

## Contents

The following Help Topics are available:

[How to Play the Demo](#)

[Bricks and Other Game Pieces](#)

[The Game Screen](#)

[The Menu Bar](#)

[Scoring](#)

## **Bricks and Other Game Pieces**

Bricks

Super Bricks

Bombs

Rockets

Soda Cans

Spiders

## Bricks

Regular bricks come in three, four, five or six colors depending on the [difficulty level](#). The number of different colors increases as the difficulty increases.

To clear bricks, click the left [mouse](#) button on any group of two or more bricks of the same color that are adjacent vertically or horizontally. When bricks are cleared, the remaining bricks will drop down due to "gravity." If gaps open up along the bottom of the wall, the remaining bricks will move as far as possible to the left or right (depending on the [Shifter](#)).

To use [new bricks](#), first press and hold the right mouse button to position them. Once in place, click the left mouse button to drop the new bricks.

## Bombs

If two or more bombs touch, either vertically or horizontally, they will automatically explode. If a bomb ends up on the bottom of the wall, you can detonate it by clicking on it with the left [mouse](#) button. This is the only time you can detonate a bomb manually. An explosion will destroy all bricks and other items in the wall (except for rocks) within one square.

## Soda Cans

The only way to remove soda cans from the wall is to destroy it with a bomb or fire a rocket at it. All soda cans must be destroyed in order to clear the wall.

## Spiders

Spiders dangle from the top of the wall by a single spider thread. Falling bricks are deflected to either the left or right by spiders. Spiders also interfere with the [Shifter's](#) ability to move bricks left or right since columns of bricks cannot move beyond a spider.

You do not have to eliminate any spiders to clear the wall. If you remove the spiders, however, you will earn extra points. [Bombs](#) or [rockets](#) can destroy spiders.

## Rocks

Rocks will appear at the bottom of the wall at higher difficulty levels. Rocks cannot be cleared in an explosion or destroyed by rockets; they simply act as obstacles. You do not need to remove rocks to clear the wall.

You can move a rock one space by using a rocket. If a rocket is fired at either side of a rock and nothing is on the other side, the rock will move one space in the direction the rocket was fired. Rockets cannot go through rocks; they will disappear when they hit a rock.

## Super Bricks

Super bricks are awarded for every 10,000 points (5,000 points at the Child [difficulty level](#)). If your score crosses the 10,000 point barrier because of the time left bonus, however, you will not receive a super brick.

You can clear all the remaining bricks of the color of your choice with a super brick. When you click on the super brick, the border of the wall will begin to flash. Select the color of bricks to be removed by clicking on any brick in the wall. The border will stop flashing and all the bricks of your selected color will be cleared.

Beware: super bricks can be accidentally destroyed by bombs and rockets.

## Rockets

Rockets will randomly appear at the top of the wall. Click on the rocket to fire it, and all bricks in the row or column that the rocket is pointed at will be cleared. Rockets come in four variants: up, down, left and right.

Rockets can destroy bricks, soda cans and spiders, but can only move rocks.





## **Game Mode**

### **Single Mode**

Choose Single Mode for a one-player game. You have one wall to clear at a time.

### **Cooperative Mode**

In Cooperative Mode, two players work together to clear one wall. The score will be a combination of both players'. Only one player can use the mouse or joystick in a Cooperative Mode game.

### **Competitive Mode**

In Competitive Mode, two players work against each other to clear one wall at a time. The goal for each player is to get a higher score than the other player. Both players will be working simultaneously to clear the wall and each will have a separate score. Only one player can use the mouse or joystick controls for a game. Both players can use the keyboard controls at the same time.

### **Dual Wall Mode**

Dual Wall Mode allows two players to compete against each other on separate walls. Each player will have a wall to work on. Both players will be working simultaneously to clear their respective wall, with Player 2 being on the right. The winner will be the player who survives the longest and has the greater score. Only one player can use the mouse or joystick controls for a game. Both players can use the keyboard controls at the same time.

## The Setup Screen

The Setup Screen lets you choose different options before you begin a game. To start the game, just click the Start button or press Return.

The "Mode" option lets you select the type of game you wish to play. The default is "Single."

Select the type of game control device for each player from the "Control 1" and "Control 2" options. Click on "Mouse," "Keyboard" or "Joystick."

Select a difficulty level. The default is "Easy."

Set a time limit for how many minutes you have to clear a wall before losing a life.

