Breakout 2000

Game Manual

Jaguar 64 Interactive Cartridge

Breakout 2000

Overview

Breakout 2000 is the latest successor to the original Atari game
Breakout. The object of the game is still the same; accumulate
as many points as possible by breaking Bricks with Balls.
That's where the similarity ends.

In *Breakout 2000* you have more bricks to break. A lot more!
There are a total of ten different *Phases* to survive, each
consisting of five *playfields*. Each *playfield* is more difficult to
clear than the one before it, and each *Phase* adds even more
difficulty. As you progress through the game you'll encounter
bricks that you have to hit more than once to break, and even
some bricks can't be broken at all.

Still not difficult enough? How about stacks of bricks? In the
later *Phases* of the game, the bricks are stacked on top of each
other. Break a brick at the bottom of the stack and the one
above it drops into its place. 'Easy' you say? Just wait till you
loose track of your ball under a bridge.

Just in case breaking bricks isn't enough to keep you busy, there
are the *Robodrones*. These guys can be your best friend or your
worst enemy. They fly around dropping *powerups* for you to
catch. The trouble is, you really don't want to catch some of
them because for every good *powerup*, there's a bad one to
offset it. One powerup gives you an extra ball, another takes one
away... One causes the paddle to attract the ball; another causes
it to repel... Well, you get the picture.

Think you're up to the challenge? Give it your best shot!

Setting the Options

NOTE: Use the joypad "UP" and "DOWN" positions to select which option you wish to change. Use the "A" and "B" buttons to toggle the selection.

Before starting a game, you've got to set the options. On the Option screen (see figure 1) select the blue button (see note above) in the upper left hand corner until the title reads "Breakout 2000." Then select the options for each player:

SKILL LEVEL - Sets the difficulty level for the player.

NONE	Disables the player (Green player only.)
NOVICE	Sets the ball to slow speed and the paddle to maximum width.
NORMAL	Sets the ball to medium speed and the paddle to medium width.
EXPERT	Sets the ball to high speed and the paddle to minimum width.
COMPUTER	Enables a computer player (Green player only.)

PADDLE SPEED - Sets the paddle response.

SLOW	Sets the slowest paddle speed.
MEDIUM	Sets the normal paddle speed.
FAST	Sets the fast paddle speed.

Paddle Speed can be used for handicapping or just making the game a bit more difficult.

The bottom section is used to adjust the volume of the music and sound effects. After selecting the control, use the "A" and "B" buttons to adjust the volume.

After all the options are set the way you want them, select the blue "START" button in the upper right corner to begin the game.

Playfield Layout

Scoreboard

The scoreboard (see figure 2) is located behind the playfield and is used to display the status for each player. The left side of the scoreboard displays the Red Players status, the right side displays the Green Player. The numeric displays are color coded to make it easier to identify the associated player.

The top line of the scoreboard is used to show the status of the ball and paddle related *powerups*. The icons are dim when the powerup is disabled, and bright when enabled. There are separate icons to display the status of SUPERBALL, PLASMA CANNON, ATTRACT/REPELL and PADDLE CATCH. See the section on powerups for a full description of these items.

The next line displays the number of unused balls and unbroken bricks. The brick count only includes bricks which can be broken. Unbreakable bricks are not counted.

The bottom line of the *Scoreboard* shows the players score. Also displayed on the bottom line is the *Phase* and *Playfield* counter. This counter shows the number of *Phases* and *Playfields* which have been completed.

One Player Game

Playing the game

A one player game is always played as the red player. The green player should be set to NONE prior to starting the game.

You begin a new game at Phase 0, Screen 0. You are given five (5) Balls to clear all the Playfields in the Phase. To start the game, position the paddle with the joypad and press the 'B' button to launch one of the balls toward the bricks. Keep your eye on the ball and use the joypad to position the Paddle so that it will deflect the Ball back toward the bricks. Each time the Ball approaches the front of the playfield, you must reposition the paddle to deflect it. If you miss, you'll need to launch the next ball. When you destroy all the bricks on the current *playfield*, the game will continue with the next *playfield*. When you clear five *playfields*, you go on to the next *Phase*. The ball count is reset to five at the beginning of each *Phase*. A Bonus Round is played between Phases. See the section on Bonus rounds for more information. Game play continues in this manner until all of your balls have been dropped.

