BreakThru!

Instruction Manual and Codes

BreakThru!

Contents

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.

Game Modes

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

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.

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 that 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 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.

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

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.

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.

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.

Game 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.

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.

Scoring

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.

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.

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.

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.

BreakThru contains a total of 24 walls. Once you've completed the last wall in Beijing, you've finished one world tour. The game will then repeat the same six cities for another, more difficult world tour.

Bricks and Other Game Pieces

Bricks - Super Bricks
Bombs - Rockets
Soda Cans - Spiders - Rocks

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.

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. If you're using a joystick, press buttons 1 and 2 simultaneously. If you're using a keyboard, press Shift-S or Ctrl-5.

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.

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.

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.

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.

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.

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.

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.

************* **Copy Protection Answers** *****************
Breakthru
Copy protection answers

How long (in miles) is the Great Wall of China?
1500 miles
_____

What emperor ruled china in 214 bc?
Shih huang ti.
_____

In which Chinese dynasty did the Great wall of China collapse?
Ming
_____

On average,how high is the Great wall of China?
twenty-five feet
_____

In what way did the gate and walls of the ancient romans influence modern-day London?
Street Names.
_____

How many feet high were the walls of Jericho?
twenty-one feet
_____

In what year was the Berlin Wall erected?
1961
_____

In what century did Prince Yuri Dolgoruky build the Kremlin?
twelfth century
_____

How many years were East and West Berlin divided by the berlin wall?
twenty-eight years
_____

On average how many feet high was the Berlin Wall?
twelve-feet
_____

What historic monument in Berlin was isolated for nearly 28 years due to its proximity to the Berlin wall?
Brandenburg gate.
_____

What operation saved the city of West Berlin during the Soviet Blockade in 1948?
Berlin Airlift.
_____

On average how many people fled the city of East Berlin daily before the Berlin Wall was erected?
20,000 a day

_____

The Great Wall of China was built to protect the country from the attack of which group?
Mongols.

_____

What is one of the world's oldest building materials?
Bricks

_____

Ancient Roman wall mark the boundaries of which city-state?
Vatican City

_____

In what other way did many towns defend themselves in addition to the building of walls and fortresses?
Moats.

_____

What is the historic and religious significance of the Western wall?
King Solomon's Temple.

_____

What epic describes the 10-year onslaught of the City of Troy by Greek armies?
lliad.

_____

In what present-day country was one of the longest oman Walls constructed?
Germany.

_____

Other than climbing over the wall,what way did refugees escapoe from East Berlin?
tunnels.

_____

What is one or the most widely recognized symbols of American commerce,banking trade and finance?
Wall Street.

_____

From what street does Wall Street intersect and run toward the East River in New York City?
Broadway.

_____

What historic event took place at the intersection of Wall Street and Broadway in New York City?
George Washington's inauguration.