



LCD SOLAR POWER

# BREAK OUT

INSTRUCTION MANUAL

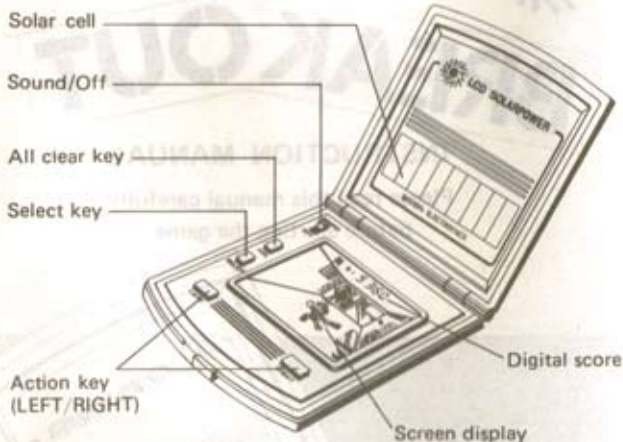
Please read this manual carefully  
before starting the game.



The game is divided into two patterns: one taking place inside a prison cell, the other one outside. The game starts in a prison cell, where you must discreetly saw the iron bars one by one before you can escape. Outside, you must avoid the gunshots of the guards and the attacks of the police dogs, and escape in the car of an accomplice. If you succeed, you win a bonus of 500 points.

There are two ways of playing: at low speed (Game 1) or at high speed (Game 2).

## DESCRIPTION



## 1. NAMES OF THE PARTS – HOW THEY WORK



ACL

### ● All clear key (ACL)

After opening the lid of the case, a display appears on the screen; you must then press the ACL key, otherwise it may create errors.

**Warning:** The screen works on solar battery and depends on light; therefore the display does not appear immediately.



SELECT

### ● SELECT key

This key permits to select either "Game 1" or "Game 2". Each time you press this key, the display repeats: display game 1, game 2, display game 1 . . .



LEFT

RIGHT

### ● Action keys (LEFT/RIGHT)

These keys have two functions:

- 1) To start the game. After you have chosen the game, you press key **L** (left) or key **R** (right), and you hear the alarm announcing the start of the game.
- 2) To move the prisoner to the right or to the left, and to cut the bars with key **L**. During the game, you press the keys to move the prisoner to the right or to the left (key **L** for the left and key **R** for the right). Each time you press, you move one step and you move the prisoner inside the cell; next to the bars, when you press **L** you cut an iron bar.



### ● SOUND OFF switch

It switches the alarm of the game on or off. When you push the switch towards SOUND, the alarm can be heard; when you push it towards OFF, it stops.

### ● Numerical display of the score

To choose the game, press the SELECT key: the type of game is indicated by G1 for Game 1 and G2 for Game 2.

**Warning:** Since the machine works on solar battery, the best scores are not put in memory.

## 2. HOW TO PLAY

### ● GAME 1

- 1 When you lift up the lid of the case, the image appears on the screen. Once this image has become very clear, press the ACL key, then select game 1 with the SELECT key.
- 2 To start the game, press either key **L** (left) or key **R** (right). The alarm is then heard and the game starts.
- 3 With the Action keys, you move the prisoner and he cuts the bars without being seen by the guard. After ten sawings, a bar is cut (a bar then disappears on the extreme right). Each time you cut an iron bar, you score points. Each time the guard opens the door and appears while you are sawing, you mark a fault.



when the guard appears and the prisoner is in this position, this is a fault.



you cannot stay in this position more than 20 seconds. If you exceed this period of time, the move is made automatically.

**Warning:** If the guard catches you and you are in fault, you find yourself again with three iron bars. If you are caught three times by the guard and you have three faults, the alarm is heard and the game is over.

- 4 If you cut three bars, the display changes and you find yourself outside the prison. You move the prisoner to the right or to the left with the Action keys and the aim is to have him escape in the car of an accomplice while avoiding the gunshots of the policemen and the attacks of the police dogs.



The car comes on and off alternately. When it is on and you move the prisoner to position (A), you have him escape in the car.

- 5 When the prisoner is hit by the gunshots or bitten by the dogs, the screen changes and you go back to prison. You have to cut three bars again in order to escape from the cell. When the prisoner manages to escape in the car, you win a bonus of 500 points and the game restarts inside the prison.
- 6 Restart of the game  
Press the SELECT key and you are again in front of "game 1". You start the game by pressing keys **L** or **R**.

