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DMG-ABXE-USA

BreakThru!

INSTRUCTION BOOKLET

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ABOUT THE SPECTRUM HOLOBYTE PUZZLE LINE

Alexey Pajitnov, creator of the world-famous *Tetris,* is lending his endorsement to and is helping in the design of a full line of action puzzle games from Spectrum HoloByte. The line includes the company's existing *Tetris* games, as well as new and increasingly exciting and super-challenging puzzle products.

Since its debut in 1988, *Tetris* has been on best-seller lists, and the famous game of falling blocks continues its phenomenal popularity to this day. Included in the Spectrum HoloByte puzzle line are products for personal computers and videogame systems. For personal computers, the line features *Tetris* (IBM, Mac), *Welltris* (IBM, Mac), *Faces...Tris III* (IBM, Mac), *Wordtris* (IBM, Mac), *Super Tetris* (IBM, Windows, Mac), *Tetris Classic* (IBM, Windows) and now *BreakThru* (Windows, Mac). For videogame systems, the line includes *Wordtris* (SNES, Game Boy), *WildSnake* (SNES, Game Boy) and now *BreakThru* (SNES, Game Boy). Puzzle games within the

line are fun, challenging, universally nonviolent and are ideal for all ages and skill levels.

All the titles listed above are available at your local software retailer or can be ordered directly from Spectrum HoloByte anytime by dialing 1-800-695-GAME.

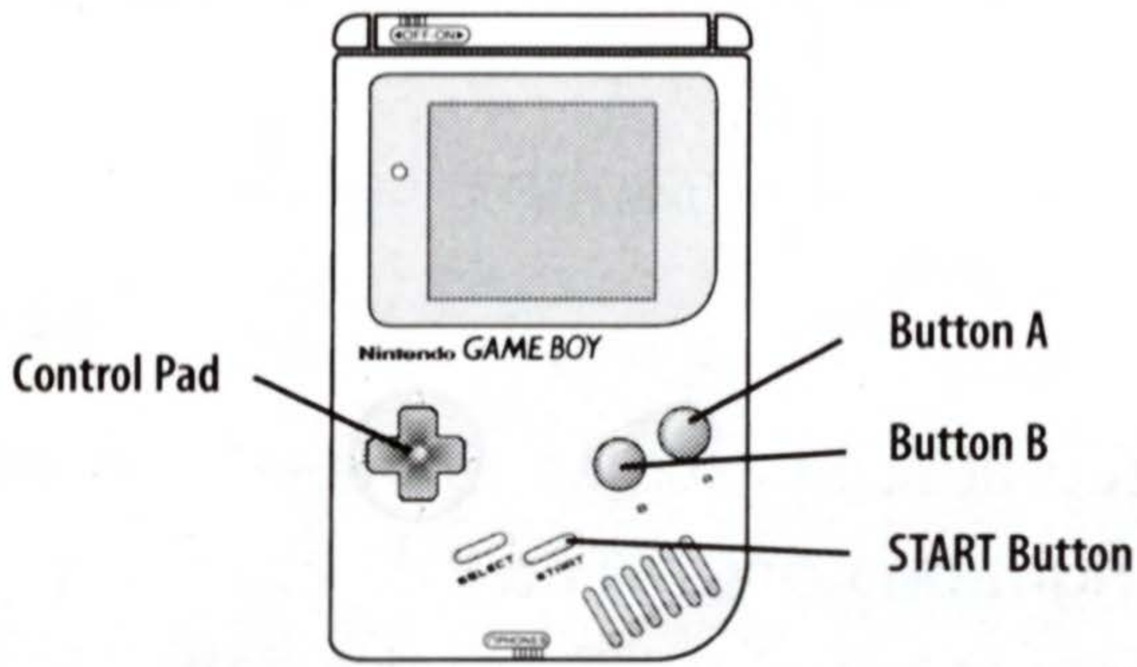
"In the early 1980s, I developed *Tetris* as a simple exercise in mathematics. I could not have dreamed the impact it would have in the world of games. *BreakThru* carries on the challenging and addicting tradition of *Tetris*, and I am proud to endorse the product. I hope you enjoy playing it as much as I do."

