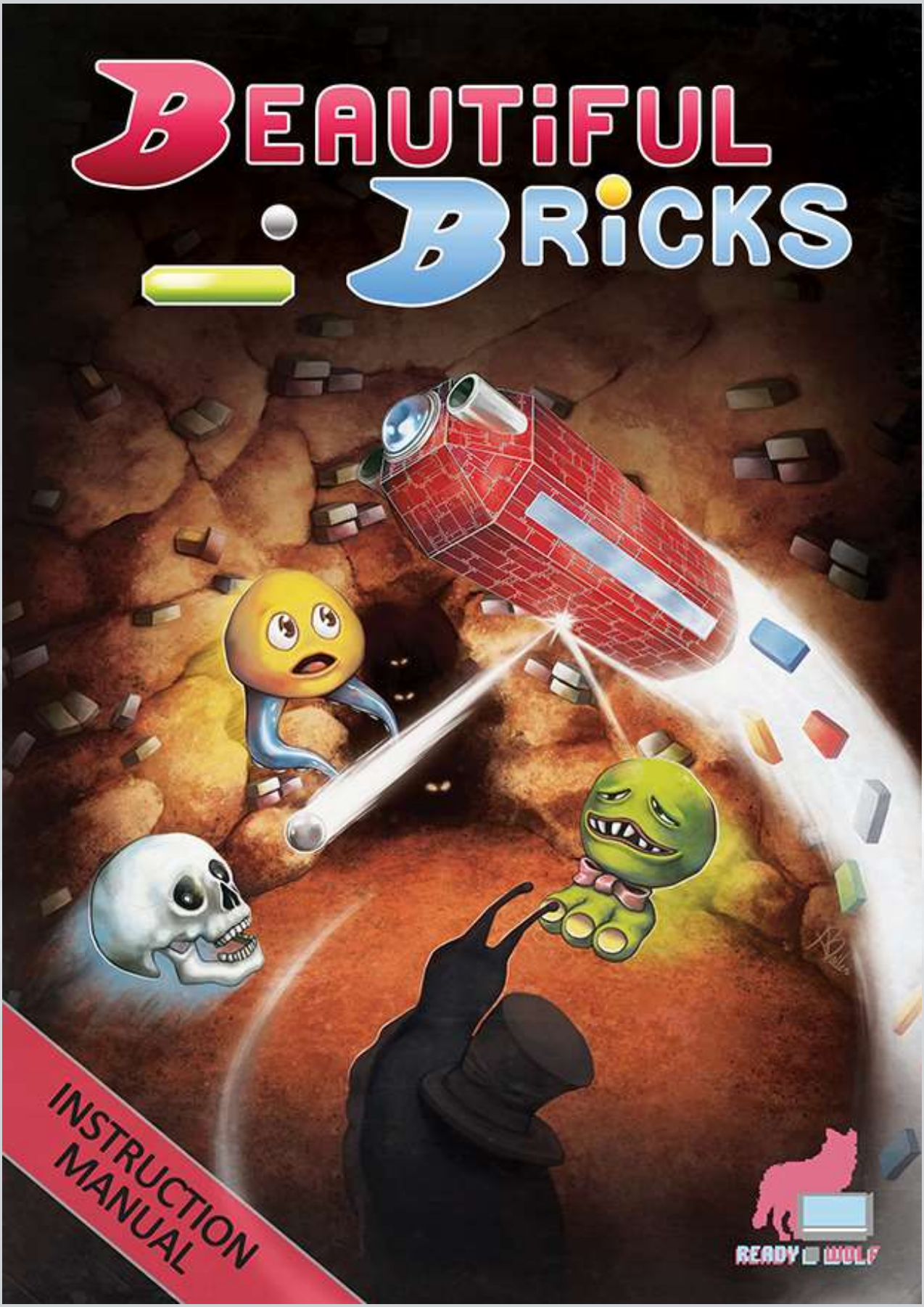

BEAUTIFUL BRICKS
INSTRUCTION MANUAL
READY WOLF

WELCOME

First of all, I would like to thank you for not only being interested in *Beautiful Bricks* but also for taking the time to read the manual. If you are anything like me, you love Breakout style games. Their design is unique. However, throughout my gaming life, I have only been able to find a few titles that seemed worth playing for an extended time. Even the 'classics' have problems. The original *Breakout,* for example, gives great control if you have a paddle controller but needs real endurance to complete a level. *Arkanoid* has great atmosphere and the idea of power ups was awesome. It is probably the single best evolution of the genre but the level design can be just too cruel.

In general, I always thought there were two main issues with the gameplay of such games:

1) The tedium that happens when there is only one brick left to hit and you feel as if you don't have much control over the ball, so you just continue hitting the ball and hope it hits the target.
2) The pacing of the game can be very slow. Breaking bricks on its own can get tiresome especially if the level was designed to look aesthetically pleasing rather than fun to play.

When I started making *Beautiful Bricks,* I wanted to offer some solutions. I wanted the player to have more ball control so that it was easier to work the angles of the shots and control the ball's power. I am also a big fan of pinball and this inspired the way the ball moves in my game. It has 'gravity' so the ball 'falls' towards the player. This gives it more action so the player can use more strategy. I tried to introduce many creative and new power ups which focus on enhancing the gameplay.

Beautiful Bricks can be mastered and I hope you will take up the challenge!

However, not all Breakout games are 'bad'. Some worth mentioning are; *PowBall* (DOS), *Bananaoid* (DOS), *Aquanoid* (DOS) and *Krakout* (C64). Modern games include *Strikey Sisters* (Steam) *Shatter* (Steam), *Wizorb* (Steam) and *Alphabounce* (3DS). I still have a soft spot for *Arkanoid* and particularly like the Super Nintendo version.

ABOUT

Beautiful Bricks contemporises the brick breaker game and kicks it into overdrive. It is a restoration of an arcade great with modern upgrades: physic-based ball behavior, more paddle control, up to 4 simultaneous players, boss battles, achievements, unlockable secrets and 30 innovative power ups. All this is presented in a consistent retro '8-bit' aesthetic.

FEATURES

- 1 - 4 simultaneous players
- 230 levels and 15 challenging boss battles
- Over 30 innovative power ups including Jet Pad (giving the paddle flight) and Wreck'n Ball (a giant ball that destroys **anything** in its path)
- Play with keyboard, mouse or gamepad
- Co-operative and competitive multiplayer modes
- Special game modes: Endless, Boss Rush, Invader and Marathon
- 8-bit style graphics and sound
- Tracker .MOD style music
- Locally savable high scores and achievements
- Unlockable secrets and hidden content

SYSTEM REQUIREMENTS AND TROUBLE SHOOTING.

