



## **Block Breaker Version 4.20E Help Contents**

Block Breaker is an exciting action game.

To learn how to use Help, press F1.

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## How to Play Block Breaker

### Object

Object of this game is to break all the blocks (except Gold blocks) by hitting the ball with the paddle.

### Open Block Patterns

First, Use Open command to open a block pattern file to play.

### Mouse

By default, you can use mouse to control the paddle. Press the left mouse button to start the ball moving, and the right mouse button to pause.

### Keyboard

If you would like to control the paddle by keyboard, you can do so by selecting "Keyboard" from Control command. Press the left or right arrow key to move the paddle. By pressing the Shift key with an arrow key, you can move the paddle faster. Press the space bar to start the ball moving, and the Esc key to pause.

### 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.

### Game Mode

There are three modes in this game: Play, Demo and Editor. The paddle will move automatically in the Demo mode. In the Editor mode, you can create your own Block pattern files.

## **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.

## **File menu commands**

The File menu offers the following commands:

<u>New</u>	Creates a new Block pattern.
<u>Open</u>	Opens an existing Block pattern.
<u>Save</u>	Saves an opened Block pattern using the same file name.
<u>Save As</u>	Saves an opened Block pattern to a specified file name.
<u>Exit</u>	Exits Block Breaker.

## **Edit menu commands**

The Edit menu offers the following commands:

Add Bonus Ball when This Stage  
Cleared

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

Message when All Stages  
Cleared

Allows you to edit the message displayed when all stages are cleared.

Delete This Stage

Deletes the contents of the current editing stage.

## **Game menu commands**

The Game menu offers the following commands:

<u>Play</u>	Switches to the play game mode.
<u>Demonstration</u>	Switches to the demonstration game mode.
<u>Edit</u>	Switches to the Block Breaker Editor mode.
<u>Pause</u>	Pauses or resumes the moving ball.

## **View menu commands**

The View menu offers the following commands:

<u>Stage Forward</u>	Advances to the next stage of the game.
<u>Stage Backward</u>	Returns to the previous stage of the game.
<u>Zoom</u>	Allows you to change the zooming.
<u>Toolbar</u>	Shows or hides the toolbar.
<u>Status Bar</u>	Shows or hides the status bar.

## **Option menu commands**

The Option menu offers the following commands:

<u>Speed</u>	Allows you to change the ball moving speed.
<u>Control</u>	Allows you to change mouse or keyboard to control the ball, and shows or hides mouse cursor.
<u>Sound</u>	Allows you to control sound settings.

## Help menu commands

The Help menu offers the following commands:


<u>Contents</u>	Offers you the Help contents.
<u>Search for Help on Using Help About</u>	Offers you the Help Index where you can find the Help topics.
	Provides general instructions on using help.
	Displays the version number of Block Breaker.

## **New command (File menu)**

Use this command to create a new Block pattern in Block Breaker.

You can open an existing Block pattern with the Open command.

## **Shortcuts**

Toolbar:   
Keys: CTRL+N



## **Open command (File menu)**

Use this command to open an existing Block pattern in a new window. File Open dialog box will appear.

You can create new Block patterns with the New command.

## **Shortcuts**

Toolbar:   
Keys: CTRL+O

## **File Open dialog box**

The following options allow you to specify which file to open:

### **File Name**

Type or select the filename you want to open. This box lists files with the extension you select in the List Files of Type box.

### **List Files of Type**

Select the type of file you want to open:  
Only Block pattern files with .blc extension can be opened.

### **Drives**

Select the drive in which Block Breaker stores the file that you want to open.


### **Directories**

Select the directory in which Block Breaker stores the file that you want to open.

## Save command (File menu)

Use this command to save the active Block pattern to its current name and directory. When you save a Block pattern for the first time, Block Breaker displays the Save As dialog box so you can name your Block pattern. If you want to change the name and directory of an existing Block pattern before you save it, choose the Save As command.

## Shortcuts

Toolbar:   
Keys: CTRL+S

### **Save As command (File menu)**

Use this command to save and name the active Block pattern. Block Breaker displays the Save As dialog box so you can name your Block pattern.

