# Brickoids Millenium

Document created 5.10.99

Brickoids is a computer game designed and created by Soth Development, an Icelandic Shareware games development group (See Soth Dev. Readme).  The original version of Brickoids was released early 1997.  This edition, Brickoids Millenium, is in many ways superior to former versions.  It includes higher-quality sounds, considerably improved graphics and drum'n bass music in the background.

Brickoids is approximately 4000 lines of code and a lot of work has been put into it so we ask you to support shareware and register our other games, even if this one is freeware.  If you feel obliged to show your appreciation then please send $15 to Ken Winograd, the programmer who made the original Brickles game, to whom we owe this entire game concept.   You can contact him at ken@winograd.com.

## Brickoids Requires:

* 640 x 480 resolution or better
* 8-bit colour (256 colours)
* 68040 or PowerPC processor
* System 7 or later
* About 4MB of RAM

## Brickoids Help

Q = If you press this button the game will stop the game in progress and exit to the splash screen.  If you press the button again it will activate the "Quit" option in the splash screen, exiting the program.

Spacebar = When you start the game the ball is stuck to the paddle so you'll have to release it by pressing the spacebar.  You can also press the mouse button.

P= By pressing the P button you will pause the game.  It will remain paused until you press it again.

## Soth Development can be contacted in the following ways:

*Visit our website on the Internet:*   http://soth.zoneit.com

*Contact us via E-mail:*  sothdev@soth.zoneit.com

*Send us Snail Mail:*

Soth Development
Oldugata 4

101 Reykjavik
Iceland


## <u>Credits</u>

*Artwork and Design:*                 Sveinbjorn Thordarson
*Programming:*
                    Thorlindur  Thorolfsson
*Website & Graphics:*                 Brynjar Eiriksson
*Sound Effects:*
                        Olafur "Hass" Gunnarson
*Music:*

                Bjarki Fannar Atlason



**We would like to thank the following:**

Apple Computers Inc.  --  for creating an excellent development platform.
Coca-Cola Company  --  for keeping us awake through those long, bleak winter nights of hard work...
Rammstein  --  for making a great contribution to the metal music industry.
Rage Against The Machine  -- for keeping our programmer angry, agressive and to the point.

*And finally.....*

Freyr Bjornsson -- for making absolutely no contribution to this game whatsoever.

## Version History

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Ok, just in case any of you are interested in a version history of this game....


1997 - **0.9b**                                  Brickoids beta version. No sound or music
and poor graphics.
1998 - **1.0**                                  Brickoids 1.0 released. A few sounds
added and the Pause bug fixed.
1998 - **1.0b**     Brickoids Final released and has music, lots of new sounds and improved
graphics.
1998 - **1.0.1**                          Brickoids Deluxe. A few minor bug-fixes. Still only supports
256 colours.
1998 - **1.0.2**     Brickoids: Deluxe Edition. New splash screen and improved ball. Supports
thous. of colours.
1999 - **1.0.3**                          Brickoids: Deluxe Edition. Yet again improved splash
screen, ball and main screen and new icon.
1999 - **1.1**     Brickoids Millenium. Complete graphical redesign that does much for the
look of the game.

That's it, hitherto. If you want to be notified of new versions of Brickoids or of other released
from us at Soth then please mail me at:

paladeen@soth.zoneit.com

I'll add you to a mailing list. Don't worry. You will not receive any junk mail and you won't
be spammed.

Thank you very much

Sveinbjorn Thordarson

Soth Development
paladeen@soth.zoneit.com
http://soth.zoneit.com/paladeen

## Bug Reports

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Brickoids has been thoroughly bug-tested on various Apple machines and we believe that the game is essentially bug-free. But a wise man once said that there's no such thing as bug-free software, so we're always on the lookout for flaws in the game. You, as a Brickoids player, can be a source of great help to us if you take the trouble to report any bugs you find. To report a bug in the game, please e-mail us at sothdev@soth.zoneit.com. Make note however, that we will need the following information:

MacOS version
Computer Model
Any non-Apple extensions enabled
Screen resolution
No. of colours
Other applications running

We would really appreciate any reports, so by all means don't hesitate to e-mail us.

## Known Problems

There are three known problems with Brickoids.

1. If you have Virtual Memory turned on in the Memory Control Panel or are using RamDoubler the Drum'n Bass loop tune will not loop smoothly, but stop at the end of each loop with a 20 tick delay. To fix this you can disable Virtual Memory and RamDoubler in the Extensions Manager.

2. If you open Brickoids with the Control Strip visible it will not be drawn. Instead an opaque white will remain on the screen. This can be avoided/removed by hiding the Control Strip in the Control Strip.

3. If you change screen resolution while running Brickoids, the game will not register this new resolution and the game window will no longer centre on the screen. It's best simply not to change resolution.

Brickoids Millenium:  Information for Developers and Distributors
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Brickoids Millenium was programmed in the C language for the MacOS
Platform using Metrowerks CodeWarrior

The graphics in Brickoids Millenium were made using Adobe Photoshop
5.0.2 with the AlienSkin EyeCandy commercial filters.   Original
graphics were made using Adobe Photoshop 3.0.

Brickoids Millenium is Open Source, distributed under the General
Public License (GPL).  See http://www.gpl.org for more information.
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remains untouched and the accompanying documents remain.   Feel free
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The Fine Print
Soth Development (Thorlindur Thorolfsson and Sveinbjorn Thordarson)
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# About Soth Development

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Soth Development was founded in 1996 by Sveinbjorn Thordarson and Thorlindur Thorolfsson, two Icelandic programmers.   We first released Brickoids in 1997, and have released several updated and improved versions since then.


## Soth Development Releases

Our only game so far is **Brickoids**, a remake of Ken Winograd's old arcade classic, Brickles.


## Current Soth Projects

You may expect any of these  games to be released in the near future:

*The Awakening:*  This computer game is Soth Development's  Nr. 1 project at the moment. This is a 2-dimensional fantasy role-play game.  It offers huge labyrinths, dungeons and lost valleys to explore, monsters and evil arch-villains to fight and huge treasures to be looted and spent.

*The Thief:*  A live action development game where you command a band of ruffians in an attempt to control organized crime in a city.


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Version 2, June 1991

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