Alexey Pajitnov
Mathematician and Puzzle Game Designer

WELCOME TO *BreakThru*

BreakThru is the one game where you're really up against the wall! Clearing bricks, lining up falling objects, blowing up soda cans, firing rockets, racing the clock... the action never stops in *BreakThru*. In this action puzzle game, try to remove all the bricks from a wall before your time is up—a challenge which starts out easy at first, but becomes tougher as you get closer to your goal. And as you move through the different levels of *BreakThru,* you'll be taking down walls in different cities of the world, each with its own unique scenery and musical soundtrack! *BreakThru* is a fast-paced game for one or two players that's a test of your hand-eye coordination as well as your pattern recognition. But beware! Once you start playing *BreakThru*, it's hard to stop!

BreakThru GAME CONTROLS



Controller Function

Up, down, left and right on the Control Pad

- Moves cursor square around wall in four directions

Button A

- Removes bricks when cursor is positioned over a brick that is touching another brick of the same type horizontally or vertically

- Turns Grid on and off when cursor is on Grid icon
- Changes Shifter direction when cursor is on arrow icon

Button B plus up on Control Pad

- Changes Shifter direction so that columns of bricks slide left or right

Button B plus left on Control Pad

- Moves objects at top of screen to the left

Button B plus right on Control Pad

- Moves objects at top of screen to the right

Button B plus down on Control Pad

- Drops objects from top of screen

Buttons A and B together

- Turns Grid on and off

START Button

- Pauses and unpauses game

PLAYING *BreakThru*

The object of *BreakThru* is to remove all bricks and foreign objects (except for rocks and spiders) from a wall before time runs out. To do this, move the square cursor to a brick that is next to another brick of the same type (either horizontally or vertically) and then press Button A on your Game Boy.

As you remove the lower-level bricks, gravity will pull the higher-level bricks into the gaps. When all the bricks in a column are removed, the remaining columns of bricks will slide over to fill up the empty space. You can change the direction these columns of bricks will slide by using the Shifter.

To make the game even more challenging, bricks and foreign objects will fall randomly from the top of the screen. You'll also have to overcome a variety of obstacles, such as rocks, which can't be destroyed or removed from the wall. There are pesky spiders, which dangle from their webs and block the movement of bricks, plus stubborn soda cans, which must be destroyed.

But certain foreign objects can help you clear the bricks in the wall and eliminate obstacles. Exploding bombs destroy bricks and obstacles (except rocks) in all directions. Rockets blast away all bricks and obstacles (except rocks) in their path. And the super brick removes all bricks of the next selected type.

Eventually, you'll only have a few bricks left to remove. Now, you can turn on the Grid and use its lines to help you drop bricks and objects into the best places in the remaining wall. You'll find that the Shifter is also helpful for clearing spaces for bricks and objects to drop.