To save a Block pattern with its existing name and directory, use the Save command.

## **File Save As dialog box**

The following options allow you to specify the name and location of the file you're about to save:

### **File Name**

Type a new filename to save a Block pattern with a different name. A filename can contain up to eight characters and an extension of up to three characters. Block Breaker adds the extension you specify in the Save File As Type box.

### **Drives**

Select the drive in which you want to store the Block pattern.

### **Directories**

Select the directory in which you want to store the Block pattern.

### **Network...**

Choose this button to connect to a network location, assigning it a new drive letter.

## Exit command (File menu)

Use this command to end your Block Breaker session. You can also use the Close command on the application Control menu. Block Breaker prompts you to save Block patterns with unsaved changes.

### Shortcuts

Mouse: Double-click the application's Control menu button.




Keys: ALT+F4

## **Play command (Game menu)**

Switches the game mode to Play mode. This is where you play the game.


## **Shortcuts**

Toolbar:   
Keys: CTRL+P

## **Demonstration command (Game menu)**

Switches the game mode to Demonstration mode. The demonstration will not advance to the next stage automatically.

### **Shortcuts**

Toolbar: 


Keys: CTRL+D



## **Edit command (Game menu)**

Switches the game mode to Block Breaker Editor mode. You can edit your original Block patterns. This command is enable only for registered users.

## **Shortcuts**

Toolbar:   
Keys: CTRL+E

## **Pause command (Game menu)**

Pauses or resumes the moving ball. To resume the ball, repeat the command, or use one of the following short cuts.

### **Shortcuts**

Mouse      Right click to pause, Left click to resume

Toolbar:



Keys:    Esc to resume and pause, Space bar to resume

## **Add Bonus Ball when This Stage Cleared command (Edit menu)**

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

### **Shortcuts**

Toolbar:



## **Message when All Stages Cleared command (Edit menu)**

Allows you to edit the message displayed when all stages are cleared.

### **Shortcuts**

Toolbar:



### **Message when All Stages Cleared Dialog box**

Edit the final message when all stages are cleared. You can enter multiple lines of the message, and the message can contains up to 255 characters.


**Delete This Stage command (Edit menu)**

Deletes the contents of the current editing stage.

## **Stage Forward command (View menu)**

Advances to the next stage of the game.


### **Shortcuts**

Toolbar:   
Keys: CTRL+F

## **Stage Backward command (View menu)**

Returns to the previous stage of the game.

### **Shortcuts**

Toolbar:   
Keys: CTRL+P



**Zoom command (View menu)**

Use this command to zoom the view. Block Breaker displays the Zoom dialog box so you can change the zoom settings.

### **Zoom Dialog box**

Specify the zooming value. The Block Breaker Window will be resized automatically according to the zooming value. To select 75% or 100%, you need higher graphic resolution to display. With VGA which is a general graphic resolution, only 50% can be selected.

**Toolbar command (View menu)**

Use this command to display and hide the Toolbar, which includes buttons for some of the most common commands in Block Breaker. A check mark appears next to the command name when the Toolbar is displayed.

See [Toolbar](#) for help on using the toolbar.

## Toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Block Breaker,

To hide or display the Toolbar, choose Toolbar from the View menu.

### Click To

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Open a new Block pattern. (In an Edit mode only)



Open an existing Block pattern. Block Breaker displays the Open dialog box, in which you can locate and open the desired file.



Save the active Block pattern. If you have not named the document, Block Breaker displays the Save As dialog box. (In an Edit mode only)



Enable or disable a bonus ball to be added when the current stage is cleared when you play. (In an Edit mode only)



Edit an message displayed when all stages are cleared. (In an Edit mode only)



Switch to the play mode.



Switch to the demonstration mode.



Switch to the editor mode.



Return to the previous stage



Advance to the next stage



Pause or resumes the moving ball.



Set the ball speed slow.



Set the ball speed normal.



Set the ball speed fast.



Set the ball speed very fast.



Enable or disable the music.