Although, *Beautiful Bricks* will execute on any modern computer that can run a web browser, it still might not be playable. If the frame rate is low and there are graphical glitches, it suggests that the computer isn't fast enough to run the game. This is usually because of the system's CPU speed or the system not having a graphics card that supports OpenGL.

If the game is running slowly on your computer, try closing other applications before playing and disabling some of the extra graphic options.

The game makes use of OpenGL graphics acceleration. If OpenGL is not available on your computer, it will try to do the graphics with software rendering which is far more demanding of your computer.

Beautiful Bricks requires at least:

- 1 GB free of hard drive space (200 MB of hard drive space needed for the game)
- 1 GB of RAM
- A graphics card which uses OpenGL (Recommended)
- An Intel I3 processor or above

STORY

Humankind has left Earth and started to colonise planets in the wider universe.

You are a space miner working for Alphacorp. Alphacorp has recently discovered valuables hidden on the planet Voss. Alphacorp's mothership is sending you and three other miners (if they decide to join you) onto the planet to explore its deep caves. Once there, your objective is to mine for valuables. You have been warned that hostile life forms have been detected on the planet. The mothership will return to pick you up once dinner is ready. Sorry, that's an old Alphacorp joke. (Actually, once your mission has been completed!)

Each miner is piloting a Paddleship C32, Alphacorp's standard space miner. The Paddleship controls mining balls, absorbs power capsules and teleports valuables back to Alphacorp's headquarters on the planet Vexx. (that's where you live).

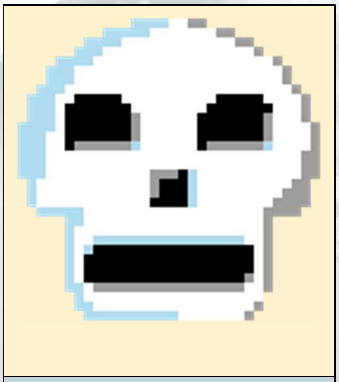
As an incentive, Alphacorp has a proposition for you. If you can mine 2,000,000 Vectrons (the most valuable currency in the universe) worth of valuables, they will give you a huge reward. This will be enough money to retire. So, if you work hard, this could be the last time you'll ever have to work again. Now that's inspiring!

HOW TO PLAY



A typical level in *Beautiful Bricks*

Beautiful Bricks is essentially a paddle and ball game. You control a paddle, or a 'bat'. This is the 'Paddleship C32'. There is also a ball called a 'mining ball'. The objective is to hit the ball with the paddle to keep it in play. However, the ball can be lost if you let it fall past the paddle. Each level of the game is filled with colourful bricks. They serve as targets for you to try to hit with the ball. When the ball hits a brick, that brick is broken. The aim of the game is to break all breakable bricks on the screen. Once all the breakable bricks have been destroyed, you'll advance to a new level. You'll need to complete thirty-two levels to win.



Skullman – a common first guardian for new players.

In addition, there are Guardians in the game. They pose a greater challenge because they need multiple hits to be destroyed. They pose a threat because they can attack the paddles directly. There are 13 unique guardians in the game.

Sometimes, you'll be keeping multiple balls in play. A player only loses a life when there are no more balls in

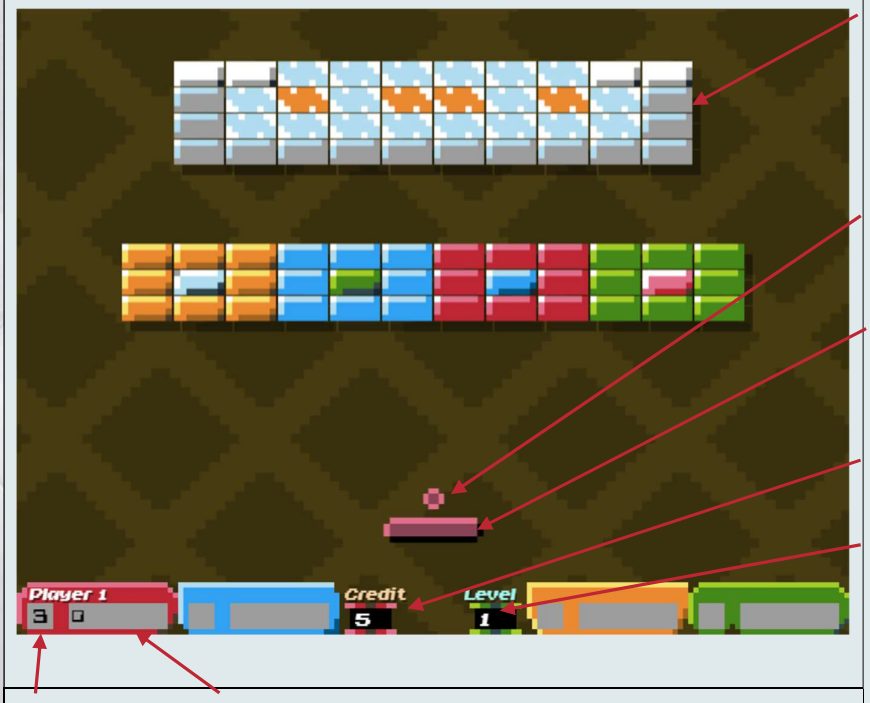
play. Some bricks can't be broken by the ball (such as White, Cyan and Black). These unbreakable bricks do not need to be hit to complete the level.

Certain bricks contain valuables such as gemstones or coins which will increase your score. Other bricks contain power up capsules which will change your paddle's abilities, give extra mining balls or change the state of play around you.

Things in Beautiful Bricks						
						
You (Paddleship C32)	Mining Ball	Normal brick (may contain a powerup)	Valuable brick (contains a gold coin)	Unbreakable brick (unbreakable)	A collectable (coin)	A power capsule

HEADS UP DISPLAY

The following image is how a typical game screen of *Beautiful Bricks* looks.