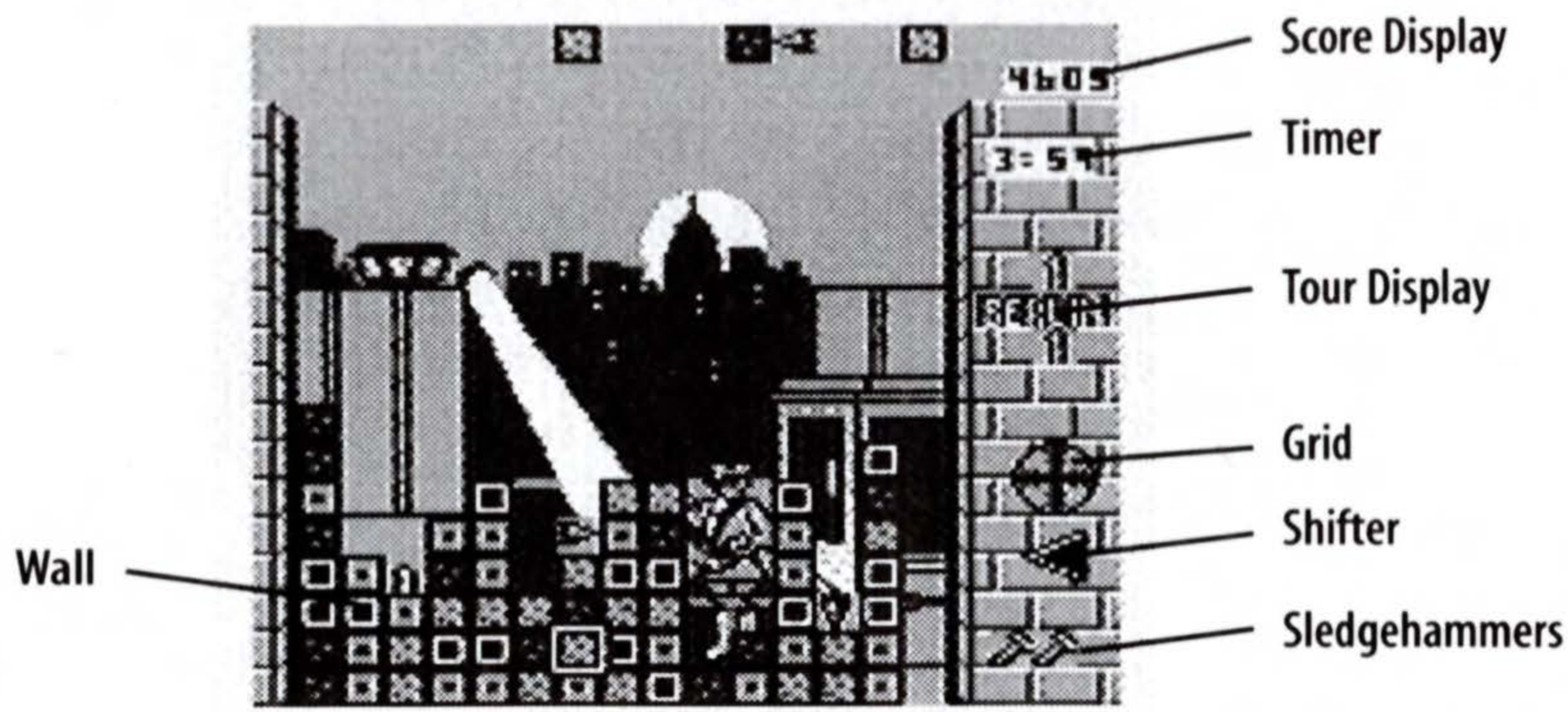
When you remove the last brick or object (other than rocks and spiders), you've cleared the wall! Now, you'll move on to another wall—and another challenge. After you clear four walls in one city, you'll travel to a different city in the world. When you've cleared four walls in each of the six cities, you've completed a World Tour. You'll then begin another World Tour in the same six cities, but at a higher level of difficulty.

STARTING *BreakThru*

To play *BreakThru*, insert the *BreakThru* game pak into your Game Boy Compact Video Game System and turn the power switch to ON. After the introductory screens, you'll see the Title screen with the large "BreakThru" logo at the top and the words START and OPTIONS at the bottom. Highlight either of these words by pressing left or right on your Control Pad, then press Button A or B to select. If you choose START without choosing OPTIONS, you'll begin a game with the default options: a 1 PLAYER game, an EASY level of play, and a 5 MINUTE time limit. Selecting OPTIONS lets you set different configurations for *BreakThru*, including two-player games. (For more information on Options, see page 24)

THE *BreakThru* WALL SCREEN

Here's what you'll see when you start to play BreakThru:



The Wall

This is where the action takes place! Each wall is 15 bricks wide and 16 bricks high, and is located next to a permanent wall that is covered with displays and icons. To remove bricks from the wall, first press up, down, left and right on the Control Pad to

move the square cursor all over the wall. When the cursor is on a brick that is horizontally or vertically touching another brick of the same type, press Button A. These bricks will be cleared instantly.

