***FIGHTER BALL Z….***

***READ ME:***

***FOR THE PLAYERS !!!!!!!***

***“ INSTRUCTIONS GIVEN HERE ARE VERY IMPORTANT”***

***PLEASE READ THE MANUAL BEFORE PLAYING..***

***THANK YOU…***

**PLEASE READ THE INSTRUCTIONS CAREFULLY:**

THIS GAME “FIGHTER BALL Z” IS INTENDED FOR THE SOLE PURPOSE OF ENTERTAINMENT.

WITH REGARDS FROM THE CODER, THESE ARE THE NECESSARY INSTRUCTIONS TO BE FOLLOWED.

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INSTRUCTION TO THE PLAYER

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1. THIS IS A SIMPLE GAME OF BRICK BREAKING .
2. YOU FIRST HAVE TO FILL THE DETAILS GIVEN IN THE GAME TO ENTER TO THE MAIN PLAYING AREA.

* YOUR NAME.
* YOUR AGE.
* THE LEVEL YOU WISH TO PLAY.

1. THE PLAYER CONTROLS ARE VERY SIMPLE.

* PRESS ANY KEY TO CHANGE FROM ONE SCREEN TO ANOTHER.
* PRESS -> TO MOVE THE PADDLE RIGHT.
* PRESS <- TO MOVE THE PADDLE LEFT.
* PRESS THE “S” KEY TO START THE GAME.
* OR PRESS THE “E” KEY TO EXIT.

1. TO APPRECIATE THE GAME AND SCORE WELL.
2. YOU NEED TO GET THE BALL IN YOUR PADDLE AND SHOOT IT TO BREAK THE BRICKS.
3. IF YOU DO SO YOU CAN SCORE WELL.
4. ELSE IF YOU MISS THE BALL AND THE BALL GOES DOWN YOU LOOSE 100 POINTS.
5. IF YOU BREAK THE BRICKS YOU GET 1000 FOR EVERY BRICK.
6. THERE ARE 4 LIFES THAT YOU GET IN THE GAME.
7. FOR EVERY MISS OF THE BALL YOU LOOSE A LIFE.
8. SO BE CAREFULL.
9. ENJOY THE GAME TO THE FULLEST.

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SYSTEM REQUIREMENTS

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1. A TURBO C/C++ COMPILER.
2. WINDOWS 98 AND ABOVE OPERATING SYSTEM.
3. 64 MB RAM AND ABOVE.
4. SOUND DRIVER: THE DEFAULT SOUND IS USED , WHICH IS PRESENT IN

THE DOS MODE.

1. MINIMAL GRAPHICS DRIVER: INBUILT.

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Steps to execute the game

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1. EXTRACT THE ZIP/RAR FILE NAMED “FIGHTER BALL\_C++” TO THE REQUIRED PLACE OF DESIRE.
2. THERE ARE 2 WAYS TO EXECUTE THE GAME:

* OPEN THE TURBO C/C++ COMPILER .
* GO TO THE PATH SPECIFIED AND OPEN THE GAME.
* PRESS CTRL+F9 TO COMPILE AND IT WILL RUN.
* 2ND WAY:
* DOUBLE CLICK ON THE “FIGHTERBALL .EXE” FILE ITN YOUR EXTRACTED FILE.
* AND ENJOY THE GAME.

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