If you have a Windows 3.1-supported sound card, you can turn on sound effects and background music.

## Difficulty Level

There are four difficulty levels: Child, Easy, Medium and Hard. The difficulty levels differ in how many different colored bricks are in the wall, how many bombs and rockets you receive, how many soda cans and spiders are allocated, etc.

"Child" starts off with three different colors and no soda cans or spiders. In addition, you are awarded a [super brick](#) after every 5,000 points and can set a [time limit](#) of "No Limit."

"Easy" begins with four different colors but no [soda cans](#) or [spiders](#).

"Medium" starts off with four different colors and a soda can.

"Hard" begins with five different colors, soda cans, spiders and a [rock](#).

## Time Limit

You can choose a time limit of 2, 5 or 10 minutes. The time limit you choose is how much time you are given to clear a wall before losing a life. The shorter the time limit, the more bonus points you get for any time remaining after clearing a wall.

If you're playing at the "Child" difficulty level, you can choose a time limit of "No Limit."

The timer will turn red when you have 30 seconds left. In addition, you'll hear a warning sound when you have 30, 10 and 5 seconds left.



## How to Play the Demo

[Rules of the Game](#)

[Mouse Controls](#)

## Rules of the Game

Despite BreakThru's seemingly simple rules, you'll soon be addicted to this action/puzzle game. All you need to do is find two or more [bricks](#) of the same color that are side by side either vertically or horizontally. Click the left [mouse](#) button on any one of the bricks in the group to clear the entire group. The object is to clear all the bricks in the wall in a certain [time limit](#) so that you can pass through to the next wall.

To help you clear the wall, [other items](#) such as bombs, rockets and super bricks will come to your aid. In addition, as you progress to later stages, less friendly objects will appear in the wall.

If an unknown object appears in the wall, try clicking on it. The [four-colored super brick](#) is the most confusing but most beneficial. Once you click on a super brick, the wall border will begin blinking. Click on any brick and the remaining bricks of that same color will all disappear.

Often when the wall is almost completely cleared, you'll need to use the [new bricks](#) at the top of the wall. First, position the new bricks and then drop them into the right spots in the wall, and you'll be able to clear the rest of the bricks.

For more information, see the sections on [various items in the wall](#) and [other screen features](#).

This demo will let you clear as many walls as you can in five minutes. The demo is limited to one wall in Berlin at Medium [difficulty level](#).

## Mouse Controls

Click the left mouse button to clear [bricks](#), drop [new bricks](#), detonate [bombs](#), fire [rockets](#) and perform most other game-related functions.

To make new bricks along the top of the wall drop down, first press and hold down the right mouse button. Then while holding down the right button, press the left button once the bricks are in position.

## Keyboard Controls

The onscreen marker for Player 1 is a white "X." The onscreen marker for Player 2 is a white "O."

### **Player 1**

Directional controls:

Q W E  
A D  
Z X C

Clear bricks: S or Spacebar

Move new bricks along the top of the wall: Shift+A or Shift+D

Drop new bricks from the top of the wall: Shift+S or Shift+Spacebar

Select Shifter: F2

Turn Grid on or off: F3

### **Player 2**

All keyboard controls for Player 2 are centered around the numeric keypad.

Directional Controls for Player 2:

7 8 9  
4 6  
1 2 3

Clear bricks: 5 or Enter

Move new bricks along the top of the wall: Ctrl+4 or Ctrl+6

Drop new bricks from the top of the wall: Ctrl+5 or Ctrl+Enter

Select Shifter: F12

Turn Grid on or off: F11

## Joystick Controls

Move the [onscreen marker](#) by pushing the joystick in one of the eight directions. Click on a brick or game button by pressing button 1. To move the bricks along the top of the wall, hold down button 2 and move the joystick left and right. To drop the bricks, hold down button 2 and press button 1.

To click on the [Shifter](#) or [Grid](#) buttons, move the onscreen marker and press button 1.

You cannot use the joystick to access the menu bar.

## **World Tour**

A world tour consists of completing all four walls for all six cities (Berlin, London, San Francisco, Moscow, New York and Beijing) for a total of 24 walls.

## **Onscreen Marker**

The onscreen marker for Player 1 is a white "X." The onscreen marker for Player 2 is a white "O."