SCORING

Score keeping in Breakout 2000 is very simple, as this table shows:

The RED and ORANGE Bricks	5 points
The YELLOW and GREEN Bricks	10 points
The DARK GREEN and BLUE Bricks	15 points
The DARK BLUE and VIOLET Bricks	20 points
The DARK VIOLET Bricks	25 points

The SILVER Bricks	5 points
(each hit until broken)	
The GOLD Bricks	1 point
(each hit, unbreakable)	

In addition to brick scoring, you are awarded one point each time you hit the Ball with the paddle. When you clear the screen, you are awarded an additional bonus based on the number of times you have hit the Ball without dropping it.

A bonus of 1000 points is added to your score whenever you catch a falling powerup with the paddle.

Hints

1) Keep the ball in play as long as possible.
2) Releasing a ball while the paddle is moving 'throws' the ball in that direction.
3) Avoid the Stinger. There's no bonus for catching it and some of the best powerups are disabled when your paddle is damaged.
4) Use the powerups. They don't do you any good if you don't use them.

Two Player Game

Description

Game play for two player mode is almost identical to One player mode. If you have not read the one player rules, please do so now. Only differences to the game play will be covered here.

In two player mode, one player is setup at the bottom of the screen, the other is setup at the top of the screen. At the beginning of each playfield the positions reverse. When one of the players has been eliminated, the remaining player is positioned at the bottom of the screen for the remaining playfields.

The back wall of the playfield is different for two player mode; instead of being flat, it is curved. When a players ball "Breaks Through" it does not bounce forward as it normally would. Instead it loops around to the back of the opponents playfield and breaks bricks there. A 2X bonus is awarded for breaking opponents bricks. Dropping an opponents ball when it is in your playfield causes a penalty to be assessed against you. When one player's playfield has been cleared a penalty is assessed against the opponent for each remaining brick.

Scoring

Scoring is the same as a one player game with the following exceptions:

1) Breaking an opponent's bricks score twice the normal value.
2) Dropping an opponents ball deducts 1000 points from your score. Opponent replays the same ball.
3) When the player clears his playfield a five point penalty for each remaining brick is assessed against the remaining player.

Hints

1) Avoid dropping the opponents ball. 1000 points is difficult to make up.
2) Break as many of your opponents bricks as possible, even if it means clearing his/her playfield first. The five point brick penalty is easily offset by the 2X scoring.

RoboDrones

Robodrones (see figure 3) are small automated flying robots that wander around the *Playfield* dropping things. Robodrone A and B are the good guys (sort of), they drop the powerups. Robodrone C has no socially redeeming traits; all it does is shoot stingers.

What are Stingers

Stingers are nasty little things shot directly at your paddle. If they hit your paddle, the face is cracked and ball control is degraded. Any active paddle powerups are disabled as well. Each time the paddle face is hit by a stinger it cracks (and degrades) a little bit more. When the paddle has been hit four times, the face is completely destroyed and the ball can no longer be hit. Dropping the ball after the face has been completely destroyed will repair your paddle. Otherwise the cracks are carried over from one Playfield to the next until a new Phase starts.

What Are Power-ups?

Powerups are special objects dropped by the Robodrones that affect the way certain game features work. The powerups are divided into three categories:

Ball Power-ups

Extra Ball - Adds an extra Ball to the Ball count. The number of balls remaining is displayed on the Scoreboard.
ICON: Red Ball
ENDS: Green

Slower Ball - Decreases the speed of the Active Balls. The speed is decreased each time the powerup is caught until the balls reach the minimum speed.
ICON: Red Ball
ENDS: Blue

Faster Ball - Increases the speed of the Active Balls. The speed is increased each time the powerup is caught until the balls reach the maximum speed.
ICON: Red Ball
ENDS: Orange

Super Ball - Gives the Ball super breaking power so it plows through one or more breakable bricks without bouncing off. The Super Ball is a pulsing Blue or Cyan in color. The number of bricks the ball will break before bouncing is displayed on the Scoreboard.
ICON: Blue Ball
ENDS: Green

Split Ball - Splits the Ball into two active Balls. Only two Balls can be active at any given time.
ICON: Two Red Balls
ENDS: Green
AVAILABLE IN SINGLE PLAYER MODE ONLY.

