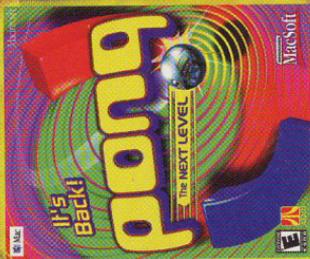
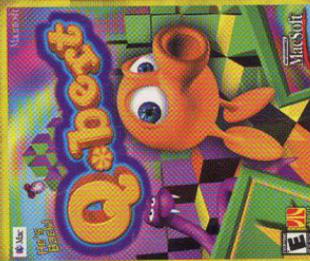


04-22355JCB

Also Available from MacSoft



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## THE MAIN MENU

After the introductory movie, you will arrive at the Main Menu. From the Main Menu you can select a Single Player game, a Multiplayer game, or Options.

### THE SINGLE PLAYER MENU

From the Single Player Menu you can select:

- **Start New Game** to play through the game from the beginning. Your first task will be to escape from the prison cell with the help of Coach Steel!
- **Continue Game** to continue from where you left off. This option will only be enabled if you have previously saved a game.
- **Challenge Mode** to replay previous levels for practice, and to succeed at better rankings. Challenge mode is a unique option for single player game.

### THE OPTIONS MENU

The Options Menu can be accessed from the Main Menu, or by selecting Options from the Pause Menu.

Use the UP and DOWN keys to highlight an option and then press RETURN to select an option. Use F1 to cancel the option. You can alter the following options:

- Choose **Sound** to adjust the Sound Effect and Music volumes.
- Choose **Ranking** to alter the difficulty setting in each level in Challenge Mode.

Onscreen instructions tell you how to alter each option. The LEFT and RIGHT keys may also be used to adjust sound volume.

## THE PAUSE MENU

### Single Player

Press the ESC key during the game to pause the action and activate the Pause Menu. Use the UP and DOWN keys to highlight an option and press RETURN to select it.

- Select **Continue with Game** to continue from where you left off. This option will only be enabled if you have previously saved a game. See “Starting the Game,” page 6, for more information about saved games.
- Select **Restart Level** to start the level over again.
- Select **Change Level** if you want to play another level.
- Select **Options** to change various game settings. See the “Options Menu” above.
- Select **Quit** if you want to exit the game.

**Note:** The exact contents of the Pause Menu will change according to where you are in the game and how many players are playing.

## MULTIPLAYER MODE

### MULTIPLAYER ON A SINGLE COMPUTER

If you select Multiplayer from the Main Menu you will then be asked for the number of players who wish to compete on a single Mac. Up to 4 players can play simultaneously.

Once you have chosen the number of players you will be taken to the Multiplayer Map. This is similar in appearance and function to the Prison Map, described on page 20. Use the LEFT and RIGHT keys to highlight a level on the map, and then press RETURN to select the level to play.

## Multiplayer Level Options

Use the UP and DOWN keys to choose an option and then press RETURN to select one of the following:

- **Play Level** will start your Multiplayer game.
- **Back to Map** allows you to change the level or return to the Main Menu.
- **Number of Players** allows you to change the number of players competing (up to number of controllers available).
- **Game Adjustments** allows you to alter how the game is played.

**Note:** This is not available on the Farm Multiplayer level.

## GAMEPLAY

Each of the players occupies their own arena within the level and must use all of their *Breakout™* skills to be the first player to clear their arena of bricks and other obstacles. During the game players can compete in two ways:

1. Attempt to clear their arena as quickly as possible.
2. Hinder their opponents by creating bricks or other obstacles in the opponent's arena. You can do this by hitting colored targets in your arena: obstacles such as additional bricks will then appear in the arena of the player with the corresponding color.

Special power-ups and secrets are also available in the Multiplayer game, so keep your eyes peeled for these bonus features!

## MULTIPLAYER LEVELS

There are a total of four Multiplayer games available within *Breakout™*. Each game features a different challenge for the players to overcome.

### Egypt

Hit a flashing, colored brick and send extra bricks over to your opponent's arena. The more colored bricks that are linked the greater the trouble you'll cause your opponent.

## Castle

Hit large collections of colored bricks to send extra knights to your opponent's arena. Power-ups trigger fire-breathing dragons that can fry your opponents!

## Space

Blast your other players by firing rockets at them. Hit a colored launch button and the rocket will launch against the opponent of the same color.

## Farm

Get up on two legs and fill your hencoop before your opponents! Scare your opponent's hens away with the deranged ducks! This level is not available in Network or Internet play.

# NETWORK AND INTERNET SETUP

If you wish to participate in a network two-player game, one player must HOST the game and the other player must JOIN the game. The player hosting the game will run the game on their computer, so the player with the best computer usually should host the game.

## Host Player

- Click on HOST GAME.