Enable or disable the sound effect.



Activate the context-sensitive Help.

### **Status Bar command (View menu)**

Use this command to display and hide the Status Bar, which describes the action to be executed by the selected menu item or depressed toolbar button, and keyboard latch state. A check mark appears next to the command name when the Status Bar is displayed.

See [Status Bar](#) for help on using the status bar.

## Status Bar

Stage	1	High Score	62	Score	0	Ball Left	2
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The status bar is displayed at the bottom of the Block Breaker window. To display or hide the status bar, use the Status Bar command in the View menu.

The status bar indicates the following game status:

<b>Indicator</b>	<b>Description</b>
Stage	The order number of the current stage.
High Score	The highest score achieved in past for the current Block pattern.
Score	The current score of the current Block pattern in a Play mode.
Ball Left	The number of remaining balls.

## Speed command (Option menu)

Allows you to set the ball speed. Block Breaker displays the Speed dialog box so you can change the ball speed.

## Shortcuts

Toolbar:





### **Speed Dialog box**

Select the ball speed. Slow will slow ball most, and Turbo will make the ball fastest.

### **Speed - Slow command (Toolbar)**

Allows you to slow the ball most. This command is enable only when the Play or Demonstration command is checked in the Game menu.

### **Shortcuts**

Toolbar:



### **Speed - Normal command (Toolbar)**

Allows you to make the ball speed normal. This command is enable only when the Play or Demonstration command is checked in the Game menu.

### **Shortcuts**

Toolbar:



### **Speed - Fast command (Toolbar)**

Allows you to make the ball speed fast. This command is enable only when the Play or Demonstration command is checked in the Game menu.

### **Shortcuts**

Toolbar:



### **Speed - Turbo command (Toolbar)**

Allows you to make the ball speed fastest. This command is enable only when the Play or Demonstration command is checked in the Game menu.

### **Shortcuts**

Toolbar:



### **Control command (Option menu)**

Allows you to change mouse or keyboard to control the ball, and shows or hides mouse cursor. Block Breaker displays the Control dialog box so you can set these control settings. This command is enable only when the Play command is checked in the Game menu.

## **Control Dialog box**

Allows you to change mouse or keyboard to control the ball, and shows or hides mouse cursor.

### **Control**

If you choose Mouse, the paddle will follow the same horizontal position as the mouse cursor. If you choose Keyboard, you can control the paddle with the right or left arrow keys on your keyboard. To move the paddle faster on the keyboard, press the Shift key as you press the arrow keys.

### **Hide Mouse Cursor**

Checking this box will hide the mouse cursor when you play. Check this if the mouse cursor annoys you.

### **Sound command (Option menu)**

Allows you to change the sound settings. Block Breaker displays the Sound dialog box so you can set these control settings.

### **Shortcuts**

Toolbar:





### **Sound - Music command (Toolbar)**

Enable or disable the music.

### **Shortcuts**

Toolbar:



### **Sound - Effect command (Toolbar)**

Enable or disable the sound effect.

### **Shortcuts**

Toolbar:



## **Sound Dialog box**

Allows you to set the sound settings. To play the music or sound effect, you need to have a PC equipped with a Microsoft Windows compatible sound card or a Multimedia PC.

### **Music**

If this checkbox is selected, the music will be play when the game begins.

### **Music Settings**

Click this button to display Music Settings Dialog box so you can select the music files,

### **Effect**

If this checkbox is selected, the sound effect will be played when a ball hits the paddle or bricks.

### **Effect Settings**

Click this button to display Sound Dialog box in Control Panel so you can assign your favorite sound files to various events.

### **Music Settings Dialog box**

You can have your favorite music playing during the various events. The music files must be Windows standard MIDI files.

#### **Demonstration**

Enter a music file path to be played during the demonstration.

#### **Play**

Enter a music file path to be played during the play.

#### **Game Over**

Enter a music file path to be played during the game is over.

#### **Browse**

Press this button to find music file location.

## **Sound Settings Dialog box**

You can assign sound files to various events. The sound files must be Windows WAVE format files.