On Screen Display	
	Brick formations These make up the form of the 'level' of the game. Break all the bricks to complete this level. A mining ball which is hit by the paddle to break the bricks. The paddle controlled by the player. How many credits are remaining. The current level.
Player 1's lives Player 1's score	

CONTROLLING THE PADDLESHIP C32

Your Paddleship can be controlled by the keyboard, gamepad or a mouse. All control devices can be tweaked and remapped within the options menu.

Beautiful Bricks Pro Tip : To make sure the gamepad gets detected by the game, it is recommended that you have your gamepads plugged in before you launch the game.

Default keyboard controls				
Action	**Player 1**	**Player 2**	**Player 3**	**Player 4**
Move Left	Left Arrow	A	J	Numpad 4
Move Right	Right Arrow	D	L	Numpad 6
Hard Hit / Action 1	Up Arrow	W	I	Numpad 8
Soft Hit / Action 2	Down Arrow	S	K	Numpad 5
Start / Continue	1	2	3	4
Dash Left	Double Tap Left Arrow	Double Tap A	Double Tap J	Double Tap Numpad 4
Dash Right	Double Tap Right Arrow	Double Tap D	Double Tap L	Double Tap Numpad 6
Jump	Double Tap Up Arrow	Double Tap W	Double Tap I	Double Tap Numpad 8

MORE ON CONTROLS

There are a few extra tweaks and control options. Using the keyboard or a gamepad with a D-pad is recommended.

CHANGING CONTROL METHOD: 'SLICK' OR 'STIFF'

For the keyboard and gamepad controllers there are two control methods: 'slick' or 'stiff'. This setting changes how the paddle feels when it is controlled. 'Stiff' is the default setting which is tighter while 'slick' gives the paddle more inertia (a more 'slidey' feeling). To change the control type, pause the game and edit the 'control mode' option.

USING THE MOUSE

By default, the mouse control is disabled. This is because the mouse controlling style gives an unfair advantage. However, mouse control is implemented in the game to mimic the traditional 'paddle control' style from older games in this genre.

To enable the mouse control, select OPTIONS from the main menu, then select REDEFEINE CONTROLS then MOUSE CONTROLS and finally toggle MOUSE ENABLED.

Only one player can be nominated for mouse control. The mouse control will override the keyboard or gamepad controls during the game for that player.

Left click will do a Hard Hit / Action 1.
Holding down middle click / Scroll Wheel will allow the paddle to dash.
Right click will do a Soft Hit / Action 2.

Mouse buttons cannot be redefined, nor can the sensitivity of the mouse be changed. If the mouse sensitivity is not right for you, you can change the general mouse sensitivity settings in your operating system.

To start or pause a game, left click on the 'start' button in the top right corner which appears when the mouse is enabled.

To make selections in the menus, simply click on the option text in the menu.
To change a player's team in versus mode, click on their team logo.
To cancel out your player in the main menu, click on your paddle.

CHANGING MOUSE CONTROL METHOD; 'SIMPLE' OR 'PRO'

The mouse control can be set up in two different ways; 'simple' or 'pro'.

Simple is the default setting which gives the mouse to paddle a ratio of 1:1. Where the mouse is, the paddle is. This makes the most sense to a beginner player as the mouse performs as expected. However, this control style does not replicate how the paddle movement 'feels' when playing with a keyboard or gamepad.

The 'pro' control method is an attempt to give the mouse control a similar movement to the keyboard or gamepad. Instead of the mouse and paddle being locked to a 1:1 movement, the paddle 'follows' the mouse. If the mouse moves too quickly, the paddle takes time to 'catch up'.

REMAPPING KEYBOARD OR GAMEPAD CONTROLS

The keyboard and gamepad controls can be re-mapped by selecting REDEFINE CONTROLS from the OPTIONS MENU. If you have made a mistake, you can restore the controls to default.

MAPPING EXTRA BUTTONS TO A GAMEPAD

Each command given to the paddle can be mapped to its own button. For example: if your gamepad has enough buttons you can have dash left, dash right, hard hit, soft hit, action 1, action 2 each mapped to its own button.

USING ANALOG STICKS FROM THE GAMEPAD

Analog controls are supported in *Beautiful Bricks*. The left analog stick will focus on left and right movement while the right analog stick will focus on how hard the ball is hit. Analog controls provide more accuracy.

ENABLING AND DISABLING JUMP

Paddleship jumping is an advanced technique that allows the player to make the Paddleship jump by double tapping the Hard Hit / Action 1. Whilst jumping a paddle can break bricks or dodge obstacles.

Jumping can be enabled or disabled within the gameplay settings within the options menu.

ENABLING AND DISABLING DASH

Dashing is an advanced technique used in the game to dash your paddle left or right. To make your paddle dash, double tap left or right. While dashing, you are guaranteed to strike bricks that you hit and are invulnerable for a short time. You can dodge projectiles this way.

While dashing can be useful, some players find the dash feature annoying. Dash can be disabled within the control options.

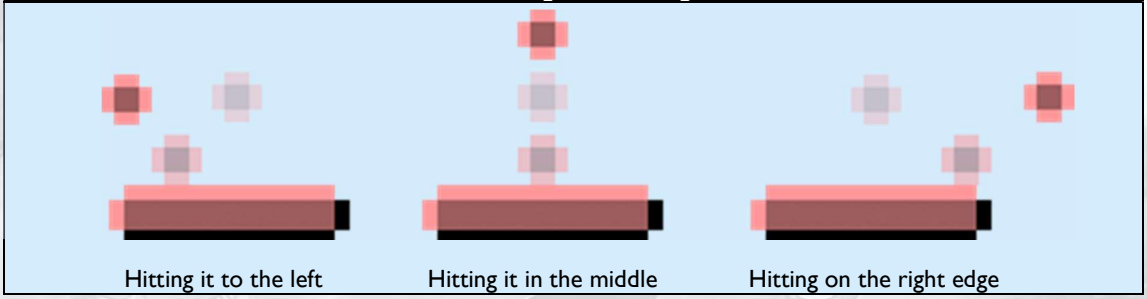
WHAT IS 'REASSIGN GAMEPADS'?

By default, the first gamepad you plug into your computer will be assigned to player 1. The second will be player 2 and so on. By choosing to reassign the gamepads, you can change which gamepad plugged into the computer controls which player. This can easily become confusing and it is recommended that you know what you are intending to do before you adjust this setting.

WAYS TO CONTROL THE BALL

Your paddle is designed for ultimate control over the ball. There are two main mechanics used for this: the angle and the power.

