

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

## Credits @ [AtariAge.com](http://AtariAge.com)

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