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Block Breaker  Version 3.13E
                Oct 10, 1993  Yutaka Emura
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Distributed Files
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        The distribution should contain the following files.

  FRUITS.BLC   ... pattern file
  MAZE.BLC   ... pattern file
  NEXT.BLC   ... pattern file
  RAINBOW.BLC ... pattern file
  SYSTEM.BLC   ... pattern file
  WAVE.BLC   ... pattern file
  BLOCK.EXE   ... Block Breaker executable file
  BLOCKE.HLP   ... help file
  BLOCKDEM.MID ... MIDI file
  BLOCKEND.MID ... MIDI file
  BLOCKPLY.MID ... MIDI file
  BLOCKE.TXT   ... this file
  FAIL.WAV   ... WAVE file
  FRAME.WAV   ... WAVE file
  GOLDBLC.WAV ... WAVE file
  NORMBLC.WAV ... WAVE file
  SIDEPADL.WAV ... WAVE file
  SILVBLC.WAV ... WAVE file
  TOPPADL.WAV ... WAVE file

Requirements
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   Microsoft Windows 3.1 is required to run Block Breaker.
It will not run on Windows 3.0.

Installation
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   If the files are on a floppy disk, you should first copy all the
files to hard disk. To copy all the files to hard disk:

1) Create a directory for Block Breaker (and perhaps other EmSoft
  programs). For example, if your hard disk drive is c:, on Dos
  prompt, type:

    c:
    mkdir \emsoft
    cd emsoft

2) Copy all the files from the floppy disk to the hard disk. For
  example if the floopy disk drive is a:,

    copy a:*.*

   Now all the files are on hard disk. Start Windows, and in Program
Manager (or Norton Desktop), select a group window where you would

like to add a Block Breaker icon. Choose 'New' from File menu, type
"Block Breaker" on the title field, hit Tab key to go to the program
field, and type "c:\emsoft\block.exe" if this is where you copied
the files. Hit Enter key to close the dialog. If you see a Block
Breaker icon in your desired group window, the installation is
finished. You are ready to double click the icon and enjoy Block
Breaker!

   This is shareware. If you would like to continue to play the
game, please register your name to this shareware. Your contributions
will be used to make better software. Foreign registration is welcome.
Please refer to Help in Block Breaker.

Notice to assign WAVE file
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   You need a Windows compatible sound card or Multimedia PC to
have WAVE and MIDI sound play.
   WAVE sound will play when both "Multimedia" and "Sound Effect"
check boxes in Sound Dialog under [Option] Menu are selected.
   You can assign WAVE files to various events by choosing the
Sound icon in the Control Panel window. You can also change WAVE
files by editing [sounds] section of "WIN.INI" file.
   In some slower machines, the ball will stop for a moment when it
bounces. In this case, try to assign shorter WAVE sound, or assign
large memory for disk cash. To assign large memory for disk cash,
change the latter number in "SMARTDRV.EXE" option (usually declared
in AUTOEXEC.BAT file).

Revision History
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Version 2.1 (11/30/91)
- Added Block Breaker Editor.
- Added extra patterns "Fruits" and "Difficult Patterns".
- etc.

Version 2.2 (12/10/91)
- Added the "3D" option to make blocks look like 3-D.
- Added the "Smooth" option.

Version 2.3 (12/31/91)
- Made it resizable.
- Added the "Save Size When Exiting" option.
- Added the "Default Size" menu.
- Corrected score windows truncated in high resolution mode, and made
 them 3-D looks.
- Enriched the help file. Supported the [F1] key when the pull down
 menu is open.
- Made the system patter to an extra file (SYSTEM.BLC).
- Added a new pattern file called "Rainbow" (RAINBOW.BLC).
- Located the dialogs at the center of the screen.
- Changed the color of the wall to green.

Version 2.4 (2/2/92)
- Fixed an UAE when used in the Standard mode in some machines using
 no sound driver.
- Added a new pattern file called "Wave" (WAVE.BLC).
- When pausing, changed "pause" on the game menu to "resume".

Version 2.5 (2/16/92)
- Fixed sound which did not sound well in some machines.
- Fixed a bad condition when invoking again after exiting as maximized
 or minimized window.
- Fixed so that Block Breaker Editor would inquire whether it would save
 the changes or not when closing Block Breaker.

Version 2.6 (3/7/92)
- Fixed an error when there was no timer available.
- Fixed an error when sound was failed to open.

Version 2.7 (3/31/92)
- Fixed a bad condition that a ball and paddle leave the trail in
 some graphic drivers. This was due to the graphic driver bug.
- Optimize the routine to move the ball faster.
- Made the default size of the window a little smaller.
- Changed the message when invoked under the real mode.

Version 2.8 (12/1/92)
- Enabled users to choose keyboard or mouse to control the paddle.
- Added a new pattern called "Maze" (MAZE.BLC).
- Added the "Hide Cursor" option.
- Changed the password for registration.
- Enabled users to select the tone of the sound.

Version 3.00 (1/30/93)
- Fixed a bad condition that a ball and paddle leave the trail in
 some graphic drivers such as Stealth Vram Graphic Card. This
 was due to the graphic driver bug.
- Added the registration information in Europe.

Version 3.01 (3/27/93)
- Fixed the bug that, when there are bricks side by side, the ball
 was sometimes bounced off toward where it came from.
- Fixed the bug when a system timer cannot be obtained.

Version 3.10 (7/18/93)
- Modified for Windows 3.1.
- Added MIDI music and WAVE sound.
- Used common dialog for pattern file opens.
- Adjusted for Windows 3.1 Help.
- Used Multimedia Timer.
- Modified user interface for Windows 3.1.

Version 3.11 (7/21/93)
- Modified so that Block Breaker will warn you when WAVE files
 cannot be found.
- Modified so that Block Breaker will play music during the game
 play.

Version 3.12 (8/4/93)
- Modified so that you can run Control Panel from Block Breaker.
- Modified MIDI file.
- You can now assign your favorite MIDI files to music.
- Added Help in Register Dialog.
- The ball direction becomes more variable.
- Modified the wall, ball and paddle graphics.

Version 3.12.1 (8/5/93)
- Compatible with German Windows Control Panel.

Version 3.13 (10/10/93)
- Changed Multimedia Timer to conventional timer to prevent hung-ups
 on slower machines.
- Allowed F1 key to go to Help on Dialog Boxes.
- Fixed [Search for Help on] Menu bug.