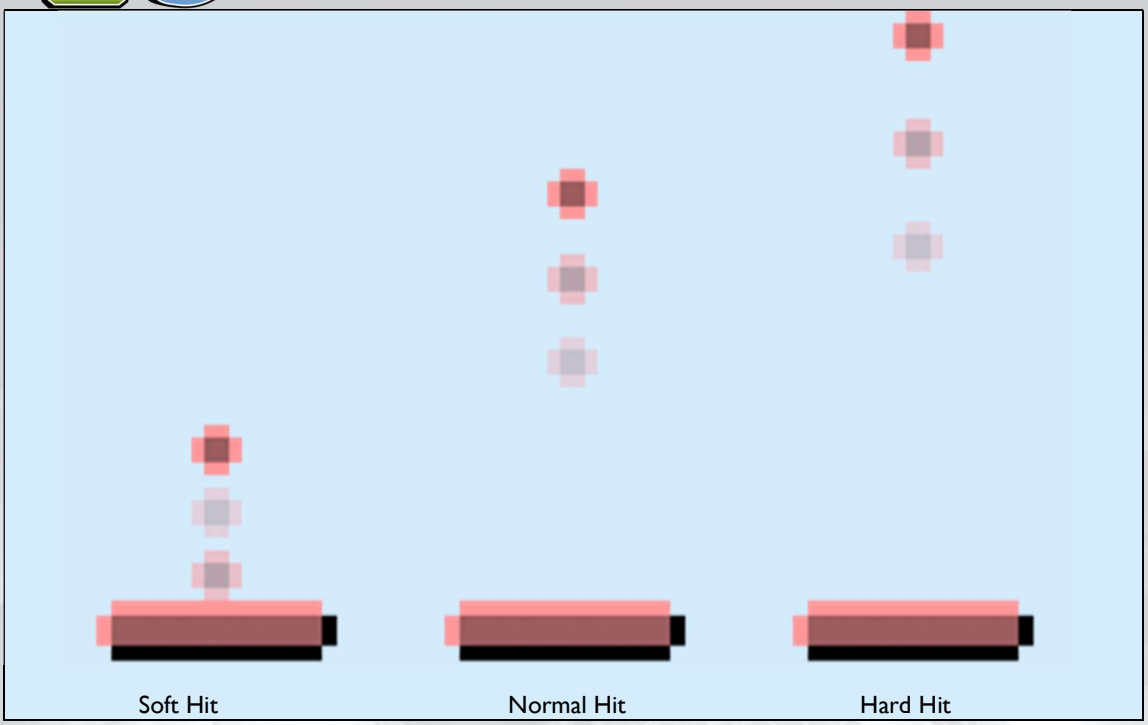
Controlling the ball's angle



Hitting it to the left | Hitting it in the middle | Hitting on the right edge

The angle of the ball's trajectory can be changed depending on where the ball collides with the paddle. If the ball collides at the paddle's centre, it will bounce straight up. If the ball lands on the left side of the paddle's centre, it will veer left. If the ball lands on the right side of the paddle's centre it will veer right. Hitting the ball at the paddle's edges creates the most extreme angle.

Changing the power of the ball



Holding down the soft hit button when a ball collides with the paddle will achieve a 'soft hit'. A 'soft hit' results in the smallest bounce but makes it easier to juggle the ball and set up shots.

Holding down the hard hit button will achieve a 'hard hit'. A 'hard hit' means that the ball will be launched at maximum power.

Not holding down any button will achieve a 'normal hit', something in-between these two extremes.

***Beautiful Bricks* Pro Tip :** Knowing when to use which type of hit is the key to success. A 'normal hit' is often better than a 'hard hit' as it will give you more time before you have to hit the ball again. Use only 'hard hit' when necessary. A 'soft hit' is good for aiming or getting out of tight situations.

BRICK TYPES

There are many different types of bricks. They can be divided into five different categories: 'glass', 'normal', 'valuable', 'unbreakable' and 'special'.

- Glass Bricks break upon impact and don't affect the ball's trajectory
- Normal Bricks may contain power capsules
- Valuable Bricks contain coins or gemstones
- Unbreakable Bricks cannot be broken by a standard ball
- Special Bricks do unique things such as warping the ball, exploding or firing projectiles at the paddle

Glass Bricks

Glass Brick	 Coin Glass Brick Drops a gold coin after impact	 Ruby Glass Brick Drops a ruby after impact

Glass Bricks: weak bricks that any ball will pass through. These are always safe for your paddle to touch. Your paddle will simply break the glass.

Special Glass Bricks are the Coin Glass Brick and the rare Ruby Glass Brick.

Normal Bricks					
 Red Brick	 Blue Brick	 Green Brick	 Sliver Brick 2 hits to break	 Gold Brick 3 hits to break	 Titanium Brick 5 hits to break

Normal Bricks: these bricks may contain power capsules which if caught by a paddle rewards the player with a power up.

Some of these bricks require more than one hit before they break. Not all of them will contain a power capsule but the more difficult they are to break, the more likely they contain a power capsule.

Valuable Bricks					
 Coin Brick Drops a gold coin	 Ruby Brick Drops a ruby	 Sapphire Brick Drops a sapphire	 Emerald Brick Drops an emerald	 Diamond Brick Drops a diamond	 Black Diamond Brick Drops a black diamond

Valuable Bricks: these contain valuables which increase your score. Valuable Bricks are named after the valuable they contain.

Unbreakable Bricks				
 White Brick	 Black Brick Unpredictable ricochet	 Cyan (soft) Brick Soft ricochet	 Brown Brick Resistant to explosions	 Coinbox Brick Contains gold coins

Unbreakable Bricks can only be destroyed by explosions, except for the totally indestructible Brown Brick.

- White Bricks are the most common. The ball will ricochet normally when it hits them
- Black Bricks give the ball a more unpredictable and dangerous ricochet
- Cyan Bricks produces a feeble bounce
- Brown Bricks cannot be destroyed by any means. The ball will ricochet normally when it hits them
- Coinbox Bricks release a coin when struck. The ball will ricochet normally when it hits them

Special Bricks					
 Bomb Brick	 Switch Brick	 Teleport Brick	 Motor Brick	 Hyper Brick	 Life Brick

Explodes on contact	Temporarily becomes inactive	Teleports the ball to a random location	Starts and stops all brick movement	Always drops a power capsule	Drops an extra life
 Fire Brick Breaks in a blaze of destructive fire	 Trick Brick Falls down towards paddle.	 Fragment Brick Breaks into stun bullets	 Shrapnel Brick Breaks into deadly bullets	 Stun Brick Fires stun bullets at paddles	 Bullet Brick Fires bullets at paddles
 Missile Brick Fires a seeking missile at paddles	 Blue Warp Brick Warps the ball to either a Green or Red Warp Brick	 Red Warp Brick Warps the ball to the Blue Warp Brick	 Green Warp Brick One way portal from Blue Warp Bricks		

Special Bricks. These bricks are all unique in their behavior when hit by the ball.

