Instructions for Breakout for Windows

Breakout contains fifty different levels. Using the level-editor registered users can develop new levels of their own choice very easily in few seconds needing only very little harddisk-capacity (50 levels need about 9 KB).

Players have to destroy all tiles to reach the next level.

If one of the green tiles carrying the letter 'S' is hit one of the stamps hiding the cartoon pictures is taken off. Attention! Keep watching your ball and NOT the pictures. If you want to take your time to look at the cartoons just press the 'P' key to halt the game.

Buttons inside main window:

+, -   is changing number of players (one to four)

GO   starts the game

Sound turns action sounds on or off

Music turns music off or on

Info   shows absolutely necessary top-secret informations about the program and its
                  programmers

When game is started the mouse-pointer is vanishing because now you control your racket with the mouse. Press left mousebutton to start the game.

Keys during game:

ESC   cancels the game

P   pauses the game

C   continues the game

M   toggles music

S   toggles sound

Special tiles:

Brick tiles   can not be removed

Grey tiles   have to be hit one to five times according to level

Smiley tiles   are returning the ball just the same way it came

Water tiles   should not be hit because the ball will be kept and is lost

Key tiles   are giving a key to you needed to open locks

Lock tiles   can be opened if a key is at hand

Racket tiles   You are getting an extra life

Blue G-tiles   ball is glued to the racket for some time until you press mouse
button or time has run out. This function will stay active until
another   action tile is hit

Blue L-tiles   ball is locked and can be set free for double-ball play when hit again

Grey arrow tiles   if hit twice this tile will produce a brick tile at the bottom and by this
confine your racket movements to one side of the screen for few
seconds.

Red F-tiles   if a blocker is present racket for approximately five seconds will be
turned into a gun with which the blocker can be shot away. Use
left   or right button for shooting

...and uh, did we forget something? Yes, indeed we **did:**

Green S-tiles   hitting these tiles will remove one of the stamps covering the
cartoons.The sooner these tiles are hit the more points you get.