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How to Play Block Breaker

Mouse

A mouse is necessary to play Block Breaker. Use the left mouse button or the space bar to start the ball moving. And the right mouse button or Escape key to pause. You can also position the paddle by moving the mouse.

Block Types

Gold blocks - These blocks can not be broken.

Silver blocks - These blocks will break after being hit three times.

Colored blocks - These blocks will break after a single hit.

(See also [Block Breaker Commands](#).)

Block Breaker Commands

[Game]Menu

[Option]Menu

[Game] Menu

New

Starts the game from the beginning.

Pause

Pauses the game so you can do something else without losing your position in the game. You can resume the game by clicking the left mouse button.

Resume

Resumes the game from pausing.

Demonstration

Starts a new game with the computer controlling the paddle. This will let you see how to play the game.

Stage Forward

Advances to the next stage of the game.

Stage Backward

Returns to the previous stage of the game.

Exit

Immediately exits the game.

[Option] Menu

Pattern...

Lets you load a pattern created with the Block Breaker Editor.

Settings...

This section lets you configure Block Breaker. These are the settings you can change:

Speed - Allows you to control the pace of the game.

3D Blocks - If this box is checked, the blocks will have a 3D look.

Sound - If this box is checked, the game will add sound effects whenever the ball bounces off something.

Smooth - This will cause the ball to move in smaller increments so the animation will look smoother. If your computer is slow, the ball movement may be choppy. To avoid this, you should disable this option.

Save Size when Exiting - If this box is checked, the window position will be saved when exiting the game.

Timer Interval - This specifies how often the ball will get updated. If this value is small, the animation will be smoother. But it will use up more of the computers processing power.

Default Size

Moves the window to the default size.

Invoke Block Breaker Editor...

Invokes the [Block Breaker Editor](#). This allows you to create your own patterns.

How to Use Block Breaker Editor

The Block Breaker Editor will allow you to create your own patterns.

Mouse

Click the left mouse button on the pallet to choose a block color. Then click the left mouse button in the grid to add a block to the pattern. You can remove blocks by clicking the right mouse button.

(See also [Block Breaker Editor Commands.](#))

Block Breaker Editor Commands

[File] Menu

[Stage] Menu

[File] Menu

New

Starts editing a new pattern file.

Open...

Loads a pattern file which already exists in disk.

Save

Saves the edited pattern to the file. If the file name is already defined, the pattern will be saved immediately.

Save as...

Saves the edited pattern to a file you will specify.

Exit

Quits editing and exits Block Breaker Editor.

[Stage] Menu

Stage Forward

Starts editing the next stage.

Stage Backward

Starts editing the previous stage.

Bonus Ball

Checking this menu will cause an extra ball to be added after completing the current stage when playing the game.

Messages...

Change the title text and the message displayed after completing all the stages when playing the game.

Erase This Stage

Clears all the blocks in the current stage.

How to Register

Request for Registration

The trial period is a week. If you decide to continue to play the game after the trial period, please send the registration fee to the following address. Your contributions will be used to make better software.

After Registration...

You will be able to choose the starting stage. 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 fill out the 'rege.txt' form enclosed. Make out a check or money order for US\$10.00 to Yutaka Emura and send it to the following address. (or just send a US\$10 bill.) Enclose the 'rege.txt' form or E-mail the form. 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

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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.

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