### **Event**

Choose an event where you want to assign sound a file.

### **Sound File**

Choose a sound file for the event selected.

### **Test**

Press this button if you want to test the selected sound file.

## Copyright

Block Breaker is now Freeware. You can freely use, copy and distribute this software. You have no obligation to send money. The 9 new patterns (easy.blc, geom.blc, hi.blc, mosaic.blc, paths.blc, quikeze.blc, wall2.blc, walls.blc and zee.blc) were created by Jay Gerard (CIS: 76500,3504).

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### **Contents command (Help menu)**

Use this command to display the opening screen of Help. From the opening screen, you can jump to step-by-step instructions for using Block Breaker and various types of reference information.

Once you open Help, you can click the first button on the left in the Help window whenever you want to return to the opening screen.

## **Search for Help on command (Help menu)**

Use this command to display the Help index.



## **How to Use Help command (Help menu)**

Use this command for instructions about using Help.

**About command (Help menu)**

Use this command to display the copyright notice and version number of your copy of Block Breaker.

## **Context Help command**



Use the Context Help command to obtain help on some portion of Block Breaker. When you choose the Toolbar's Context Help button, the mouse pointer will change to an arrow and question mark. Then click somewhere in the Block Breaker window, such as another Toolbar button. The Help topic will be shown for the item you clicked.

## **Shortcut**

Keys:      SHIFT+F1





## Title Bar



The title bar is located along the top of a window. It contains the name of the application and Block pattern.

To move the window, drag the title bar. Note: You can also move dialog boxes by dragging their title bars.

A title bar may contain the following elements:

- Application Control-menu button
-  Block pattern Control-menu button
-  Minimize button
-  Name of the application
-  Name of the Block pattern

**Size command (System menu)**

This command cannot be used in Block Breaker.

### **Move command (Control menu)**

Use this command to display a four-headed arrow so you can move the active window or dialog box with the arrow keys.



Note: This command is unavailable if you maximize the window.

### **Shortcut**

Keys: CTRL+F7

### **Minimize command (application Control menu)**

Use this command to reduce the Block Breaker window to an icon.

#### **Shortcut**



Keys: ALT+F9

### **Maximize command (System menu)**

This command cannot be used in Block Breaker



### **Next Window command (Block pattern Control menu)**

Use this command to switch to the next open Block pattern window. Block Breaker determines which window is next according to the order in which you opened the windows.

#### **Shortcut**

Keys: CTRL+F6

### **Previous Window command (Block pattern Control menu)**

Use this command to switch to the previous open Block pattern window. Block Breaker determines which window is previous according to the order in which you opened the windows.

#### **Shortcut**

Keys: SHIFT+CTRL+F6

## **Close command (Control menus)**

Use this command to close the active window or dialog box.

Double-clicking a Control-menu box is the same as choosing the Close command.



**Note:** If you have multiple windows open for a single Block pattern, the Close command on the Block pattern Control menu closes only one window at a time. You can close all windows at once with the Close command on the File menu.

## **Shortcuts**

Keys:      ALT+F4 closes the Block Breaker window or dialog box

**Restore command (Control menu)**

Use this command to return the active window to its size and position before you chose the Minimize command.

## **Switch to command (application Control menu)**

Use this command to display a list of all open applications. Use this "Task List" to switch to or close an application on the list.

### **Shortcut**

Keys: CTRL+ESC

### **Dialog Box Options**

When you choose the Switch To command, you will be presented with a dialog box with the following options:

#### **Task List**

Select the application you want to switch to or close.

#### **Switch To**

Makes the selected application active.

#### **End Task**

Closes the selected application.

#### **Cancel**

Closes the Task List box.

#### **Cascade**

Arranges open applications so they overlap and you can see each title bar. This option does not affect applications reduced to icons.

#### **Tile**

Arranges open applications into windows that do not overlap. This option does not affect applications reduced to icons.

#### **Arrange Icons**

Arranges the icons of all minimized applications across the bottom of the screen.

**No Help Available**

No help is available for this area of the window.

**No Help Available**

No help is available for this message box.

