

Blackout Help Index

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To learn how to use Help, choose Using Help from the Help menu, or press F1.

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Overview

Blackout is a user-configurable game for Microsoft Windows. It is a fun way of learning to use a mouse, since the better your mouse skills are, the higher your scores are likely to be.

The object of Blackout is to find and click on all target rectangles before all non-target rectangles turn black. The following section explains how to play the game.

Blackout is played by moving the mouse cursor to a target rectangle and clicking the left mouse button somewhere inside its boundaries. If done successfully, the target rectangle will be marked as "found" by turning red. Each target rectangle that is "found" will increase the player's score.

The object of the game is to find (click on) all target rectangles before all of the other, colored rectangles turn black.

If the player correctly finds each target rectangle on the playing grid before a total blackout of all colored rectangles occurs, a bonus is awarded and a new level is started that contains more target rectangles and faster-changing colored rectangles. This process continues until a "Blackout" occurs, or until level 10 is successfully completed.

Scoring is higher at each successive level, so that successful completion of higher levels results in much higher scores than successful completion of lower levels.

Related Topics

[Playing the Game](#)
[Rules of the Game](#)

Playing the Game

The object of Blackout is to find and click on all target rectangles before all non-target rectangles turn black. The following section explains how to play the game.

To "Find" a Rectangle:



Using the mouse, move the mouse cursor so that it points inside of one of the target rectangles. Now, press the left mouse button ("click" it). The rectangle should turn red, and, if the game's "Sound" option is turned on, you should hear the "found" sound.

To Start a New Game:

From the Game menu, choose New, or click on the New button.

Monitoring the Game's Status

Several aspects of the game's status are constantly displayed in the game's status line, which is at the bottom of the game window, to the right of the Command Buttons. The status line will always have the current score and game level, and, during play, will have accurate counts of the number of target rectangles remaining to be found and the number of black rectangles on the screen. In particular the target-rectangle count is helpful when you don't know how many rectangles are left to find.

Related Topics

Overview

Rules of the Game

Rules of the Game

Blackout Rules:

The game is paused until you make the first mouse click. At that point, the game will start, and the colored rectangles will begin to change color and some will begin to turn black.



Each time you correctly click on a target rectangle, your score will be increased. Each time you click on any non-target rectangle, that rectangle and the eight others surrounding it will immediately turn black, as a penalty for clicking in the wrong area. Depending on the current setting of the [Scoring Parameters](#) points may be subtracted for a wrong click.

At the completion of each level, that game will pause and you will see a dialog box with the current game score. Clicking on the "OK" button in this box will start the next level. At each level, the score awarded for a correct click increases. Also, at each successive level, there are more target rectangles to find, and the non-target rectangles will turn black more quickly. If you successfully click on ALL target rectangles at any given level, you will be awarded a bonus score that increases at each level.

The level is over when no more target rectangles remain to be found, or when there are no more normally-colored rectangles (a "Blackout").

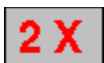
The game is over when no more levels remain to be completed (there are 10 levels), or when a "Blackout" occurs at any level.

Note that many of Blackout's scoring and playing rules can be altered by changing the game's [configuration](#).

If a "Blackout" occurs, the score is lowered by 500 points or to 0, if the total score was less than 500 points when the Blackout occurred.

If a player achieves a score in the 10-highest all-time Blackout scores, that player will be given a chance to store the score, along with their initials, in the 10-highest scores history.

Bonus Rectangles:



While playing the game, there will occasionally be "Bonus Rectangles" which will appear momentarily. Each bonus rectangle is a light-gray box with red lettering. The lettering in the box will indicate the level of bonus to be awarded if the box is clicked on before it disappears. The "2 X" box is worth twice as many points as a regular target rectangle. The "3 X" box is worth three times as much, and so on. There are "2 X" thru "5 X" boxes available, and clicking on them can greatly enhance your score - but be careful! Spending time finding the Bonus boxes may cause you to be unable to complete the level, and result in a Blackout!, which definitely won't help your score.

Related Topics

[Playing the Game](#)
[Strategy and Hints](#)

Strategy and Hints

This section contains helpful hints for playing Blackout successfully.