Falling Bricks and Objects

Bricks and foreign objects will be moving constantly from right to left above the wall. If they're left alone, they'll fall on top of the wall after a set amount of time. You can move these bricks and objects back and forth along the top by pressing and holding Button B, and then pressing left or right on the Control Pad. Once the bricks and objects are where you want to drop them, press and hold Button B and then press down on the Control Pad.

Score Display

Your current score can be found in the upper right-hand corner just above the permanent wall.

Timer

This is located below the score display. It will count down from either 2 MINUTES, 5 MINUTES or 10 MINUTES. (See page 27 to choose a time limit.) When the timer counts down to 30 seconds, it will flash and you'll hear a warning sound to let you know that you're running out of time. At 10 seconds and 5 seconds, the timer will flash again and you'll hear the same warning noise. If the timer reaches 0 seconds and you haven't finished clearing the wall, you'll lose one of your lives.

Tour Display

Located below the timer, this shows the World Tour number, city name and wall number for the city you're working on.

This picture means you're on the first World Tour, in the city of Berlin, and this is the second wall of that city.

Grid

The circular icon below the tour display is the Grid. When it is turned on, vertical lines will appear in the background of the wall. These Grid lines help you to drop falling bricks and other objects into the best positions. To turn on the Grid, press Buttons A and B at the same time. You can also turn on the Grid by pressing right on the Control Pad until the cursor is over the Grid icon and then pressing Button A. (If the cursor stops at the edge of the wall, release the Control Pad and then press it to the right again.) If the Grid lines are hard to see, select BACKGROUND OFF from the Options menu before starting the game. (See "Background Off" on page 28.)

Shifter

Just below the Grid icon, you'll find a Shifter icon, which will be pointing either left or right. This shows the direction that columns of bricks and other objects will shift at the base of the wall. To change the direction of the Shifter arrow, press and hold

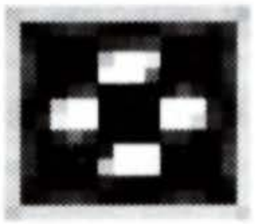
Button B and then press up on the Control Pad. You can also change the Shifter direction by pressing right on the Control Pad until the cursor is over the arrow and then pressing Button A. (If the cursor stops at the edge of the wall, release the Control Pad and then press it to the right again.)

Sledgehammers

You'll see these in the lower right-hand corner, just below the Shifter. Each sledgehammer stands for one life you have left. At the start of each game, you have three lives (the current one and two extras). You lose a life every time you fail to clear a wall before time is up. If you complete a World Tour and have fewer than three lives total, you'll receive an extra sledgehammer (a life) as a bonus. However, if you haven't lost a life while completing your World Tour, you cannot earn an extra life since you can't have more than three lives at one time.

OBJECTS ON THE WALL

Bricks

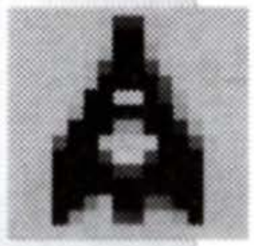


Bricks are the main components of the walls in *BreakThru*. Bricks come in a variety of types, depending on the difficulty level you're playing at. CHILD-level walls start with three types, EASY- and MEDIUM-level walls start with four kinds, and HARD-level walls start with five.

Bombs

You may find bombs in the wall when you begin a game, and they can also fall from the top of the screen. To explode a bomb, click on it with Button A when it's at the base of the wall. The blast from a single bomb will destroy all bricks and objects (except rocks) within one square of the bomb. If two bombs land next to or on top of one another anywhere in the wall, they'll both explode.

Rockets



Rockets will shoot out in the direction they're pointed (either up, down, left or right) and remove everything in their path (except rocks). To fire a rocket, click on it with Button A. Unlike bombs, rockets can be fired from anywhere in the wall, not just at the bottom.