- Bomb Brick explodes when hit
- Switch Brick becomes temporarily inactive when hit
- Teleport Brick sends the ball to a random location when hit
- Motor Brick when hit makes all the bricks on the playfield move until it is hit again. (Or vice versa)
- Hyper Brick always contains a power capsule
- Life Brick contains an extra life power capsule
- Fire Brick breaks in a blaze of destructive fire when hit
- Trick Brick fall towards paddle with malicious intent when hit
- Fragment Brick breaks into stun bullets when hit
- Shrapnel Brick breaks into deadly bullets when hit
- Stun Brick fires stun bullets towards paddles until it is hit
- Bullet Brick fire deadly bullets towards paddles until it is broken. It takes two hits to be broken
- Missile Brick fire a missile that seeks out paddles until it is hit
- Blue Warp Brick will transport the ball to the Red or Green Warp Bricks when it is hit
- Red Warp Brick will transport the ball to the Blue Warp Brick when it is hit
- Green Warp Brick receives the ball from the Blue Warp Brick when the Blue Warp Brick is hit by a ball

***Beautiful Bricks* Pro Tip :** Perform a brick strike! When a brick is heading towards you, it breaks if you are moving fast from the side and collide with it. This technique is called: A 'brick strike'.

COLLECTABLES

In Beautiful Bricks there are various items which can be collected by the paddle. These collectables can be divided into three categories: valuables, power up capsules and miscellaneous.

Collection is simple. Have your paddle touch the item as it falls towards the bottom of the playfield.

VALUABLES

Valuables					
 Copper Coin 25 points	 Silver Coin 100 points	 Gold Coin 300 points	 Ruby 1,000 points	 Sapphire 5,000 points	 Emerald 12,500 points
 Diamond 20,000 points	 Black Diamond 30,000 points				

Valuables greatly increase your score. They also add to your grand total earnings when, at the of the game, you reach the mothership.

- Copper Coin adds 25 points to your score
- Silver Coin adds 100 points to your score
- Gold Coin adds 300 points to your score
- Ruby adds 1,000 points to your score
- Sapphire adds 5,000 points to your score
- Emerald adds 12,500 points to your score
- Diamond adds 20,000 points to your score
- Black Diamond adds 30,000 points to your score

GRAND TOTAL EARNINGS

Grand Total Earnings is the net worth of all the valuables that have been gathered from every single game of *Beautiful Bricks* that has been successfully completed by each Paddleship.

When a game is completed, the mothership returns to pick up all the all Paddleships. Once all the Paddleships are on board, the valuables collected during the game will be evaluated and added to the grand total earnings. The grand total earnings is the total amount of Vectrons that have been made from all the excavations on the planet Voss. Once 2 million Vectrons have been earnt, a special reward is unlocked and you'll be able to retire!

A Valuable has a different value in Vectrons from its in game score value. Here is a list of the current market value of Valuables in Vectrons.

Market value of Valuables	
Collectable	**Value**
Copper Coin	25 Vectrons
Silver Coin	75 Vectrons
Gold Coin	200 Vectrons
Ruby	400 Vectrons
Sapphire	1,000 Vectrons
Emerald	2,500 Vectrons
Diamond	10,000 Vectrons

Black Diamond	20,000 Vectrons

As a bonus, completing the game on Medium, Hard or Extreme difficulty will increase the market value of the valuables collected.

POWER CAPSULES

Power capsules can change the game. Upon contact with a power capsule, the Paddleship can absorb its power. The power capsule can change the paddle, the environment of the game, the lives of the player etc... This depends on the type of power capsule determined by its colour and letter. Some power capsules are more common than others.



Power Capsules					
 Attractor Pad Allows the paddle to repel or attract balls	 Barrier Creates a force field and catches any missed balls	 Super Barrier Creates a force field which stops balls and valuables	 Catch Pad Allows the paddle to catch the ball and launch it on demand	 Clone Pad Allows the paddle to create stationary clones of itself	 Drop Bomb Launches an array of bombs from above to break any bricks below
 Extra Ball Gives the paddle an extra mining ball	 Fire Pad Allows the paddle to fire bullets	 Flame Pad Allows the paddle to fire flame shots	 Gold Ball A special ball that creates more valuables.	 Heat Ball A special ball that leaks destructive magma.	 Ice Pad Allows the paddle to be able to freeze balls
 Jet Pad Allows the paddle to be able to fly	 Spark Ball A special ball that emits electricity	 Long Pad Increases the paddle's width	 Multi Ball Unleashes 2 - 5 balls into the playfield	 Magnet Adds a magnet onto the paddle that attracts all valuables	 Wreck'n Ball Creates a Wrecking Ball destroying all in its path
 Operative Creates an AI controlled paddle to assist	 Points Drop Causes valuables to rain down	 Power Drop Causes Power Capsules to rain down	 Warp Pad Allows paddle to teleport and wrap around	 Return Ball A special ball that boomrangs	 Slow Slows down the game
 Tiny Pad Decreases the paddle's width	 Ultra Ball A special ball that breaks and passes through any breakable brick	 Valet Equips the paddle with two assisting side arms	 Warp Skips the current level and proceeds to the next	 Bomb Ball A special ball which explodes on contact	 Yellow Splash Turns all breakable bricks into Coin Glass Bricks
 Zen Briefly gives the paddle invulnerability	 Extra Life Gives the player an extra life	Triple Up Gives the player three extra lives	 Magic Ball A special ball which can teleport	 Nuke Allows the paddle to fire a nuke missile	 Duplicate Creates a copy of every collectable and ball on screen

