

# Contents

Welcome to Help for **Brick Breaker II** !! The **Brick Breaker II** has five different levels with varied difficulties. It also features auto scoring and highest records saving. Moreover, it equipts with great sounding effects(a sound device is required). In stead of being traditional, the **BrickBreaker II** has many new tricks to make this old ball & paddle game a really interesting Windows 3.1 games. The Goal of the game is to break as many bricks as you can to win the game.

Come on....Enjoy the **Brick Breaker II** now !!

*Please check **Info. & Disclaimer.***

See also:

[Info. & Disclaimer...](#)

[How to...](#)

[Rules...](#)

[Score / Record...](#)

[Sound...](#)

# Info. & Disclaimer...

## A) **Disclaimer :**

The author of this program will **NOT** take any responsibility to any damage or cost that caused by running this game program. If you run the program and play the game, you are to take responsibility to anything happens to your system or whatever related property.

## B) About **BrickBreaker II**:

**BrickBreaker II** is password protected. If there is not a *Correct Password* (registered number) after its trial period, some functions may be lost. Even though you can still play the game without those lost functions, you are **STRONGLY** recommended to register your own copy of **BrickBreaker II** or delete all **BrickBreaker II**-related files.

## C) To **Register** your own copy :

Send US \$ 4.50 (Registered Number (password) for **BrickBreaker II** only) or  
US \$ 8.50 (Professional TURBO version--in a brand new disk with  
detailed manual)

to :

**Shihwei Yu**  
**915 Ashland Rd. Apt. 16**  
**Columbia, MO 65201**  
**USA**

Please read *Readme.txt* file for detailed information about **Registration**.

D) Any comments are welcome! I live at [c585496@csdeca.cs.missouri.edu](mailto:c585496@csdeca.cs.missouri.edu)  
See also:

[How to...](#)

[Rules...](#)

[Score / Record...](#)

[Sound...](#)

## How to...

0.a) To install the **BrickBreaker II** :

First, place (copy) **ALL** related files such as BB2.INI, BB2.EXE...at the same directory. It is recommended that you create a directory for them (e.g. C:\BB2 ) since there are lots of files (.ini, .exe, .top & .wav) to make it a fun game. Now, start your Windows 3.1 *Program Manager* and select the **GROUP** you want to put the BB2, choose New... function from FILE menu, select *New Program Item* and setup the **BrickBreaker II**. Your Windows' help has detail information on how to setup an application.

0.b) To start the **BrickBreaker II** :

Double click the **BrickBreaker II** 's icon if you has installed it to a group. You can use RUN... command from *Program Manager*. Or you can use *File Manager* to display the all BB2's files and double click on the **BB2.exe** file to start the game.

1) To Play :

You can start a new game by either choose NEW form PLAY menu or directly select a preferred level from OPTION menu. Or simply click the PLAY button (green triangle). If you use NEW game function, the level of game remains the same as last time or the first level initially. The indicator will light as long as you are in-game.

2) To Control the bar :

As soon as a game starts, the mouse worked as the bar.(Mouse arrow will disappear.) That is, you can move the bar bi-directionally by simply move your mouse.

3) To Pause a game :

Pausing a game enables you to get help from HELP menu, view high scores, change game levels, or new a game during playing a game. If a game is not paused, double klik the left button on your mouse will PAUSE a game and the original mouse arrow shows up. Or press ALT key to active PLAY menu and select PAUSE function. (The indicator on PAUSE button lighted)

4) To Resume a game :

If a game is paused, double klik the left button on your mouse will resume a game and the original mouse arrow disappears. (Mouse works as the bar.) Or press ALT key to active PLAY menu and select PAUSE function. You may also click on the PAUSE button (two yellow rectangles). And, indicator on PAUSE button darked.

5) To Change the direction of ball intentionally :

This is useful to break bricks which are difficult to reach by original path of

ball. For example, a ball drops straightly. If this technique is not employed, the ball will bounce between the bar and upper wall. Another example is the only one brick left at a far corner ! You can change the direction of ball by Holding the left / right button of mouse and move the bar to catch the ball. Find out the effects yourself !!

