



Original Game Code by Mike Yamazaki

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README FILE and GAME MANUAL

Windows Version

GAME OVERVIEW

This is a quick and easy clone game of the original BREAKOUT by Steve Wozniak at Atari. This isn't a perfect one-for-one mirror of the game, but a different take on one of the simplest, yet addictive, games to ever come out of the 1970s. BREAKOUT sparked a host of clones, including the famous ARKANOID from Taito in Japan. While this game isn't as intense as ARKANOID, it is still fun to play with the fundamentals of the original BREAKOUT.

STARTING THE GAME

Simply run '`BrickBreaker.exe`' by double-clicking on the icon, creating your own desktop shortcut, or running the command '`brickbreaker`' from your favorite command prompt (command prompt itself, or Windows PowerShell).

HOW TO PLAY

Once the game begins, you'll be greeted with the title screen.

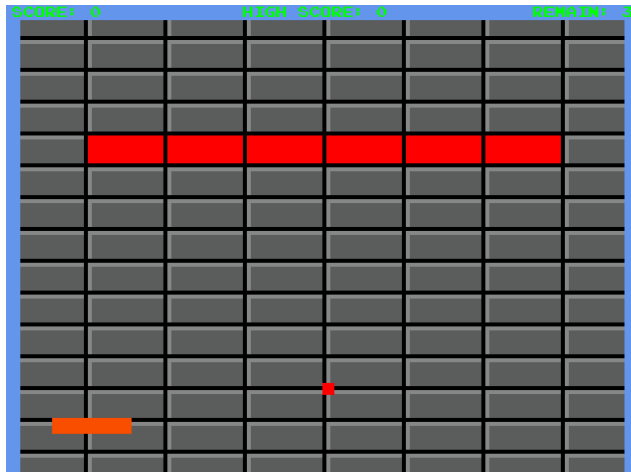


NOTE: Once the game is launched, you may exit at any time by simply pressing the ESC key on your keyboard. You can also click the X at the top-right to close the application. Either one will work.

On this title screen, you can find the most recent HIGH SCORE. This is set to default 0 and will only update if you die. Your score will automatically be registered in the score

database. Once there, if it's the highest score listed, it will become the high score for you, or your friends, to beat.

From here, you can enter the game, itself, by pressing the **SPACE BAR**, as instructed.



Here, you can interact with the game by pressing ←, →, **A** or **D** to move the paddle LEFT OR RIGHT, respectively. To clear the board, you must destroy the blocks with the ball. The ball will bounce off of the blocks so you need to be able to predict where the ball will fall to and meet it in order to volley it back to the bricks. **The level completes when all of the bricks are destroyed.**

If the ball falls below your paddle, it will go off screen and you will lose a life. The level will restart automatically so be ready to volley the ball back upwards to continue play. **You have 4 lives (from life 3 all the way to 0). There are no continues in this game!** Once you have exhausted all of your lives, you're dead, and it's game over.

Each color has their own points value associated with them. Also, they have multiple hit point values, so they will take longer to break. As these higher-level bricks take damage, they will change color that represents their hit point values, appropriately.

- RED BRICKS – 1 hit, 25 points
- ORANGE BRICKS – 2 hits, 50 points
- GREEN BRICKS – 3 hits, 75 points
- PURPLE BRICKS – 4 hits, 100 points
- BROWN BRICKS – 8 hits, 500 points
- GRAY BRICKS – 10 hits, 1000 points

Also note: to increase the challenge, if the ball hits the top border, the ball's speed will increase. If you can manage to find the paddle's "sweet spot," you will be able to send the ball straight-up. Not only that, you'll also be able to reset the ball's speed.

This is the GAME OVER screen. When you are out of luck, you will come here to where you can see the high score. If your score is the high score, it will be updated here. Pressing **ENTER** will **send you back to the title screen**. It will, also, **register your score** into the scores database, where it may become the high score. That score will be displayed during gameplay until that score is crushed. Then, it will update accordingly, and you can register your new high score when you die.



Again, you can exit the game at any time on any screen. However, *if you do not press ENTER at the game over screen, your score will not be registered, and you will not be able to set the high score.*

SOME TIPS

If you want to reset your high score, simply go into the game's main directory and **delete the high_scores_registry.db file**. This will reset the high score in the game to 0. Don't worry, this file will be recreated when the game is run.

The total contents of the main directory should be as follows:

- BrickBreaker.exe – the game's executable file
- README-E.pdf – This file
- README-J.pdf – The readme in Japanese
- high_scores_registry.db – the score database. If it's not there, it will be created at first run.
- fonts folder – contains the font used in the game
 - arcade_font.ttf – this is a proprietary font and cannot be replaced or used in a commercial game. It's copywritten by the creator of the font

SUPPORT

If you have any questions or found a bug you want to report, please make a new issue ticket on the game's public GitHub at: github.com/TokyoGaijin/BrickBreaker/issues

ABOUT: SOURCE CODE

The game's code is available right on the front page of the GitHub repository. Feel free to download it and compile it in your favorite IDE or text editor. The game is written in **Python** using the **PyGame** module. Some custom modules are utilized, such as **colorswatch.py**, which is my personal color pallet for use with PyGame and TKinter apps. It makes assigning colors simpler by predefining color coordinates in both RGB and hex formats. There are several how-to-use commands but viewing the source code is best for instructional use.

If you make any changes and you want them to be utilized in a future installment, feel free to start your own branch and create a pull request. You may also make your add-on requests by creating a new issues ticket as well.

LEGALESE

The code is OPEN SOURCE. Which means, you can download it, freely, and edit the game as much as you want. However, if you pursue commercial adaptations from this code, you must do the following:

- Delete and replace the `arcade_font.ttf` file with one that is in the public domain, has a similar license to this game, one that you own the rights to, or possess some other legal rights to utilize for commercial use.
 - You can either rename the new font to `arcade_font.ttf`, so that you don't need to change the source code, or you'll need to edit the source code.

- You must give me credit, provide the link to the license used, and indicate the changes between your version and my original. Please make sure that you are clear that I do not endorse, nor was involved, in the creation of your version – unless I was, of course.
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