- Attractor Pad enhances the paddle so it is able to repel or attract balls

- Barrier creates a forcefield below the paddle to catch any missed balls
- Super Barrier creates a stronger forcefield that stops balls and valuables
- Catch Pad enhances the paddle so it is able to catch a ball and launch it at will
- Clone Pad enhances the paddle so it is able to create stationary clones of itself
- Drop Bomb launches an array of bombs from above to break any bricks below
- Extra Ball gives the paddle an extra mining ball
- Fire Pad enhances the paddle so it can fire bullets
- Flame Pad enhances the paddle so it can fire powerful flame shots
- Gold Ball gives the paddle a gold ball that can create extra valuables
- Heat Ball gives the paddle a heat ball that leaks destructive magma
- Ice Pad enhances the paddle so it able freeze balls
- Jet Pad enhances the paddle so it can fly
- Spark Ball gives the paddle a spark ball that emits electricity
- Long Pad increases the paddle's width
- Multi Ball adds 2 – 5 balls into the playfield
- Magnet adds a magnet to the paddle that attracts all valuables
- Wreck'n Ball creates a wrecking ball that destroys anything in its path
- Operative builds a robotic controlled Paddleship to assist the players
- Points Drop causes a shower of valuables to fall
- Power Drop causes a shower of power capsules to fall
- Warp Pad enhances the paddle so it can warp towards the lowest ball on the playfield
- Return Ball gives the paddle a return ball which behaves like a boomerang
- Slow slows down the game.
- Tiny Pad decreases the paddle's width and doubles any points scored while in this state
- Ultra Ball gives the paddle an ultra ball which can break through (instead of ricochet) any breakable brick
- Valet adds two side arms to the paddle
- Warp skips the current level and proceeds to the next
- Bomb ball gives the paddle a bomb ball which explodes on contact with a brick
- Yellow Splash temporally turns all breakable bricks on the screen to Coin Glass Bricks
- Zen temporally gives the paddle invulnerability
- Extra Life gives the player an extra life
- Triple Up gives the player three extra lives
- Magic Ball gives the paddle a magic ball which can teleport to the top of the playfield if missed
- Nuke enhances the paddle so it can fire a special one off nuke missile!
- Duplicator creates a duplicate of every collectable and ball on screen.

***Beautiful Bricks* Pro Tip :** Try to remember what each power capsule does. This can be very useful.

STACKING POWER UPS

Many of the power ups in *Beautiful Bricks* can be 'stacked', causing multiple effects. However, some power up effects will cancel out other effects.

As a general rule, your paddle can only be enhanced with one upgrade at a time. For example, you cannot

possess catch and fire at the same time. In this example, the last power up collected will override the previous one.

However, some paddle upgrades can be stacked. The size of your paddle, normal, long or tiny will not cancel other upgraded abilities. For example, it is possible, to be have a long paddle that is able to catch. It is also possible to have a tiny paddle with Jet abilities. However, the size of the paddle may affect the enhancement of the paddle. For example, a tiny paddle with fire will give you more ammunition. A catch paddle which is long will be able to hold more balls. Experiment with combinations to find out which will give you the best advantage!

ENHANCED PADDLES

By collecting certain power capsules, your Paddleship can be upgraded to have special abilities. Use soft hit or hard hit buttons to perform these specialties. If you are using a gamepad, you can separate these extra actions to their own button bindings.

It is also possible to downgrade your paddle by collecting a power capsule that contains the same power up that has already enhanced your Paddleship. For example, collecting ice when your paddle is already an Ice type will result in your paddle being downgraded to Normal type.

Paddle Type	Power Up	Ability	Normal Hit	Soft Hit / Action 2	Hard Hit / Action 1
 Normal	None	None	Normal hit	Lightly taps the ball	Hits the ball harder
 Catch		Can catch the ball and release at will	Catches the ball	Lightly launches the ball	Launches the ball further
 Fire		Able to fire bullets to break bricks	Normal hit	Adjusts the bullet's trajectory	Fires bullets
 Jet		Gives the paddle flight	Normal hit	Apply air breaks	Accelerate
 Warp		Allows the paddle to warp to the nearest ball	Normal hit	Warp to nearest ball or collectable	Hits the ball harder
 Attractor		Allows the paddle to attract or repel balls	Normal hit	Attracts balls towards the paddle	Repels balls from the paddle
 Clone		Allows the paddle to create clones	Normal hit	Creates a clone	Hits the ball harder

 Flame		Able to fire flame bullets	Normal hit	Adjusts the bullet's trajectory	Fires flame bullet
 Long		Extends the paddle	Normal hit	Lightly taps the ball	Hits the ball harder
 Tiny		Reduces the size of paddle	Normal hit	Lightly taps the ball	Hits the ball harder

OTHER COLLECTABLES

Other Collectables		
 Fire Ruby ???	 Heart ???	 Pearl ???

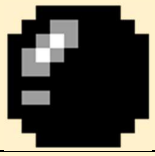
'The Fire Ruby, Heart and Pearl collectables are not considered 'valuables', at least in Alphacorp's eyes. They are miscellaneous collectables which do have special effects, so special in fact that it is not documented in this manual. You'll have to discover them for yourself.

***Beautiful Bricks* Pro Tip :** Although two or more paddles cannot collect the same power up capsule, multiple paddles can collect the same valuable so always go for valuables.

BALL TYPES

There are many different types of Mining Balls, each with unique qualities. Experiment with them to learn their abilities.

Ball Type	Image	Properties
Normal		The standard and most common mining ball. No special properties.
Spark		When a Spark Ball hits a surface, it will emit a random number of sparks that are capable of breaking bricks.
Gold		When a Gold Ball breaks a valuable brick, it produces double the valuables. Additionally, every time the ball bounces it drops a Copper Coin.
Heat		Heat Balls drip hot magma which in turn can break bricks. They are effective to lob over bricks to let the lava do the work.

Bomb		Bomb Balls are explosive and will explode on contact with a brick. Explosions can break unbreakable bricks.
Bomb Plus		Bomb Plus Balls are rare and can explode multiple times before they too are destroyed.
Return		Return Balls can return to owner if a breakable brick is hit from its underside only. If a Return Ball hits an unbreakable brick it will lose its homing capabilities.
Magic		Magic Balls are the rarest. When missed by a paddle, they can teleport to the top of the playfield.
Wreck'n		Wreck'n Ball is more than four times the size of any other ball. It can destroy any brick in its path. It only lasts a single level.
Volley		The Volleyball is used in the volleyball mode.
Ultra		The Ultra Ball is useful in clearing breakable bricks. It can smash through them without affecting its trajectory. This only lasts for one level.