## **The Menu Bar**

### **Game Menu**

New Game

End Game

Pause

Resume

Exit

### **Options Menu**

Sound Effects

Background Music

MIDI Type

MIDI Options

Background Off

### **Help Menu**

## **New Game**

Select "New Game" to restart the game from the beginning with the same setup options. Your score will not be saved.

## **End Game**

Choose "End Game" to end the game as if you had lost all three lives. The game will proceed to the Top Scores screen.

## **Abort Game**

Select "Abort Game" to end your current game and return to the Setup Screen. Your score will not be saved.

## Pause

Select "Pause" to pause the game. When the game is paused, the menu item will change to ["Resume."](#)

## Resume

Select "Resume" to continue a paused game.

## Load Game

Choose "Load Game" to load a saved game. Select the directory and file name of a previously saved game from the dialog box. The saved game will load, and you can continue playing from that point.

## **Save Game**

Choose "Save Game" to save a current game. Select the directory and enter a file name in the dialog box.

## **Exit**

Choose "Exit" to quit the game immediately. If you are playing a game when you select "Exit," the current score is not saved.

## Top Scores Menu

BreakThru records the top 10 scores for each [game mode](#) and [difficulty level](#). If you have achieved a new top score, the game will ask for your name and it'll be entered on the scoreboard along with your other game statistics.

You can erase the top 10 scores for a particular game mode and difficulty level by clicking on the Erase button.

Select "Current Mode" to see the top 10 scores for the game mode and difficulty level you're currently playing. You can also see the top scores for different game modes and difficulty levels by selecting from the submenus.

## **Sound Effects**

If your sound card supports WAV files, then BreakThru can play sound effects. You must have a driver for your sound card installed that supports Windows 3.1 WAV files. Please refer to the BreakThru manual for more information.

## **Background Music**

If your sound card supports MID files, then BreakThru can play background music. You must have a driver installed for your sound card that supports Windows 3.1 MID files. Please refer to the BreakThru manual for more information.

## MIDI Type

Select the MIDI Type option that matches your sound card:

### **2 voice**

Ad Lib, Sound  
Blaster, ProAudio,  
ThunderBoard

### **4 voice**

Ad Lib Gold, Sound  
Galaxy 16, Sound  
Blaster Pro, Sound  
Blaster 16, AWE 32,  
Soundman, ProAudio  
Plus, ProAudio  
Spectrum

### **MT-32**

Gravis UltraSound (in  
emulation mode),  
Roland MT-32,  
Roland LAPC-1,  
Roland CM-32L,  
Roland CM-32P

### **Sound Canvas**

All General MIDI  
sound cards, Gravis  
UltraSound (in  
emulation mode),  
Roland Sound  
Canvas

For more information, please refer to the BreakThru manual.

## **MIDI Options**

### **Enable Pausing**

When the game is paused, the background music also automatically pauses. If "Enable Pausing" is checkmarked, the background music will begin playing where it left off when the game is unpaused.

Some MIDI device drivers, however, do not handle the music pausing correctly. In particular, the music volume may change after the game is unpaused. If you have problems, turn "Enable Pausing" off; the background music will begin playing from the start of the song when the game is unpaused.

### **Enable Looping**

When the game is paused, the background music also automatically pauses. If "Enable Looping" is checkmarked, the background music will loop and repeat when it reaches the end of the song. The only time the music will loop is in a 10-minute or no time limit game.

Some MIDI device drivers, however, do not handle the music looping correctly. In particular, the music volume may change before and after the music loops or the music may stop. If you have problems, turn "Enable Looping" off; the background music will play only once per wall.

## **Background Off**

Select "Background Off" to hide the background behind the wall if it becomes too distracting.

## **View Menu**

The BreakThru game screen is normally 600 pixels wide by 400 pixels high. Since you can alter the screen resolution in Windows, BreakThru lets you change the size of the game screen. Select "Reduce" or "Enlarge" to adjust the screen size. You can reduce the game screen down to 71% of its normal size or enlarge it to a maximum of 153%.

The graphics quality, however, may be affected by reducing and enlarging the game screen. You may need to select "Normal Size 100%" for the best graphics quality.

## **Help Menu**

### **BreakThru Help**

Select "BreakThru Demo Help" to bring up this help file.

### **About**

Select "About" to bring up the BreakThru credits and other game information.

