's blocks as possible. Game ends when the ball breaks through either one of the blocks.



6. Super Wipeout Practice
One player controls both right and left bats while trying to wipe out all boxes within 7 serves.

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