HAZARDS

During your journey inside the caves of Voss, you may encounter various hazards: dangerous bricks that can shoot, fall or explode into fragments: bubbles filled with goodies or danger: roaming abandoned worker drones: huge guardians which must be challenged. These are just a few of the dangers that await you inside the caves.

DANGEROUS BRICKS

Shooting Bricks		
 Stun Brick Shoots bullets which will temporary stun a paddle. A Stun Brick will be broken after a single hit.	 Bullet Brick Shoots deadly bullets which will destroy any paddle it hits. This brick takes two hits to be broken.	 Missile Brick Shoots homing missiles which are hard to dodge. This brick will be broken after a single hit.

These shooting bricks continuously fire at the paddles until broken.

Dangerous Bricks		
 Fragment Brick	 Shrapnel Brick	 Trick Brick

Breaking this brick will cause it to explode into stun bullets	Breaking this brick will cause it to explode into deadly bullets	Hitting this brick will cause it to fall towards the paddle

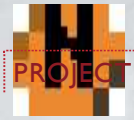
These bricks become dangerous once they have been hit.

MOVING BRICKS



A Motor Brick will start or stop all brick movement

On some levels all the bricks will be moving: up: down: left: right: diagonally. Bricks can move or scroll in two different ways. They can 'bounce' from the edge of the screen and head back in the opposite direction or 'loop' around to the other side and continue. Sometimes a level has a special brick called a Motor Brick which can toggle brick movement.

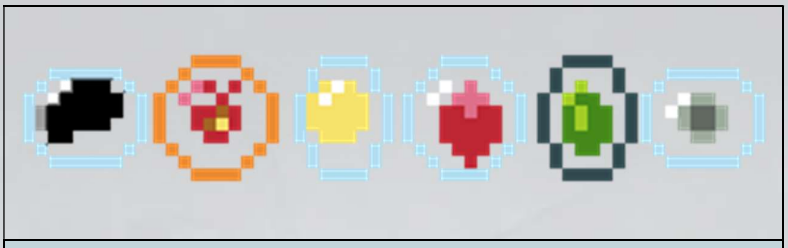


PROJECTILES

There is an assortment of different projectiles which can be fired at the paddles. Some are more destructive than others.

Enemy Bullet Types				
 Stun Bullets Yellow and white bullets will paralyse a paddle for a few seconds	 Bullets Red and blue bullets will destroy a paddle with a single shot	 Fire Cannot be stopped. It will burn any paddle.	 Slime If a paddle touches a slime, the slime will attach itself and slow the paddle down	 Missile Missiles will seek a paddle and are difficult to avoid
 Plasma Grows in size as it travels	 Square Plasma Like Plasma but travels even faster	Laser Shoots straight and kills on contact		

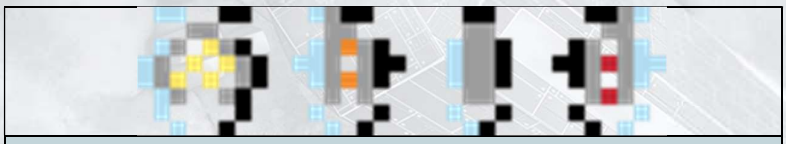
BUBBLES



All the different types of Bubbles

Bubbles may occasionally appear when you are playing. They contain objects which are freed when the bubble is popped. To pop a bubble, hit it with a bullet, paddle or a ball. Bubbles can contain collectables such as coins, rubies, extra balls or power capsules but they can also contain dangerous hazards like slime or fire!

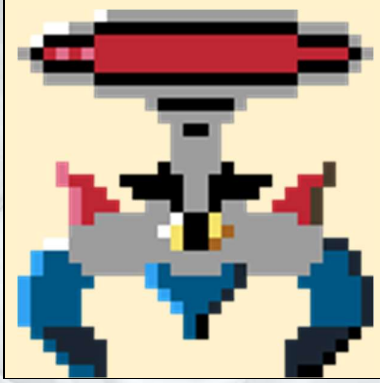
DRONES



A carrier drone's flight animation.

Not often seen, but lurking somewhere in the caves of Voss, are drones. These are a collection of old working robots that were mining the planet for valuables some time ago and are now wandering the caves aimlessly doing their tasks. Discovering one of these drones is rare and will usually yield something good. However, there is a deadly Discharger Drone which had been programmed to seek and destroy.

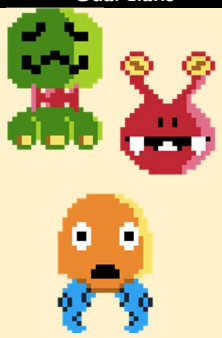
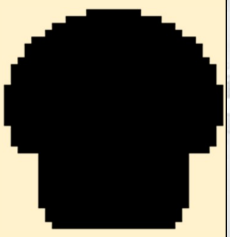
Drone Types				
Image	Name	Info	Reward	Score
	Carrier Drone	Were used to carry valuables from one place to another	Hitting one will yield a bonus	3,000
	Carrier Drone Deluxe	Were used to carry valuables and were equipped with a gun for defense	Hitting one will yield a bonus	5,000
	Brick Layer Drone	A drone which sustainably creates more bricks	They might produce a useful brick	2,000
	Driller Drone	Were used for mining bricks. Careful as they also attempt to drill paddles too.	They can help you mine for valuables. But beware they might turn on you!	3,000

	Green Spirit	A lost soul that has been trapped in the caves	Hitting it frees the spirit and will yield a bonus	2,000
	Blue Spirit	A lost soul that shoots deadly bullets	Hitting it frees the spirit and will yield a bonus	3,000
	Red Spirit	A lost soul that can create fire	Hitting it frees the spirit and will yield a bonus	5,000
	Yellow Spirit	A lost soul that drops coins	Hitting it frees the spirit and will yield a bonus	0
	Scanner Drone	A Drone which surveys the area. Its scanner can destroy a paddle.	Hitting it frees the spirit and will yield a bonus.	6,500
	B Drone	A Drone which was used to mine bricks, usually part of a swarm	Hitting it will drop a few valuables.	1,000
	Discharger Drone	Programmed to seek and destroy. If a Discharger Drone finds you, it will attempt to destroy you.	Hitting a Discharger Drone multiple times will destroy it so you'll then survive. Otherwise…	10,000

GUARDIANS

During the main game, after levels 15 or 32 have been completed, you will confront a guardian (a 'Boss Battle'). Each guardian has a different play style and attack pattern. You must employ different strategies to defeat them.

