B L A C K O U T

Introduction

Blackout is a user-configurable game for *Windows* 3.0. The game is mainly useful for becoming proficient with a mouse, since accurate mouse movement is rewarded with higher scores.

To use *Blackout*, you must have the following, in addition to the software:

    A PC with a properly installed copy of *Microsoft Windows* 3.0.
    A pointing device, such as a mouse, which works correctly with *Windows*.

Blackout works best with a VGA or Super-VGA monitor, but you can run it with any display supported by *Windows*, including CGA, EGA, and Hercules displays.

Blackout is more fun to play when you have at least a 386SX 16 mhz or faster PC. It has been tested and found to work properly on machines ranging from a 10 mhz AT clone to a 33 mhz 486. Note that for slower machines, you may have to alter the default scoring and playing rules in order to enjoy the game - read the online help to learn how to configure *Blackout*'s playing and scoring rules.

Distribution and Registration

Blackout is shareware. This means that you may freely download, copy, evaluate, and upload *Blackout* to other online services, and distribute it to others at no charge, but, if you use it regularly, you must register it by sending $12 to the address below:

Zarkware   **Patrick Mills**
2243 E. Thompson   **(417) 881-8141**
Springfield, MO 65804   **Compuserve 71211,1250**

For your convenience, an order form has been provided for you to mail in with your check, if you decide to register. Just bring up Windows Write with the file BLACKORD.WRI and select File/Print. Then, fill out the order form and mail it to the address above.

Unregistered versions of *Blackout* will remind the user to register each time the game is started or moved to a new level of play. **This "pester screen" feature is disabled when *Blackout* is properly registered with a valid registration number.**

All registered users will receive a disk (specify 5 1/4" or 3 1/2") with the most recent version of *Blackout* on it, a valid registration number, and a printed manual. Each registration entitles the user to unlimited use of the software, as long as they use only one copy of the software at any one time. Distribution of valid registration numbers to others is prohibited and a violation of the *Blackout* license agreement.

When you register, please specify your name, mailing address, and desired disk size. Allow up to three weeks for delivery. Each user of *Blackout* requires a separate registration. Call for site licensing.

Remember, if you use *Blackout* regularly, please support the Shareware concept by registering *Blackout*, so that I can afford to enhance and support it, and to write other affordable shareware games and utilities for all the *Windows* users out there.

Blackout - **Windows Software from Zarkware**

If you have questions or comments, or have any problems with *Blackout*, please contact me at the address or phone number above, or send electronic mail to me on Compuserve (71211,1250). I'll try to answer as quickly as possible.

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Registration of the software gives rise to a license to use the software for purposes of playing the game *Blackout*. No other rights, including the right to decompile, disassemble, or otherwise decode the software's machine-language representation, are given nor may be assumed to exist.

No charge may be made for further distribution of *Blackout*, except for charges covering the cost of distribution. Permission is hereby granted for any SysOp or other person in charge of maintaining online services or software distribution services to offer a copy of *Blackout* for trial purposes, as long as no charge, other than normal charges for system access or materials and handling, are made, and as long as the originally distributed files are kept together and offered in unmodified form.

Installation

To run *Blackout*, do the following, or their *Windows File Manager* equivalents:

1) Make a directory on your hard disk (if you want to store *Blackout* in its own directory):

     `MD C:\BLACKOUT`

2) Copy the *Blackout* files to the blackout directory (or to any directory you choose - all *Blackout* files must be in the same directory):

     `COPY BLACK*.* C:\BLACKOUT`

3) Install *Blackout* into a group in the Program Manager or double-click on BLACKOUT.EXE from the File Manager to run it. To install *Blackout* into a Program Manager group:

    a) From Program Manager, open the group you wish to use for *Blackout.*
    b) Choose File New.
    c) Choose OK (New Program Item).
    d) Tab to the Command Line field and enter C:\BLACKOUT\BLACKOUT.EXE. (Use the directory you actually copied the *Blackout* files to.)
    e) Press OK.
    f) The *Blackout* Icon should appear in group. Double-click it to start game.

<center>*Blackout* - Windows Software from *Zarkware*</center>

4) Once game is started, choose Help Index from the menu to learn about playing and/or configuring *Blackout*.

How to Play

Note: You may use Help Index from the game's menu bar to learn more about playing and configuring *Blackout*.

These directions assume you have started *Blackout*, and that the game's main playing surface (a grid of colored rectangles) is displayed.

a) Place the mouse cursor somewhere over a TARGET rectangle (a white square on the playing surface with a round target on it).

b) Press the left mouse button - this should turn the target rectangle red and make a "found" sound.

c) Repeat steps a) and b) until all target rectangles have been found.

d) If the non-target squares turn black before you find all the target rectangles, a "blackout" will occur, and the game will be over.

e) You can also click on "bonus" rectangles that have a "2 X" thru a "5 X" message on them for extra points - these rectangles turn blue when clicked.

e) Correctly clicking on the "replay arrow" rectangles that move horizontally or vertically across the game surface will restore all black rectangles to normal, colored rectangles, allowing extended playing and scoring.

f) Occasionally, the "Boogeyman" rectangle will appear, preventing further scoring until it is clicked. If the Boogeyman passes over a target rectangle that was previously clicked, the target will be restored to its unclicked state.

g) Any time you click on any rectangle that is neither a target nor a bonus rectangle, you will hear a "missed" sound and the nine-rectangle area around where you clicked will be completely "blacked out". Your score may also be lowered as a penalty for the miss, depending on game configuration.

h) You can use the "Pause" and "New" buttons at the lower left-hand corner to pause the game and/or start a new game. The game's status is always displayed in the status line along the bottom of the   playing surface. Other options, like the playing level and speed, turning sound on or off, and many other game options, can be set using the choices from *Blackout*'s menu bar. Be sure to read the online help before you change the game settings permanently.

i) If you ever need to restore all game settings to their default values, or remove or change the high-score records, you can edit or delete the file "BLACKOUT.INI" in the *Windows* directory on your disk. This file is used to store all game settings and the high-score history. If it is not found, it will be created the next time you play *Blackout*.

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