



Lock Out

Copyright 1995
Cosmi Corporation

Programming by Ron Paludan

Contents

Playing the Game
Scoring
Game Menu
Options Menu

Playing the Game

Object

The object of *Lock Out* is to fill 75% of the game board with black squares without losing all your marbles.

Starting a new game

On the Game menu, click New Game or click on the **Start Game** button to begin a game.

Controlling the marble

Use the keyboard arrow keys () to control the direction of the **blue marble**.

Filling the game board

When you move the **blue marble** into the white are of the game board, it will leave a **blue trail**. When your blue marble re-enters a black area, the trail changes color from blue to black. By enclosing areas with the marbles trail, you can quickly fill rectangular areas. When 75% of the game board is filled with black squares, the level is completed.

Enemy Marbles

Avoid the **silver** and **red marbles**, if they collide with your **blue marble** you lose one marble. Also, if a **red marble** collides with a **blue trail**, you will lose a marble.

Scoring

One point is rewarded for each black square created. In addition, bonus points are earned when a level is completed: 100 points for beginner, 200 points for intermediate, and 300 points for advanced.

Game Menu

New Game

Begin new game.

High Scores

View the top six previous scores.

Exit

Exit Lock Out.

Options Menu

Difficulty

Sets the difficulty level for *Lock Out*. With higher the difficulty levels, the game runs faster and there are more enemy marbles.

Beginner: Player receives 5 marbles

Intermediate:Player receives 4 marbles

Advanced: Player receives 3 marbles

Sound

Toggle sound effects on/off.