Super Bricks

This very powerful special brick appears after every 10,000 points you score, or after 5,000 points in the CHILD difficulty level. (If you go over the 10,000-point barrier from bonus points, you won't get a super brick.) You'll hear a special musical sound when the super brick first shows up. When you click on it with Button A, the sides of the wall will flash. Next, select any type of brick in the wall, and *all* bricks of that type will disappear from the wall. Be careful not to accidentally destroy a super brick with a bomb or rocket.

Spiders

These annoying insects can appear in the wall. Bricks and objects that fall and hit a spider are deflected to one side or the other. A spider can also block the left-right movement of stacks of bricks. You can kill a spider with a rocket or a bomb explosion, but you don't need to in order to clear a wall.

Soda Cans

These trashy obstacles are found in the wall at the higher difficulty levels and must be removed. To get rid of a soda can, either fire a rocket at it or explode a bomb near it. Soda cans never fall from the top of the screen.

Rocks

Rocks are (literally) the hardest objects to handle. Rocks can't be destroyed, and they prevent columns of bricks from being shifted. Bombs will not blow up or move

rocks, but rockets will move a rock one space in the direction the rocket is pointed, if there's nothing on the other side of the rock.

SCORING

Every time you remove bricks from the wall, you earn points. The more bricks you remove at one time, the more points you get. What's more, the higher the difficulty level you play at, the more points each brick is worth. CHILD-level bricks are worth 3 points, EASY-level bricks are worth 5 points, MEDIUM-level bricks are worth 7 points, and HARD-level bricks are worth 12 points. The point value of the brick is multiplied by the difficulty level, and that figure is multiplied by the number of bricks cleared to give a score.

If more than 50 bricks are cleared at one time, the multiplier for the number of bricks remains at 50.

When you remove a brick (or group of bricks) by using a super brick, each brick is worth 1 point. If you use a bomb or rocket to eliminate bricks, each brick is worth 10 points.

Points for Other Items

Bombs

You earn 0 (zero) points for removing or detonating a bomb.

Rockets

Rockets that are launched are worth 0 (zero) points. If a rocket is destroyed by another rocket or a bomb, it's worth 10 points.

Super Bricks

If you activate a super brick by clicking on it, the super brick is worth 0 (zero) points. If it's destroyed by a bomb or rocket, the super brick is worth 10 points.

Spiders

A spider is worth 500 points when destroyed by a bomb or a rocket.

Soda Cans

Each soda can is worth 250 points when removed by a bomb or a rocket.

Rocks

Since a rock can't be destroyed, you don't get any points for them.

Selection Penalty

Think you can get a better score by randomly selecting bricks all over the screen? Think again. If you select a brick that isn't horizontally or vertically next to a brick of the same type and can't be removed from the wall, you'll lose 25 points for each press of Button A.

Time Bonus

If you have any time left on the timer after you've removed a wall, you'll earn bonus points. In a 2 MINUTE game, you get 200 points for every second left on the timer. In a 5 MINUTE game, you get 20 points per second remaining. In a 10 MINUTE game, you get 2 points for each second left. Finally, in an UNLIMITED game, you (obviously) don't get any time bonus points.

ENDING A GAME

If your time runs out before you've removed all the bricks from a wall and you have no remaining lives left (shown as sledgehammers), the game is over. You'll then move to the High Score screen, where you'll see a blinking cursor followed by blank spaces. Press up and down on the Control Pad to cycle through the alphabet (which includes blank spaces) at the blinking cursor. When you come to the first letter of your name, press right on the Control Pad to move the blinking cursor to the next space. Continue this until you've finished spelling out your name. Then press the START button to see your name displayed next to your high score. Press the START button again to move to the Title screen.

Since *BreakThru* does not have a battery backup, the scores you achieve will be deleted when you turn your Game Boy off.

OPTIONS SCREEN

Select OPTIONS from the Title screen to access the Options screen. There, under the heading OPTIONS, you'll see a menu of all your game play configuration choices. Press up or down on the Control Pad to highlight any of these options. Then press left or right on the Control Pad (or use Buttons A and B) to cycle through the choices. After you've made your selections, choose EXIT or press the START button to return to the Title screen. Then, choose START or press the START button to play a game of *BreakThru* with the options you've selected.

