

Block Breaker Version 1.2

MOUSE

A mouse is necessary to operate this game. The left click to start moving the ball, and the right click to pause. Maximizing the window may make it easy to operate since the mouse cursor must be in the window.

BLOCKS

There are three kinds of blocks.
Gold blocks never break.
Gray blocks break after attacked three times.
Normal blocks break by one attack.

STAGES

There is a total of ten stages. An extra ball as a bonus will be added when clearing the third and eighth stages. You will see a certain message when clearing all the stages. (It is almost impossible unless you are a professional player!?))

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MISCELLANEOUS

Your comments are welcome. The Japanese version and the source files are also available. This application was created by using Borland C++ Ver 2.0 with MS-Windows SDK 3.0.

CompuServe 73560,2250
ASCII PCS pcs38156
NIFTY Serve QFG02250
Yutaka Emura
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