

# BrickBreak for the Palm v1.1

## Manual



Thank you for trying BrickBreak for the Palm, another clone of one of the classic games of the 80's. We hope you will enjoy playing this game so much as we did creating it!

The goal is simple: hit all the bricks in a level using a paddle, a ball, some special pills and your skills.

**Revision History:**

|                  |                                                  |
|------------------|--------------------------------------------------|
| 18 December 2000 | v1.0, first public release for the palmIIIc only |
| 14 January 2001  | v1.1, added support for black&white devices      |

# Requirements

- A Palm handheld device and at least 100k free

After installing BrickBreak v1.1 for Palm the following screen will appear: BrickBreak v1.1 for Palm is distributed as shareware: you can try the game before buying it. The unregistered version has only 5 levels and some features are disabled.



**To buy a registration code just visit us online at:**

**<http://www.foundationcompany.com>**

**The registration code is valid for any BrickBreak version! You can buy the code once and you can play BrickBreak on your Palm and/or on your PC or Macintosh computer! The code is the same!**

To play the game immediately tap the ok button, the title screen appears:



Tap the screen to start the game immediately: Shown below a description on how to control the paddle with the pen and/or with the hard keys. Try playing Brick Break with the pen. It's easier and this gives you a better control of the paddle.



**(Registered Version Only: hitting the up key will skip a level)**

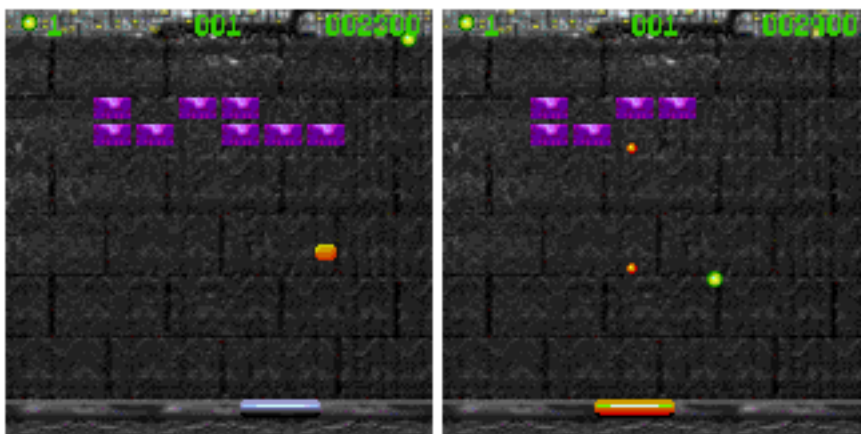


To pause the game tap in the play area. When the game is paused the palm keys will become active again.

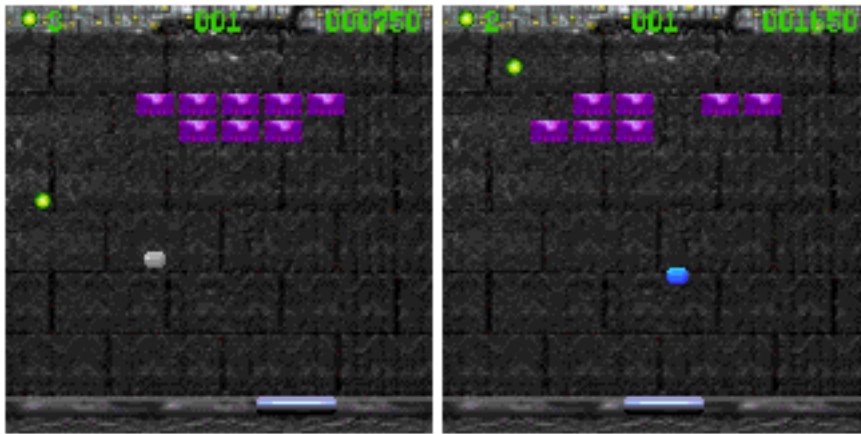
**(Registered Version Only: leaving Brickbreak during a game in progress will save the game and resume it automatically when you launch BrickBreak again)**

During play 4 types of pills will fall from above:

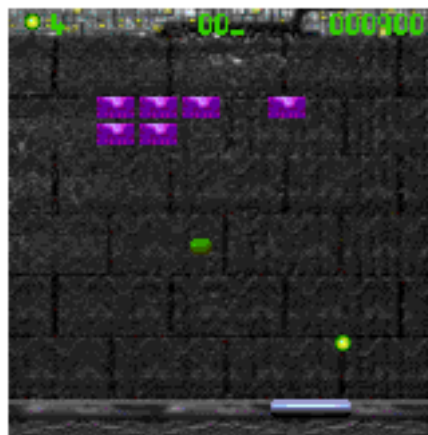
- a shooting pill (orange, 🏹 on B/W): when you get this pill the paddle will turn orange, 🚂 on B/W. Tap on the slide area or hit the action/shoot button to fire some projectiles towards the bricks above you.
- a sticky pill (gray, 📌 on B/W): this pills stops the ball every time you'll catch it with the paddle. Tap the screen or hit the action/shoot button to release the ball.
- a speedup pill (blue, 🏎️ on B/W): increases ball speed.
- a normal pill (green, 🟩 on B/W): this pill will restore the normal state of your paddle: slow speed of the ball, no shooting ability, no sticky feature.



The shooting pill and the paddle while shooting



The sticky pill and the speedup pill



The normal pill

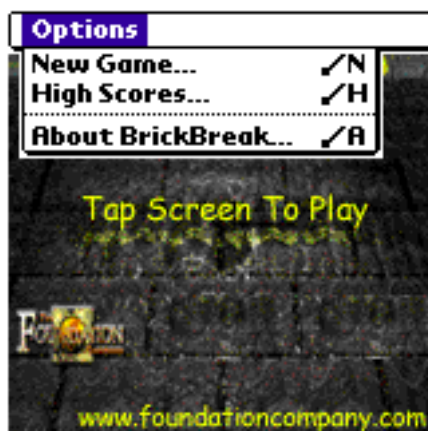
When you reach level 100 or you run out of balls the game ends.

**(Registered Version Only: If you did it good enough you'll be able to enter your name in the high scores list)**

| High Scores |        |
|-------------|--------|
| 1. Mad Max  | 005000 |
| 2. Cindy    | 004000 |
| 3. Philip   | 003750 |
| 4. Allan    | 003000 |
| 5. Frank    | 002000 |
| 6. Tina     | 001000 |
| 7.          | 000000 |
| 8.          | 000000 |

# Menus

The Menu in BrickBreak for Palm v1.0 looks like:



To open the menu hit the menu button while in the title screen. New Game starts a game from the beginning (Level 1), The High Scores menu item opens the high scores section:

| High Scores |        |
|-------------|--------|
| 1. Mad Max  | 005000 |
| 2. Cindy    | 004000 |
| 3. Allan    | 003000 |
| 4. Frank    | 002000 |
| 5. Tina     | 001000 |
| 6.          | 000000 |
| 7.          | 000000 |
| 8.          | 000000 |

Clear OK

Tapping the clear button will reset the high scores to the default state (shown above)

We hope you will enjoy BrickBreak for the Palm: if you have questions or need a hint just contact us:

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