Here are the options you'll see first at the Options menu:

1 PLAYER

Highlight this to cycle through the following game play modes:

1 PLAYER

Choose this to play a one-player game.

2 PLAYER-COOP

Choose this to play a two-player game, where both players cooperate with each other to clear the same wall. Each player sees the same wall on his or her Game Boy, along with a shadow cursor (plus sign) for the other player. If the two players clear a wall before time runs out, time bonus points are awarded. The score displayed is the total of both player's scores.

2 PLAYER-COMP

Choose this to play a two-player game, where both players compete against each other to remove bricks from the same wall. Each player sees the same wall on his or her Game Boy, along with a shadow cursor (plus sign) which shows which bricks and objects the other player is removing. On your screen, the score on top will be your own, while the score on the bottom will be your opponent's. The player with the highest score at the end of the game is the winner.

2 PLAYER-DUAL

Choose this to play a two-player, two-wall game, where each player tries to clear his or her own wall ahead of the other player. On your screen, the score on top will be your own, while the score on the bottom will be your opponent's. To spice up the competition, whenever you clear seven or more bricks with one press of Button A, up to five bricks of random colors will be sent to the other player's wall where they'll immediately fall from the top of the screen. (However, any bricks removed with a super brick will not be sent to the other player.) If one player clears the wall before the other player, he or she will be given time bonus points. The player with the highest score at the end of the game is the winner.

For more information on how to connect two Game Boy units together and play *BreakThru* with a friend, see "Two-Player *BreakThru*" on page 29.

EASY

Highlight this to cycle through *BreakThru's* four difficulty levels: EASY, MEDIUM, HARD and CHILD.

5 MINUTES

There are three Time Limits you can set for a game of *BreakThru*: 5 MINUTES, 10 MINUTES and 2 MINUTES. If you select the CHILD difficulty level first, you can also choose an UNLIMITED amount of time. The time limit you choose is the amount of time you have to clear a wall. The clock resets after each wall is cleared.

MUSIC ON

This turns the background music for *BreakThru* ON or OFF.

SOUND ON

This turns the sound effects for *BreakThru* ON or OFF.

BACKGROUND ON

This turns the background scenery for *BreakThru* ON or OFF.

CREDITS

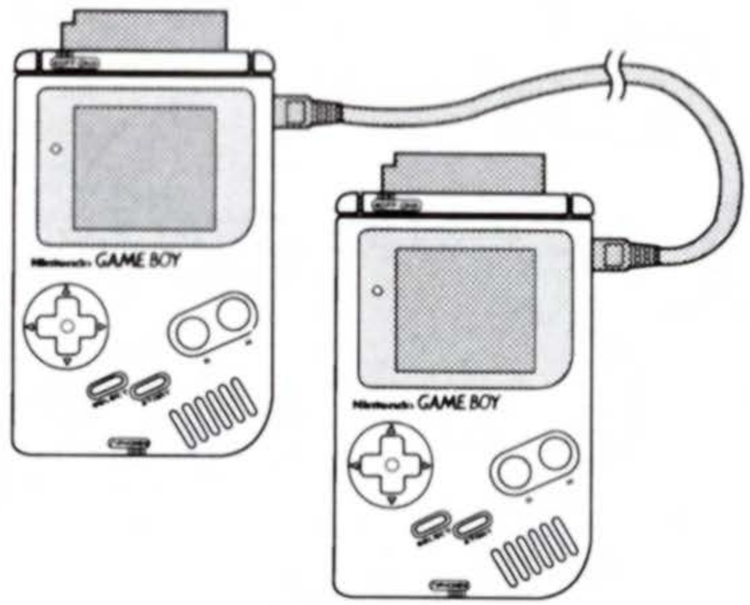
This displays the names of the people who created *BreakThru.*

EXIT

Select EXIT to return to the Title screen so you can play a game of *BreakThru* with the options you've selected.

Be sure to choose your options carefully since once you leave the Options menu and are playing *BreakThru*, you cannot go back and change the options until the game is over.