- Use the mouse to click the target rectangles as smoothly as possible. "Jerky" mouse motions will result in mistaken clicks and lost bonus opportunities.
- Discipline yourself to locate and click all target rectangles in a given area of the game surface before moving to a new area. This results in less mouse movement and faster play, as well as preventing mistaken mouse-clicks.
- Establish a pattern of motion for locating target rectangles. Move from upper left to lower right, for example, or in an up-and-down vertical "sweeping" pattern. Be consistent in your strategy, and your speed will increase.
- Use the [Setup Game](#) menu choice to establish a default starting speed and level appropriate for your level of skill. This prevents having to set the level and speed manually at the start of each game, and also keeps a skilled player from having to play through levels that are too easy.
- Learn how to effectively use [Bonus Rectangles!](#) They can greatly increase your scores, since they are worth multiples of the current level's normal target rectangle score. Just remember that you must finish each level without a Blackout! , so that play can continue, so spending too much time on Bonus Rectangles can backfire!
- Since there may be times when the playing surface just seems to get ahead of you, and there may be no way to get all of the target rectangles in time, it is possible to "live to fight another day" by deliberately clicking on non-target rectangles which are close to groups of target ones. This has the effect of "sacrificing" your ability to score on the target rectangles (and your chances for a bonus score), in return for avoiding a Blackout!, so that at least you can move to the next level.

Note that the advisability of using this technique depends on the Game Play Parameters settings, since there may be too stiff of a point penalty for deliberately causing black rectangles for this technique to be of any use.

Related Topics

[Playing the Game](#)
[Rules of the Game](#)

Game Menu Commands

New

Starts a new game of Blackout. You can start a new game at any time, even in the middle of a game. You can also start a new game by clicking on the [New button](#).

Pause

Pauses the game and stops all color changing. You can pause a game at any time. Choosing Game Pause again will toggle the paused game back to active. Another way to reactivate a paused game is to simply click on a target rectangle. You can also toggle the pause-mode on and off by clicking on the [Pause button](#).

High Scores...

Displays a dialog box showing the 10 highest scorers' initials and their scores. Press the "OK" button in the dialog box to continue. This dialog box is also used to collect the player's initials when the player achieves a score in the 10 highest. You can choose this item at any time, even in the middle of a game.

Score

Displays a dialog box showing the current game score and level. Press the "OK" button to continue. You can choose this item at any time, even in the middle of a game.

Setup Game...

Displays a dialog box containing all of the game playing parameters. It is possible to reconfigure the game's scoring rules, playing behavior, and default startup parameters from this dialog box. You can choose this item at any time, even in the middle of a game.

For more information on game parameters and how to set them up, see the [Configuration](#) topic.

Exit

Immediately stops the current games and closes the Blackout application. You can choose this item at any time, even in the middle of a game.

Options Menu Commands

Level

Displays a second-level menu with 10 numbered choices. Each of the 10 choices is a successively more difficult level. You can immediately move to any level by choosing the desired level from this menu. The level can be changed at any time, even in the middle of a game. The current level will appear on the level menu with a checkmark to its left.

Sound

Choosing this item toggles game sounds on or off. If game sounds are currently ON, a checkmark will appear to the left of the Sound menu choice. Otherwise, no checkmark will appear. Turning sound OFF disables all game sounds made by Blackout. You can choose this item at any time, even in the middle of a game.

Speed

Displays a second-level menu with 3 choices - Slow, Medium and Fast. The game speed determines how fast colored rectangles will change colors, and has a dramatic effect on how quickly the colored rectangles will black out. The fastest speed is the most difficult.

Command Buttons

Pause

At the bottom left side of the game window, there is a button marked "Pause". This button is just a shortcut way of toggling the pause-mode on and off (without having to choose Game Pause from the menu).

New

To the right of the Pause button, there is a button marked "New". This button is a shortcut way of starting a new game (without having to choose Game New from the menu).

Configuring Blackout

This section contains information about configuring Blackout. The game is configured by selecting the Game Setup choice, and filling out the dialog box that is displayed. The game configuration dialog box can be used to change Blackout's scoring rules, playing behavior, and default startup values. The dialog box is divided into four sections, each containing parameters for a general aspect of the game's behavior:

<u>Scoring Parameters:</u>	Specify new values for the 3 kinds of scoring rules for playing level one and each subsequent level
<u>Game Play Parameters:</u>	Specify new values for the 2 kinds of playing rules for each of the three possible game speeds
<u>Game Switches:</u>	Switch the four game options on or off
<u>Startup Defaults:</u>	Specify the startup defaults for playing level and playing speed

After you have finished entering configuration values, you can press one of the three buttons at the bottom of the dialog box to tell Blackout what to do with your values. The three buttons do the following:

Save Tells Blackout to save all parameters in the dialog box for future use.

NOTE: Parameters are merely saved for *future* games - the *current* playing parameters are unaffected by changing and saving parameters from the game configuration dialog box.

Cancel Tells Blackout to discard any values you entered into the game configuration dialog box. Your changes are *not* saved.

Scoring Parameters

This section explains how the values of the scoring parameters are used by Blackout to compute scoring during game play. The values of the scoring parameters can be changed by choosing Game Setup from the Game menu and modifying the values in the *Scoring Parameters* section of the game configuration dialog box.