Kill Ball - Destroys one of the active Balls when the balls have been split.
ICON: Red Ball
ENDS: Red
AVAILABLE IN SINGLE PLAYER MODE ONLY.

Paddle Power-ups

Wider Paddle - Increases the width of the paddle.
ICON: Paddle
ENDS: Green

Smaller Paddle - Decreases the width of the paddle.
ICON: Paddle
ENDS: Red

Catch On - Turns Ball catch on. When this powerup is enabled the player can catch the ball by depressing and holding the 'C' button as the ball is hit. Releasing the 'C' button releases the ball.
ICON: Paddle and Ball
ENDS: Green

Catch Off - Disables Ball catch mode.
ICON: Paddle and Ball
ENDS: Red

Other Power-ups

Attract Ball - Turns Attract on. Attract causes the Ball to move towards the paddle, making it easier to hit. If Repel is on, catching Attract will disable it.
ICON: Magnet

ENDS: Green

Repel Ball - Turns Repel On. Repel causes the Ball to be pushed away from the paddle. If Attract is on, catching Repel will disable it.
ICON: Magnet
ENDS: Red

Kill Screen - Destroys all bricks remaining in the playfield. Five points are awarded for each brick destroyed.
ICON: Four Bricks
ENDS: Green

Revive Screen - Resets all bricks to their initial setting for the screen. Five points are deducted for each brick replaced.
ICON: Four Bricks
ENDS: Red

Plasma Cannon - Enables the Plasma Cannon. The cannon is added to the paddle just below the paddle face. Use the A button to fire the plasma cannon. When fired, the plasma ball arcs over the playfield and drops onto the top of the bricks and explodes. The range is determined by how long the A button is held prior to firing. A properly placed shot can destroy several bricks at one time. Firing the Plasma Cannon while the paddle is moving causes the Plasma ball to be 'thrown' in the direction of movement.
ICON: Lightning Bolt
ENDS: Green

Cannon Off - Disables the plasma cannon.
ICON: Lightning Bolt
ENDS: Red

Bonus Rounds

Between Phases you are rewarded with one of the following
Bonus Rounds:

Pong Round

Similar to the arcade classic, but with a twist. One player is on
the top of the screen, the other is on the bottom. Each player has
one ball. Play is started when either player launches a ball. The
ball travels to the back of the playfield, then loops around to the
opposite playfield. Each time the ball is hit by a paddle it speeds
up. Play continues until the ball is dropped. Both players may
launch their ball at the same time, or you can play one ball and
then the other. The choice is yours. In one player games, the
green player is controlled by the computer.

100 Bonus points are awarded each time the ball contacts a
players paddle.

Target Round

The target round helps you hone your skills with the plasma
cannon. When the round begins there are bricks placed on the
playfield. Using only the Plasma Cannon, you must attempt to
destroy all the bricks. Play continues until all the bricks are
destroyed or five shots have been fired.

1000 Bonus points are awarded for each brick destroyed.

Playing Breakout Classic

Overview

SMASH! POW! CRUNCH! A brick wall appears at the top of the screen, and your mission is to smash two walls of the playfield – one brick at a time. Use the Joypad to move the paddle across the bottom of the screen. With the paddle, hit the ball into the wall. Each time the ball hits a brick, the brick disappears and you score points. A player receives five balls per game. When you miss a ball with your paddle, the ball disappears from the screen. Press the 'B' button to serve another ball until all five balls are played or two complete brick walls are destroyed. When a player destroyes the first brick wall, a second brick wall automatically appears on the screen. Continue to hit the brick of this wall and score more points. Destroy two walls and you win.

Keeping Score

There are six rows of bricks. The color of the brick determines the points you score when you hit it with your ball.

RED and ORANGE Bricks	7 Points
YELLOW and GREEN Bricks	4 Points
AQUA and BLUE Bricks	1 Point

Options

When Classic mode is selected, the following two options are enabled:

CATCH - Holding the 'C' button allows you catch the ball.

BREAKTHRU - The balls still break the bricks, but don't bounce off.

Memory Save

High scores, game options and music/sound effects volumes are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear the currently saved changes, press *,# and Option while on the Breakout 2000 Title screen.

Credits

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