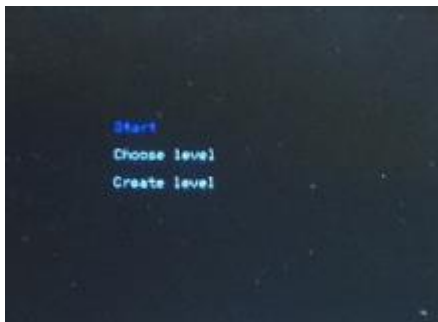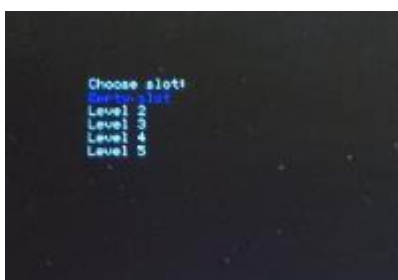# Brick Breaker La Fortuna User Guide

Main menu

After starting the application, you go to the main menu. From there you've got three options: **"Start"** –starts the basic map, **"Choose level"** – which allows you to choose from the maps you have previously created and **"Create level"** – which allows you to create new maps. To navigate use rotary encoder. Currently selected item is displayed in blue. In order to use choose level or create level SD card has to be inserted. In case there are any problems with the card try to insert it immediately after clicking the button.

Start

Goes to the basic map**. In order to move the paddle, you have to use rotary encoder**. You have to destroy all of the bricks. In case you miss a ball, you lose a life. If you manage to destroy all of the balls the winner message is displayed, if you lose all of the lives the looser message is displayed. **In case you want to go back to the main menu you can hold the left button on the circle.**
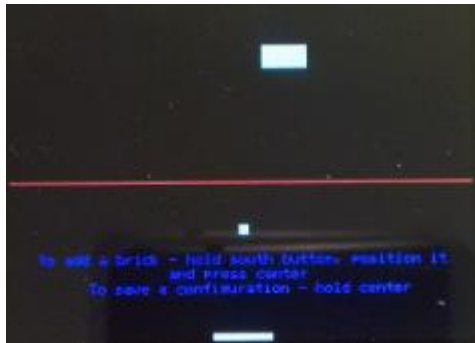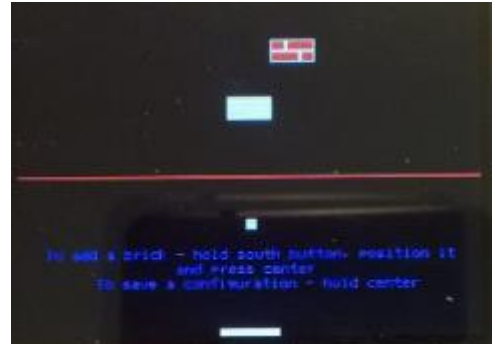

Slot selection

Both **"Choose level"** and **"Select level"** take you to the slot selection view. Here, depending whether you want to play previously created map or create a map you can choose a level to play (choosing empty slot won't have any effect) or choose a slot to create new/overwrite already existing map. Currently selected item is displayed in blue, to **move between items you have to use the rotary encoder. Pressing left button on the circle will take you back to the main menu.**

Create level

The basic view of create level consists of paddle and ball in its default starting positions as well as **red line which determines the height from which you can start putting bricks. In order to add a brick to the map you have to hold bottom button on the circle.** The white brick will appear on the screen. **You have to move pressing buttons on the circle (WARNING: Do not hold left button as that will take you**

back to the main menu). You have to position the brick above the red line and press centre. After that brick will be correctly coloured and you'll be able to add more bricks or save the configuration. **In order to save you have to hold the centre button, it will take you back to the main menu.**

Choose level

After choosing a slot you'll be taken to the previously created game. **In order to move the paddle, you have to use rotary encoder.** You have to destroy all of the bricks. In case you miss a ball, you lose a life. If you manage to destroy all of the balls the winner message is displayed, if you lose all of the lives the looser message is displayed. **In case you want to go back to the main menu you can hold the left button on the circle.**