Select the protocol(s) for advertising

AppleTalk  
 TCP/IP

Game Name:

Password:

---

Play on this machine

Name:

- You will need to choose whether you wish to play via Appletalk or TCP/IP. You will need to use TCP/IP if playing an Internet game; most Mac networks will support the Appletalk network protocol, but you may wish to check with your System Administrator to be certain. TCP/IP may be used for LAN networking if Appletalk networking is not available.
- Check the box for Appletalk if you wish to play an Appletalk game via LAN (Local Area Network). Check the box for TCP/IP if you wish to manually start an Internet game or if you need to play a LAN game via TCP/IP; The HOST PORT should be left at the default value of 18332.
- If you are hosting an Appletalk game, you can enter a name for your game in the GAME NAME field. If you are going to host a TCP/IP game, you need to determine your IP Address and enter it into the GAME NAME field. Important! Players who wish to join your game will need to know your exact IP address. You can determine your IP address by first connecting to the Internet or your LAN and then opening the TCP/IP Control Panel accessed via the Apple menu from the Macintosh desktop. The TCP/IP Control Panel will list your IP address.
- You can specify a password by entering a password in the PASSWORD field.
- Enter your name and click OK to create the game. You will then wait for the other player to JOIN the game.
- Once your opponent has joined, choose the multiplayer level to play and begin the game.

## Joining Player

- Click on **JOIN MULTI-PLAYER GAME**, then click **OKAY**. The NetSprockets dialog box will be displayed.
- Choose whether you are joining a **TCP/IP** game or an **Appletalk** game. The player hosting the game will be able to let you know which type of game you will be playing.

### If playing an Appletalk game:

- Choose **APPLETALK** from the pop-up menu at the top of the dialog box.
- A list of the available games will appear on the right side of the dialog box. Click on the name of the game you wish to join. If the game is protected by a password, enter the password in the **PASSWORD** field. Now click on the **OK** button.

### If playing a TCP/IP game:

- Choose **TCP/IP** from the pop-up menu at the top of the dialog box.
- Type the host's IP address in the **HOST NAME** field. Typically, the **HOST PORT** should be left at the default value of 18332.
- Click **OK** to connect to the host machine.
- Wait for the game to start.

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- Click on **JOIN MULTI-PLAYER GAME**, then click **OKAY**. The Netsprockets dialog box will be displayed.
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- Choose **APPLETALK** from the pop-up menu at the top of the dialog box.
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### If playing a TCP/IP game:

- Choose **TCP/IP** from the pop-up menu at the top of the dialog box.
- Type the host's IP address in the **HOST NAME** field. Typically, the **HOST PORT** should be left at the default value of 18332.
- Click **OK** to connect to the host machine.
- Wait for the game to start.

## PLAYING THE GAME THE CHARACTERS

### Bouncer

Heroic, determined, fearless and intelligent, Bouncer faces the toughest of challenges. He must rescue his friends, journey with them to save Daisy, and then, with their help, defeat the monstrous Batnix.

### Daisy

Daisy is Bouncer's spirited girlfriend. Her determination and strong will are an inspiration to Bouncer and his friends, but are no match for the evil of Batnix.

### Batnix

Batnix is a dangerous and evil bully who will stop at nothing to achieve what he wants. He must be stopped at all costs.

### Coach Steel

Experienced in the ways of knocking things down and the cunning ways of Batnix, Coach Steel will be there to help Bouncer throughout the game.

### Bouncer's Friends

Bouncer's friends are a varied bunch, but each of them has a unique skill that he'll find invaluable in achieving his mission.

### Enemies

Beware. Not everyone is your friend in the strange world of Breakout™ ...



## CONTROLLING THE DIRECTION OF THE BALL

During the game you'll want to control the direction of the ball so that you can hit objects that aren't directly in front of your paddle. There are two methods for angling the ball. One method is to change the angle of the paddle. The other is to choose the shaped paddle that will hit the ball at different angles. You can switch between the two methods by pressing the B key during the game.

### Angling the Paddle

The angle of the paddle determines the angle at which the ball will be returned.

By using Q, A, W and S (or other controls, described in "Default Game Controls" on page 9) you can automatically make the paddle assume a certain angle.

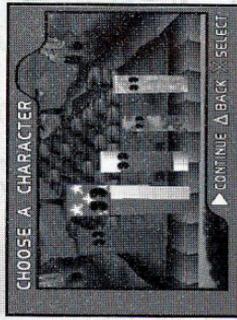


### Shaped Paddle

If you are using the curved paddle, the place where the ball hits the paddle determines the angle at which the ball will be returned.

As you progress, you will rescue more of Bouncer's friends. Each of these friends has special strengths that you can use to your advantage.

To choose among the paddles you have rescued, press C to bring up the Paddle Select menu. Press Left or Right to choose which paddle you want to use and press RETURN to select. Press F1 if you want to re-select your current paddle.