Blackout modifies the current game score when any one of three different events happens:

- The player correctly locates and clicks on a target rectangle
- The player incorrectly clicks on a rectangle that is neither a target nor a Bonus Rectangle
- A rectangle is turned black for any reason (random selection or player mistake)

The score is *increased* whenever the first event happens, and *decreased* whenever either of the other two happens. Each of these events has a separate scoring rule, and the amount of points added or subtracted can be set for each event independently, so there are three sets of parameters to control scoring, one set per event type.

Each of these scoring sets has two values - the first is the point change for the event at level-one play. The second is the amount to *increment* the first value at each subsequent level of play. For example, if the parameters for an event of the first type (correctly finding a target rectangle) are set to 10 and 5, the score change for that event would be computed as follows, if the current playing level was three:

To the current score, add 10 (the value for *level-one* play) plus 2 times 5 (the number of levels above level one times the *increment* value). Since $10 + 2 \times 5 = 20$, the score would be increased by 20 points.

The other two sets of scoring parameters work exactly as described above, except that the score is decremented instead of incremented. If the score would fall below 0 as a result of the calculation, it is simply set to 0.

The values used in the *Scoring Parameters* section of the game configuration dialog box must be positive integers in the range of 0 to 100.

Game Play Parameters

This section explains how the values of the game play parameters are used by Blackout to compute scoring during game play. The values of the game play parameters can be changed by choosing Game Setup from the Game menu and modifying the values in the *Game Play Parameters* section of the game configuration dialog box.

During play, Blackout randomly picks rectangles on the playing surface and modifies their colors and properties, perhaps just changing a rectangle's color, but possibly changing the rectangle to a black rectangle, or to a Bonus Rectangle. Blackout's decision to change a rectangle is made on the basis of *percentages*. Two of the possible kinds of rectangle changes (to black, or to a Bonus Rectangle), depend on game play parameters which specify the percent-chance that a rectangle will change when it is chosen.

The *Game Play Parameters* section of the game configuration dialog box allows you to modify the percentage chances for these two type of changes. There are three sets of the parameters, one set per possible game-playing speed, so that you can alter the behavior of Blackout for Slow, Medium, and Fast speeds independently.

Since the values in the *Game Play Parameters* section represent percentages, they must be set to positive integers between 0 and 100. Note that by setting these parameters to high values it is possible to greatly increase the difficulty of the game, to the extent that some setting combinations will cause the game to be unplayable. Take care when you change the parameters to adjust them by small amounts at a time, so you can get a feel for the effect of the changes.

Game Switches

This section explains how the game switches affect game play. The game switches can be turned on and off by choosing Game Setup from the Game menu and clicking on the checkmark boxes in *Game Switches* section of the game configuration dialog box.

There are four game switches in Blackout, and they all represent options which are either *On* or *Off*. The switches and their effects are:

Pause at New Level

When set **On**, this switch forces Blackout to automatically pause the game when a player completes a level and moves to a new level. If the switch is set **Off**, the game will immediately begin play as soon as the new game level is ready.

Allow "Click Ahead"

When set **On**, this switch allows the player to "get a head start" on Blackout when a new screen is being drawn, by finding and clicking rectangles during Blackout's new-level redraw. If the switch is set **Off**, any mouse clicks received before the screen draw is complete will be ignored.

Track High Scores

When set **On**, this switch causes Blackout to automatically display the High Scores dialog box when a new game is started, play is completed at level 10, or a Blackout! occurs, if the player's current score would place that player in the top 10 scores list. If the switch is set **Off**, no automatic high score tracking will be done.

Use Sound

When set **On**, Blackout will use sound effects during play. If the switch is set **Off**, the game will play silently. This switch may also be changed during play by selecting Option Sound.

Startup Defaults

This section explains how the default playing level and speed can be set, so that each time you start Blackout, your preferred playing level and speed are automatically chosen. The startup defaults can be set by choosing Game Setup from the Game menu and selecting the desired startup playing level and speed from the scrolling combo-boxes in the *Startup Defaults* section of the game configuration dialog box.

There are 10 levels of play available in Blackout, numbered 1 thru 10, and three playing speeds - Slow, Medium, and Fast. Using the default Scoring Parameters and Game Play Parameters, the difficulty of play increases at higher levels and speeds and decreases at lower levels and speeds.

When the game configuration dialog box is displayed, the current default starting level and speed will be displayed in the combo-boxes in the Startup Defaults section of the game. Note that *these are not necessarily the same* as the current playing level and speed - when you change these values, you are changing the Startup Defaults, *not* the current values. If you want to change the current values for the playing level and speed, you should use the Options Level and/or Options Speed menu choices

How to Play

This section contains information about how to play Blackout.

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Commands

This section contains information about the menu commands in Blackout.

[Game Menu Commands](#)

[Options Menu Commands](#)