

OPTIONS

Stack Up is controlled by a **JOYSTICK** connected to the relevant port on the Atari computer.

OPTION:	Freezes the Frame
START:	Re-Starts the Frame after it has been frozen.
FIRE:	Re-Starts the Frame after it has been frozen.
SELECT:	Allows the Playing Pieces to be altered.

Pressing **FIRE** starts the selected game.

GAMESPLAY

The aim of stack up is to guide the falling groups of blocks so that they form horizontal, vertical, or diagonal lines of more than three of the same colour. Once this "stack" has been made, the blocks disintegrate-earning points.

As the blocks fall from the top of the frame, pressing **SWOP** allows the colours to exchange positions.

The next block to fall is also displayed on the screen, so its worth bearing that color formation in mind before placing the falling blocks.

As you Stack up to higher frames, the falling blocks get faster, and the puzzles become more difficult.

If your stack reaches the top of the screen, the frame is declared void and you lose your credit.

Depending on your own Arcade style, you may prefer to Stack with the following playing pieces which are selected on pause by hitting their numbers:

1. Coloured Blocks
2. Greek Symbols
3. Road Traffic Signals
4. Mixed Symbols

Stack Up is split into 20 rounds, each of which has a target number of lines that must be reached before play can progress to the next level. When a successful round you are awarded **CLEAR BONUS**, plus a **SPACE BONUS** depending on how much empty space is left on the screen.

As higher levels are reached:

- Frames are started with blocks already in them.
- Blocks appear randomly on the screen.
- Only diagonal lines count towards your target levels.
- Left and Right controls may become reversed !!
- Black blocks will fall that cannot disintegrate.

BASIC SCORING

Each group of three blocks placed in frame: 50 points

Vertical line of Three: 250 points

Horizontal line of Three: 300 points

Diagonal line of Three: 1,000 points

EXTENDED SCORING

Line of Four: Scores double and counts as Two.

Line of Five: Scores triple and counts as Three.

Line of Six: Scores quadruple and counts as Four.

CHAIN REACTIONS

First Step: Single Score.

Second Step: All lines are worth Double.

Third Step: All lines are worth Triple.

So a diagonal line of Five formed on a Second Step Chain Reaction is worth a 300 points.

Stack Up - The Ultimate Arcade Game !!