TWO-PLAYER *BreakThru*



To play *BreakThru* with a friend, you'll need to connect two Game Boy systems together with a special Game Boy Game Link cable (as shown above). Once you've done this, insert two *BreakThru* game paks into the two Game Boys and turn the two power switches to ON. Then, you and your friend must each select the same two-player game mode from the Options menu on each of your Game Boy units. Whoever selects the two-player mode first will control all the setup choices for that game. Remember that options such as difficulty levels and time limits still apply to two-player games.

STRATEGY TIPS

Everyone has his or her own ways of playing *BreakThru*, but here are a few tips we came up with to help you play better and get a higher score:

- *Don't click on the wall unnecessarily*. This wastes time and subtracts valuable points from your score.

- *Clear all bricks of one type first*. If you do this, you'll have fewer kinds of bricks and larger groups of bricks that will be easier to clear away. What's more, when you eliminate these large groups of bricks, you'll get more bonus points!

- *Clear top bricks first*. Removing lower bricks first will cause the upper bricks to fall and could ruin good chances for you to clear large numbers of bricks.

- *Use your bombs wisely.* The best use of a bomb is to destroy the soda cans, so try to position your bombs so that they'll destroy the most cans. If you can't explode a bomb because it is not on the lowest level, look for a bomb to appear on the top of the screen and then drop it on the other bomb. Both bombs will explode.

- *Plan ahead.* By removing certain bricks, you can often move bombs or rockets into strategic places.

- *Use the Shifter often.* The Shifter comes in handy when you want to create openings for new bricks to fall. It's especially useful in higher level games where there are many soda cans, spiders and rocks that get in the way.

- *Wait before you use your rockets.* Rockets can destroy a large number of soda cans, so don't fire them off right away. Since soda cans tend to collect along the bottom of the wall, try to maneuver horizontal-firing rockets to the

bottom of the wall by using the Grid and the Shifter. Then fire away and blast the cans! Also, since horizontal-firing rockets are so useful, keep your eye out for them when they show up at the top of the screen. Then drop them where you need them. Vertical, downward-pointing rockets are also handy for destroying a tall column of bricks.

- *Exterminate those pesky spiders.* A good way to remove spiders is to leave a large stack of bricks untouched and wait until a horizontal-firing rocket appears. Drop the rocket on top of this stack of bricks, then lower the stack until the rocket is pointing directly at the spider. Then fire the rocket and destroy the spider.

- *Don't blow up super bricks!* Super bricks are the most valuable object you can receive and should not be wasted. Remove as many bricks as possible before using the super brick to eliminate the brick type that you have the most of.

- *Try to group bricks of the same type together.* Sometimes, if you remove certain odd bricks, you can create larger groups of bricks of the same type. Look for these patterns on the wall and remove bricks wisely.

- *If you're playing a two-player dual game, send large numbers of bricks to your opponent.* Try to clear seven or more bricks at a time as often as you can, and you'll overwhelm your opponent with unwanted bricks.

SCORES

90-DAY LIMITED WARRANTY

Spectrum HoloByte warrants to the original consumer purchaser that this Game Pak ("Pak") (not including Game Pak Accessories or Robot Accessories) shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Spectrum HoloByte will repair or replace the cartridge, at its option, free of charge.

To receive this warranty service:

1. Do *not* return your defective cartridge to the retailer.
2. Notify Spectrum HoloByte's Customer Support department of the problem requiring warranty service by calling (510)522-1164. Our Customer Support department is in operation from 9:00 AM to 5:00 PM Pacific Standard Time, Monday through Friday.
3. If the Spectrum HoloByte Customer Support Representative is unable to solve the problem by phone, he or she will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective cartridge, and return your cartridge postage paid, at your risk of damage, together with your dated sales slip or similar proof-of-purchase within the 90-day warranty period to:

Spectrum HoloByte
Customer Support Department
Attn: Game Boy BreakThru!
2490 Mariner Square Loop
Alameda, CA 94501

This warranty shall not apply if the cartridge has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

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