## Game Menu

New Game

End Game

Abort Game

Pause

Resume

Load Game

Save Game

Exit

## Options Menu

Sound Effects  
Background Music  
MIDI Type  
MIDI Options  
Background Off



## The Game Screen

New Bricks

Score Display

World Map

Timer

Sledgehammer

Shifter

Grid

## New Bricks

New bricks and special items (bombs, rockets and super bricks) appear at the top of the wall. These items will automatically drop after a set period of time. You can make them fall, though, by simultaneously pressing both mouse buttons.

You can also move the new bricks left or right before dropping them. Hold down the right mouse button and move the mouse left or right. Press the left mouse button to drop the new bricks. Or you can drop new bricks by clicking with the left mouse button at the top of the wall.

New bricks will be automatically replenished after the other bricks are dropped.

## **Shifters**

Press the Shifters on either side of the wall to force the remaining bricks to move to the right or left as far as they can go. Clicking either the left or right Shifter will reverse the Shifter direction.

## **Grid**

Click on the Grid button to make tracking lines appear behind the remaining bricks. The tracking lines will help you more easily position the falling bricks. The Grid will automatically turn off after you clear a wall.

## Sledgehammer

You start off with three lives per game. Each additional life left is represented by a sledgehammer on the lower right side of the wall. So when you start a game, you'll have two sledgehammers in addition to the life you're currently playing.

If you don't complete a wall before the timer reaches zero, you will lose one life. If you still have a sledgehammer left, you'll then start at the beginning of the current wall. Once you've used all three of your lives, the game will end.

If you complete a [world tour](#) and have less than three lives, you will receive one sledgehammer as a bonus. You cannot have more than three lives at one time.

## Timer

The Timer displays how much time you have left to complete a wall. The Timer starts with the amount of time you selected for the [time limit](#). The Timer turns red when you have 30 seconds left on the clock. You'll also hear a warning sound at 30, 10 and 5 seconds.

[Bonus points](#) are awarded for any time remaining when the wall is completed.

## **Score Display**

Your current score is displayed on the left side of the wall.

## World Map

Your current location is displayed on the World Map. This display also shows the number of your [world tour](#), the city name and the number of walls you've completed.

Each level consists of four walls, all of which must be broken through in order to continue to the next city.





## Scoring

Points for Clearing Bricks

Points for Other Items

Time Bonus

Clicking Penalty

## Points for Clearing Bricks

Regular bricks are usually cleared by clicking on groups of two or more bricks of the same color that are adjacent horizontally or vertically to each other. You can also clear bricks by exploding them with a bomb, by firing on them with a rocket, or by using a super brick.

When you click on a group of same-colored bricks, the number of points for each brick you clear depends on the number of bricks in that same-colored group. The more bricks that are cleared with a single click, the more points you get for each cleared brick.

The scoring is based on the difficulty level of the game and the number of bricks you remove in a group (if fewer than 50). The harder the difficulty level, the more each brick is worth. The individual brick value is multiplied by the number of bricks in the group to give you a score. If the number of bricks in the group is more than 50, the individual brick value is multiplied by 50 to give you a score.

If you use a super brick to remove regular bricks, each brick is worth 1 point. If you use a bomb or rocket to destroy regular bricks, each brick is worth 10 points.

## Points for Other Items

### Super Bricks

Super bricks that are activated by clicking on them are worth zero points. Super bricks that are cleared by an explosion or rocket are worth 10 points each (as if they were regular bricks).

### Bombs

Bombs are worth zero points no matter if they're destroyed by a rocket, exploded by another bomb or detonated manually.

### Rockets

Rockets that are fired by clicking on them are worth zero points. Rockets that are cleared by an explosion or another rocket are worth 10 points each (as if they were regular bricks).

### Soda Cans

Each soda can is worth 250 points when destroyed by an explosion or rocket.

### Spiders

Each spider is worth 500 points when destroyed by an explosion or rocket.

### Rocks

Since rocks can never be removed or destroyed, no points can ever be awarded for them.

## Time Bonus

Extra points are awarded for all the time you have left when you complete a wall. If you're playing a game with a 2 minute [time limit](#), you get 200 points for each second left on the [timer](#). If you're playing a 5-minute game, you get 20 points for each remaining second. If it's a 10-minute game, you get 2 points for each second left. If you're playing in Child mode with no time limit, you won't get any extra points.

## **Clicking Penalty**

If you click on a brick that cannot be removed (because it is not horizontally or vertically next to a brick of the same color), 25 points will be deducted for each click.



