

BLOCKBUSTERS

Now that you have your **BLOCKBUSTERS** program, Macsen Software is giving you the opportunity to purchase the follow-up **QUESTIONMASTER** program at a special price of **£5.95**

This cassette:

- 1 provides you with hundreds of new questions for your Blockbusters game
- 2 provides you with the means to create your own questions for the game – thousands and thousands of them and they can be as difficult or as easy as you please. You will, by using the **QUESTIONMASTER** program, be able to build up a 'library' of questions on different subjects

Please supply me with a copy of the Blockbusters' **QUESTIONMASTER** program for my _____ micro computer eg BBC, Spectrum etc.

Name: _____

Address: _____

Postcode _____

I enclose a Cheque/Postal Order to the value of £6.40 (£5.95 + 45p P&P).
Please debit my Access/Barclaycard No. _____

_____ to the sum of £6.40

Signature _____

Reply to: **Macsen Software, G.B.A. Ltd.**
17 Nott Square, Carmarthen, Dyfed SA31 1PQ

During the game, either player, by pressing his key, can interrupt the question as it is being written on the screen. (A reminder of the letter with which the answer starts is displayed at the bottom left of the playing area).

At the end of a game, the series game score is displayed.

At this stage, press ESCAPE to abandon the series or any other key to continue with the next game.

At the end of a series, the final score is displayed, and you have the option whether or not to start another series. When starting a new series you are given an opportunity to load the alternative question set. Remember to switch on your tape recorder to do this. The second set of questions immediately follows the first set on tape.

Blockbusters is a version of the successful TV quiz game adapted for the popular home computers. It is a game for two single players played on a 4 * 4 matrix of hexagons, each player attempting to form a path across the matrix. The cassette contains the game itself and hundreds of general knowledge questions (split across 2 data files) to give you hours of competitive enjoyment.

NB. Each side of the cassette contains the game and both data files. The data files are recorded in reverse order on the second side for your convenience.

LOADING. Insert the cassette (fully rewound) into the recorder. Hold down the CTRL key and press the ENTER key (or type RUN" " then ENTER), press PLAY on your recorder, followed by pressing any key.

At the stage where you are asked if your monitor is colour or monochrome Amstrad CPC464 users will find that their cassette pauses. Do not switch it off. Later, after you have pressed ENTER from the BLOCKBUSTERS introductory screen, it will restart in order to load the data file.

Users without cassette players under computer control should manually stop the player when the 'colour monitor' message appears and restart it after pressing ENTER in order to clear the BLOCKBUSTERS introductory screen.

When a screen appears asking whether or not you want sound, you may switch off your tape recorder.

PLAYING. Before playing the game you will be asked:

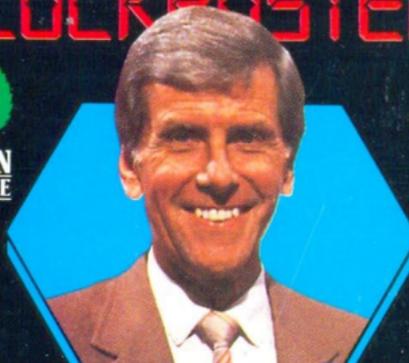
- Whether or not you wish to have sound.
- The names of your players.
- The number of games in the series (1 – 9).
- The skill level – the higher the skill level, the shorter the time allowed to answer.

Each player will then be allocated a colour, and a key to interrupt (A or J).

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Music © ITC Film Scores Ltd 1983

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BLOCKBUSTERS From Macsen Software is based on the well-known television series of the same name. The TV game is a **Central Production** made in association with Mark Goodson and Talbot Television.

Whilst every precaution has been taken in the preparation of this recording the publisher assumes no responsibilities for errors nor liability for damage arising from its use.

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