



Great Walls

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Programming by Ron Paludan

Playing the Game

Object

The object of *Great Walls* is to break up the wall by bouncing the red ball off of the blocks. If a ball passes below your paddle off the bottom of the playing area, you lose that ball. When all three balls are lost, the game is over

Starting a new game

On the Game menu, click New Game or click on the **Start Game** button to begin a game.

Controlling the paddle

Place the mouse cursor in the playing area and move it left and right to move the paddle. You can also use the keyboard arrow keys to position the paddle.

Scoring

Points are received for each block removed. The number of points increases for blocks nearer the top of the wall. The point rewards also increase for each level completed.

Game Menu

New Game

Begin new game.

Pause

Pause game play.

High Scores

View the top six previous scores.

Sound

Toggle sound effects on/off.

Exit

Exit Great Walls.