### Power-ups

Power-ups are crucial to your success in *Breakout™*. Most of these special powers are temporary, or allow only a small number of uses. Be careful not to waste them!

Press P to cycle through the power-ups you've collected.

Press RETURN to activate the current power-up.

Here are some of the power-ups you may come across while playing *Breakout™*:



**Extra Life** – Gives you an extra chance to keep on playing.



**Big Paddle** – You're less likely to miss a ball with a big paddle.



**Grab Ball** – Allows you to grab the ball and reposition it before shooting it at an object.

There are many others to collect, but you'll have to discover their powers for yourself.

## COACH STEEL'S PRISON CELL TRAINING

At the beginning of the game, Bouncer is imprisoned in a dank prison cell. You've got to help him break out and rescue his friends and the beautiful Daisy. But in order to defeat Batnix, you'll need to learn a few skills. Before you break out of prison, Coach Steel will teach you all the skills you'll need to defeat Batnix. Over a total of four challenges he will explain a new skill and then test you. Once you have completed all four challenges he will help you break out of the prison and will also rank you on your escape. Your ranking will determine the difficulty level of the game. The higher your ranking, the more difficult the challenge you'll face.

**HINT:** If you're finding things too hard, try lowering your ranking. If you're finding things too easy, try increasing it. But be careful: set it too high and you may find Batnix is more than a match for you.

## PRISON MAP

Batnix left behind a partially complete Prison Map that shows where some of Bouncer's friends have been imprisoned. Once you have escaped prison, you'll be taken to the map. Initially, you'll only be allowed to visit the first few locations on the map. Each location contains a chapter; with various levels, which you'll have to play through. Once you've completed the initial chapters, you'll be able to visit other locations and play through additional chapters.

### 1. Game Stats

**Average Ranking** – Shows how well you are doing at the game.

**Current Ranking** – Shows how Batnix rates you as an opponent. You can increase your average ranking by completing levels with a higher current ranking.

### 2. Chapter Stats

Shows your average ranking for the chapter.

### To Select a Level

Use UP and DOWN to move Bouncer from one chapter to another and press RETURN to enter the chapter. You will then be given a choice of levels to play within the chapter. Use UP and DOWN to choose a level, then press RETURN to enter the level.

## PLAYING A LEVEL

In most levels, you hit the ball to demolish and knock down obstructions. Other levels are a bit more difficult and require you to do other things, such as hitting targets in a specific order. Yet other levels require Bouncer to get up on two feet and tackle new challenges!

During the introduction to each level you will see some on-screen instructions that will tell you how to play and complete the level. For extra help, you can always access Coach Steel's hints at any time by selecting Hints from the Pause Menu.

## COMPLETING A LEVEL

Each time you complete a level Coach Steel will update your current ranking according to how well you performed. He may increase, or decrease your ranking, or he may leave it unaltered.

After you complete a level, you will open up the next level in the chapter. Once you have completed all of the levels in the chapter, you'll return to the prison map, where you'll discover new chapters to tackle. You can only play those chapters you have discovered, and can only play those levels that you have previously opened by completing the previous levels.

## COMPLETING THE GAME

To complete the game you must achieve three goals:

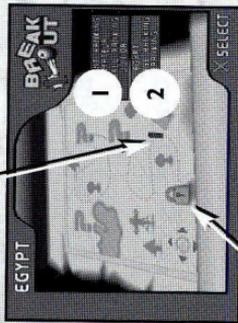
1. Rescue all of Bouncer's friends.
2. Save Daisy.
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If you manage all three, congratulations! You've rid Bouncer's world of the evil menace!

But the critical Coach Steel isn't satisfied with mere winning. He will grade your entire performance, just as he did your escape from prison. There are 11 different rankings you can receive:

1. Beginner
2. Junior
3. Novice
4. Amateur
5. Challenger
6. Contender
7. Expert
8. Professional
9. Master
10. Champion
11. Superstar

To improve your overall ranking, try replaying the game with your new-found skills. But remember: The better you play the harder Batnix will fight back! Complete the game with an Average Ranking of "Superstar" and you will truly be a *Breakout™* master.



Un-opened chapter

Opened chapter

## CHALLENGE MODE

If you wish to replay levels and improve your ranking, select Challenge Mode from the Main Menu.

You will first be asked to select a ranking to play. You may change this at a later time by selecting Ranking from the Options Menu.

You will then be taken to the Challenge Mode map, which is similar in appearance and function to the Prison Map. *Note:* You will only be able to play those levels that you have previously completed in Single Player Mode.

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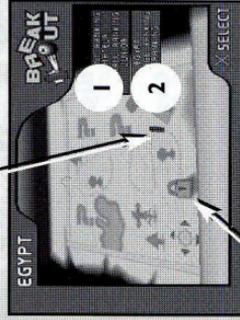
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9. **Master**
10. **Champion**
11. **Superstar**

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### Opened chapter

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## MAC VERSION CREDITS

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