
9900 BREAK-THRU!

User-Supported Software

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A Classic Arcade Game for the TI 99/4(A) Home Computer.

Hardware needed : Joystick #1, Disk Drive, and either
Mini-Memory or Editor/Assembler+32K
or Extended Basic+32K.

You must move your paddle so that the ball touches it and bounces back to the rows of colored bricks. Each brick that is hit disappears and your score increases. If you get the ball's angle and speed just right, the ball may BREAK THRU several rows of bricks and bounce back and forth in the gap, causing your score to increase rapidly. If you miss the ball with your paddle, you lose it. The next ball is faster, so you must be alert. The game starts with six balls and ends when all balls have been lost. If you clear the board, you get an extra ball and a new board appears.

LOADING : For Mini-Memory or Editor/Assembler, select the Load and Run option. Enter the file name of DSKN.BTHU. For Extended Basic, use CALL INIT :: CALL LOAD("DSK1.BTHUX") to load the program.

STARTUP : The MM/EdAsm version is self starting. If loaded into Mini-Memory, the program may be re-run with the program name of BTHU. The EXBasic version is started by the command CALL LINK("BTHU").

In either version, when the UserWare screen appears, press any key to continue. When the game title screen appears, select the Difficulty Level by typing a digit between 1 and 4. A ball will appear against the level you have chosen, and the program will wait for a key to be pressed.

GAME BOARD : The screen consists of a wall on three sides, a paddle, eight rows of bricks in two groups, and displays of difficulty level, scores, and balls remaining. Although only 5 balls are displayed, the correct count is maintained internally. During play, the ball will move around the board, bouncing off the walls, paddle, or bricks. The ball is not affected by the displays in the gap between brick groups.

PLAY : Play begins when the fire button is pressed to launch the first ball from a random location by the left wall. The object of the game is to keep the ball in flight by bouncing it off the paddle so that all the bricks are eliminated. When the ball hits the paddle at the bottom of the screen it is reflected upward unless :

- a) the paddle is moving. In this case, the ball is 'sliced' and its direction is altered;
- b) the ball hits the nearer end of the paddle. In this case the ball bounces back from whence it came.

Joystick 1 is used to move the paddle from side to side. Pressing the fire button while moving the paddle doubles the paddle speed. This feature is essential at higher levels. If the ball misses the paddle and drops off the bottom of the screen, it is lost. When the ball hits a wall, it is reflected. When it hits a brick, the brick disappears and the ball is also reflected.

SCORING : The bricks have values of 1 to 8 depending on the row in which they occur. The total value of a board is 1000 points. When the board is cleared of bricks it is renewed, another ball is awarded, and play resumes at a higher speed. Best scores are maintained for each level.

STRATEGY : Since each lost ball results in an increase in playing speed, you should try to avoid losing them for as long as possible. By controlling the angle of the ball's motion with the paddle, try to break through a narrow opening in the lower group of bricks so that the ball will bounce in the gap as long as possible. At levels 3 and 4, great skill is required just to avoid losing the ball!!

GAME END : When all balls have been lost, the game is over. If your score is the new best score for that level, it is saved. The following keys are recognized at this time :

- REDO - Play another game at this level.
- BACK - Select another level.
- QUIT - Return to the Master Title Screen.

This program is not warranted to be free from error and is available on an "as is" basis. Information herein on the use of the program should not be construed as expressed or implied warranty.

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