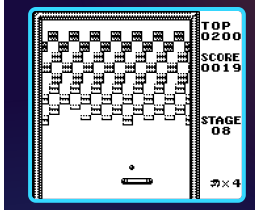
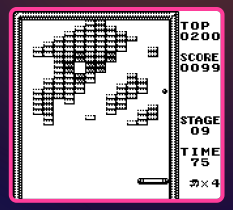
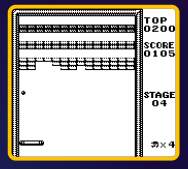
BREAK OUT.
BREAK THROUGH.

Pilot your bat-ship through 24 stages of shimmering brick walls. Walls slide past, creep towards you and scatter across deep space, while timed bonus rounds put the clock against you. The handheld classic, rebuilt for the Spectrum 48K/128K.







- **24 stages + 8 bonus rounds**
- **Sliding & descending walls**
- **Full AY music & effects**
- **Smooth 50 Hz scrolling**
- **Kempston & Sinclair joysticks**

Unofficial fan-made ZX Spectrum port of Alleyway (Nintendo, 1989).
Not for sale.
Conversion and loading screen by Kirby2000.

48K/128K

ALLEYWAY
ZX SPECTRUM
48K/128K

ZX SPECTRUM
48K/128K



GAME OUTLINE

Hit the descending ball with your paddle so that it rises to demolish the blocks above. Destroy every breakable block to clear the stage; clear all 32 stages and the game ends in a fanfare. Miss the ball and you lose a paddle – miss with none left and the game is over.

CONTROLS

O / P	Move the paddle left / right
SPACE	Release the ball; hold to move fast
M	Hold to move slowly
ENTER	Start / pause (not in bonus stages)
ENTER + N	Reset to the title screen
JOYSTICK	Kempston, Sinclair 1 or 2 (fire = SPACE)

BLOCKS & SCORING

White 1 point · **Grey** 2 · **Black** 3 · Unbreakable blocks cannot be destroyed. Grey and black blocks speed the ball up, and from stage 4 the paddle shrinks when the ball hits the ceiling. An extra paddle is awarded every 1,000 points (up to 9, none after 10,000).

THE STAGES

NORMAL – smash all the breakable blocks.
SCROLLING – rows slide back and forth; aim well.
ADVANCING – blocks sometimes drop a step as the ball leaves the paddle, vanishing just before they reach it.
BONUS – break all you can before time runs out; clear them all for a special bonus. A miss simply ends the stage.

WINNING TECHNIQUES

- Use SPACE and M to match the paddle's speed to the ball.
- Change direction the moment the ball hits the paddle.
- Hit with the end of the paddle to change the ball's angle.
- Move against the ball's direction to vary its path.

Alleyway ZX tape inlay. Print at 100% / Actual size (not "fit to page"). Cut along the outer marks, then fold on the dashed lines: back cover | spine | front cover | instructions (the instructions fold in behind the front cover).