6) To Change levels :

Select a specific level from OPTION menu or click the "-" / "+" buttons. If there is an un-finished game, response to the asking from Brick Breaker II.

7) To Switch Sound Option :

Sound mode can be changed via OPTION menu or Speaker button.

8) To View high scores :

Choose High Score... function from PLAY menu.

9) To Exit Brick Breaker II:

Choose Exit function from PLAY menu or click the STOP button (red square).

See also:

[Info. & Disclaimer...](#)

[Rules...](#)

[Score / Record...](#)

[Sound...](#)

## Rules...

- 1) There are four balls for a game initially. (Three balls appear at the lower left corner and one ball is used in a start of a game.) If you do not catch the ball, you lose one ball in that game.
- 2) Game is over if you lose four balls and not break out all bricks.
- 3) You win a game if you break out all bricks and at least one ball left. (You did not lose all balls!)
- 4) The bricks are generated with different characters. That is, not all bricks will be broken if a ball kick them once! They will change the speed and direction of ball differently as well as the length of the bar. They will also change their positions some time.
- 5) The level of *Paseo Quad Turbo Spider* has its own special trick! The bricks may zoom out in addition to change position. When the bricks zoom out, logically, the ball moved at a different plane to the one where bricks stay at that time. The ball won't reach the bricks until them zoom back!

See also:

[Info. & Disclaimer...](#)

[How to ...](#)

[Score / Record...](#)

[Sound...](#)

## Score / Record...

- 1) When the ball kicks a brick, you earn 300 points in *Campus* Level or 400 points in *Downtown* level.
- 2) Because some bricks need twice or more kicks to be breaked, scores are different from games to games even though they all are the same levels.
- 3) If you break out all bricks and have more than one ball left, you will receive 5000 points bonus for each ball left.(not includes the one you used to break bricks)
- 4) After finishing(either win or lose), if the score of that game break into highest record, you will be asked about your cool name and your preferred portrait. Then, highest 10 scores will show up in order.
- 5) There are always ten highest scores. If someone break into the records, the previous 10th record will be droped off automatically.

See also:

[Info. & Disclaimer...](#)

[How to...](#)

[Rules...](#)

[Sound...](#)

## Sound...

1) The brick Breaker II will automatically check your system to determine whether the special sound effects can be performed or not. Generally, it needs a sound-device/sound-driver to play the background sounds.

2) If there is no asynchronic sound device, it generate simple beep if the system sound is enabled. You can enable the system sound from CONTROL PANEL/sound. Of course, you can turn it off and play the game silently.

3) If sound-driver exists, you have various options of sound effects :  
In Game -- English: This mode will generate appropriate sounds to current action. For example, if you lose the ball, then the sound of dropping will be generated. This is the default mode because it provides you the more exciting game !

In Game -- Chinese (**TURBO ver. only**): Additional language in *In-Game* mode.

Musics (**TURBO ver. only**): Music 1 plays a unique song continually until you change the sound mode or exit the Brick Breaker II. (same as Music 2, Music 3, and Music 4) This provides you an easy game with background musics !

Auto Changer (**TURBO ver. only**): You may feel tired with same song play again and again. Use this Auto Changer to change the background musics for you. It just like a CD changer in your car!

4) Note that *VOICES* are only generated if you choose IN GAME mode. That is, if you want Brick Breaker II say something, do choose the IN GAME mode. Of course, You can select preferred language(**TURBO ver. only**).

5) You can change sound mode from OPTION / Sound Off or Sound On menu. However, the convient speaker button will do the same things. Click the speaker button will change the sound mode to next one. If current mode is the last one(AUTO CHANGER), it change to SOUND OFF mode.

6) Note : Change those .WAV files may cause undiserd effects of the game. It is recommended that you make a backup of all files in case of unintended lost of important files.

See also:

[Info. & Disclaimer...](#)

[How to...](#)

[Rules...](#)

Score / Record..