**Warning:** If you want to stop the game while playing, press the SELECT key and you get "game 2".

### ● GAME 2

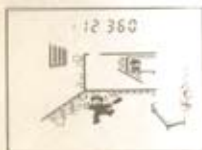
Compared to game 1, the whole process is speeded up and you play the game at a "professional" level. The rules of the game are the same as the six rules of game 1.

**Warning:** If you want to stop the game while playing, press the SELECT key and you will get the display of the game.

#### ● Points scored

Inside the prison:

- You score 10 points each time you cut off a bar with the saw.
- Once the three bars have been cut off, you can escape from prison.



#### Outside the prison:

- You win a bonus of 500 points when the prisoner manages to escape in the car of his accomplice.
- Each time you avoid a gunshot or an attack of the police dogs, you score 10 points.
- Each time a guard appears and catches the prisoner with a saw, you mark a fault.




#### End of the Game

After three faults, the game is over.

When the prisoner is hit by the bullets or bitten by the dogs while escaping, he is not given a fault but he goes back to prison.

(When the prisoner is hit by the bullets or bitten, he flickers twice and all the points scored up to now are canceled).

Signal of fault. → 

### 3. ABOUT THE SOLAR BATTERY

The case contains the cells of the solar battery and can be used in the sunlight or with artificial lighting. When you play, you have to watch out for the following things:

#### Sunlight

You can choose to play by a window where the sunlight comes through.

**Warning:** Do not play in a place where the sun is too strong.



#### Artificial lamps

Under a lamp of 60 Watts exceeding 200 LUX, you have to keep a distance of about 150 cm (60 inches).



#### Neons

For neons of 30 Watts exceeding 400 LUX, keep a distance of about 85 cm (34 inches), and 125 cm (50 inches) for neons of 60 Watts.

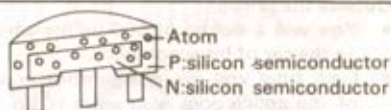


#### How do the solar batteries work?

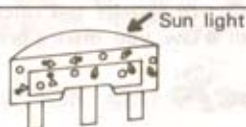
A solar battery gives electricity by converting the light energy into electrical energy.

The light strikes the face of the solar battery; thanks to this energy, the atoms inside the semiconductor separate into positive and negative ions, and move towards the positive and the negative poles. If the poles are linked by a line, the electrons  $\ominus$  move towards pole  $\oplus$ , and this produces electric current. As long as there is light, it produces  $\oplus$  and  $\ominus$  and there is electric current circulating.

- 1) When there is no light, there is no electricity.



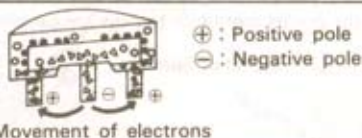
- 2) When the light is perceived, it produces atoms which start moving.



- 3) Energy transformation: the atoms separate into  $\oplus$  and  $\ominus$ .



- 4) Electric current: the electrons  $\ominus$  move towards pole  $\oplus$  and produce energy.



#### 4. PRECAUTIONS

The case contains the electronic components; therefore it is a very minute and fragile item. To avoid any breakdown, watch out for the following things:

- If the solar battery is dirty, it may not work as well.
- Do not give any shock to the machine by hitting or dropping it.
- Do not expose to heat, humidity or water.
- Never take it to pieces for any reason.
- When you put the machine in your pocket, be careful not to crush it when sitting, getting up or falling.

GAME 1

1. When you start the game, the first player places one of their pieces on the empty square in the center of the board.

2. The other player then places one of their pieces on an empty square adjacent to the first piece.

3. The game continues until one player has no more pieces that can be placed on the board.

4. The player with the most pieces on the board at the end of the game wins.

5. If a player has no more pieces that can be placed on the board, they lose the game.

6. The game is a draw if both players have no more pieces that can be placed on the board.

7. The game is a win for the player who has the most pieces on the board at the end of the game.

8. The game is a win for the player who has the most pieces on the board at the end of the game.

GAME 2

1. The first player places one of their pieces on the empty square in the center of the board.

2. The other player then places one of their pieces on an empty square adjacent to the first piece.

3. The game continues until one player has no more pieces that can be placed on the board.

4. The player with the most pieces on the board at the end of the game wins.

