

Block Breaker Version 2.1E

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Yutaka Emura

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How to Play

Mouse

A mouse is necessary to play this game. The left click (or space bar) to start moving the ball, and the right click (or Escape key) to pause.

Pattern

You can chose either the system pattern or the pattern created by Block Breaker Editor.

Blocks

There are three kinds of blocks.

Gold blocks never break.

Gray blocks break after attacked three times.

Normal blocks break by one attack.

Set Timer Interval

If the ball movement is unnatural, change this value.

Block Breaker Editor

You can create your own patterns by invoking Block Breaker Editor from Game menu.

Mouse

Left click on the palette to choose your choice of a color block, and left click on the stage to place the block. Right click to remove blocks.

Bonus Ball

Choose Bonus Ball from Option menu, and an extra ball will be added after that stage when playing.

Messages

Choose Messages from Option menu, and you can input the title and the message that will be displayed after finishing all the stages.

File

After editing, Chose 'Save' or 'Save As'. Please upload '*.blc' files if you get interesting patterns. If you copy pattern files from outside, copy them into the same directory that 'block.exe' exists.

How to Register

Request for Registration

Please send the registration fee to the following address. Your contributions will be used to make better software.

After Registration...

Request for Registration Dialog will not be appeared any more. You will get information about new games and new versions as soon as these come out. Once you register, you can use the new versions which may be available in the future for free.

How to Register

Please just send a US\$10 bill to the following address, enclosing your ID number on CompuServe (if you have), your address, and your proper name. I will reply and describe how to register as soon as possible.

Address

Yutaka Emura
920-1, Higashihiratsuka,
Tsukuba, Ibaraki, 305 JAPAN

E-mail Destination

CompuServe 73560,2250
Yutaka Emura@compu@compu@

Copyright

Copyright

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Miscellaneous

Your comments are welcome. This application was created by using Borland C++ Ver 2.0 with MS-Windows SDK 3.0.

CompuServe 73560,2250
Yutaka Emura