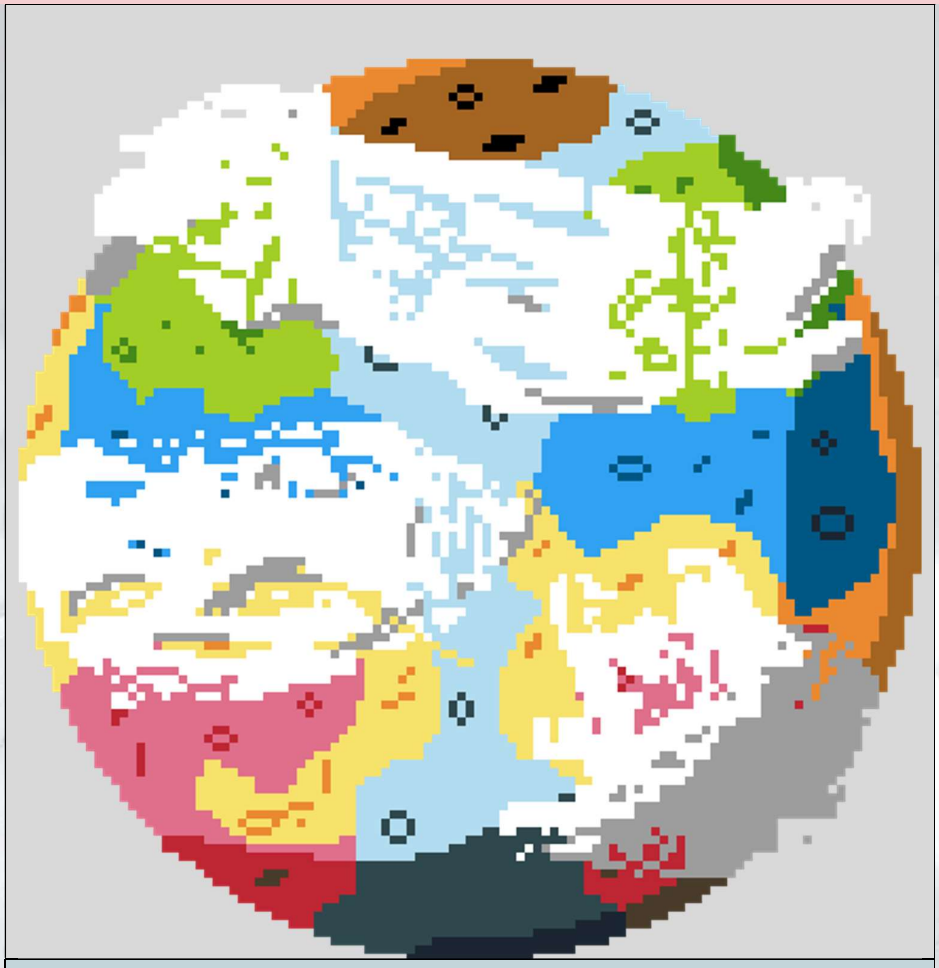
Beating a guardian for the first time will earn you an Achievement which will often unlock an extra feature in the game. To be considered a pro player, you must find and beat all the different guardians in the game.

Guardians				
 Skullman	 Shadow Paddle	 The Gribbly Ghosts	 Psymon	 The Dragon
 The Twin Devils	 Invader Ship		 Bugeyes	 The Slug Nest
 The Generator	 The Animator	 Golden Skullman		

- Skullman can shoot bullets from his eyes and spit fireballs at the paddles. He will bounce around the screen, occasionally charging towards the player. He takes multiple hits to destroy and is at his most vulnerable when he is laughing at the paddles.
- Shadow Paddle is like the player's Paddleship. It guards its power generator which must be hit multiple times to be destroyed. Shadow Paddle can reflect mining balls as well as fire. Once the power generator is destroyed it is disabled.

- The Gribbly Ghosts are three lost souls that are afraid of light. Once the light is turned on, they are vulnerable to hits. In the dark, they will charge at the paddles, fire projectiles and/or disrupt the ball's movement.
- Psymon is a magic sphere that can turn itself into a mini black hole that consumes balls. Psymon can cast spells such as: teleportation: telekinesis: ball generation and laser shooting. Psymon is peaceful until provoked. It requires multiple hits to be destroyed.
- The Dragon moves its head all around the playfield. It can breathe fire and can crunch a paddle in its jaw. It is only vulnerable to hits when its mouth is open wide. It also has a vulnerable spot in the centre of its belly. Hitting its tail will yield a bonus collectable. It takes multiple hits for the dragon to retreat.
- The Twin Devils are a pair of imps which charge, claw and shoot at the paddles. The Red Devil can shoot fire while the more passive Yellow Devil shoots slime. Both devils can be hit any time and require multiple hits to be defeated. A devil is most vulnerable when it is asleep.
- The Invader Ship hovers at the top of the playfield where it commands its armada. The Invader Ship is protected by a forcefield that stops all bullets. Only balls can pass through the force field. The Invader Ship commands many smaller ships which attack the paddles. The Invader Ship is destroyed by being hit multiple times.
- Bugeyes is a giant butterfly that can turn itself into a ball. It can fire paddle seeking projectiles and spawn smaller butterflies that attack the paddles. While in its ball form, it cannot be harmed and must be treated as if it is a regular ball. It is only vulnerable to hits when it is in its butterfly form and requires many hits to be defeated. Bugeyes is the only guardian which can be collected once it is destroyed.
- The Slug Nest is a nest of top-hat wearing giant slugs. It can spawn slugs which crawl along the corner of the playfield and attack the paddles. It can also excrete slime which will slow down a paddle's movement. The Slug Nest is very durable and requires many hits to be destroyed.
- The Generator is a natural phenomenon which can generate large masses of bricks at whim. Legend has it that it created most of the bricks inside the caves. No one is sure if the Generator actually exists.
- The Animator is a god like essence which is said to be able to give bricks lives of their own.
- Golden Skullman is a secret guardian.
- There are more secret guardians to be discovered

SECTORS



The planet Voss

The caves on the planet Voss have been divided into six sectors. Sectors are 'groups' of levels which tend to have a similar difficulty level and theme. Each sector has 32 levels and its own environment denoted by its background colour and musical theme. For example, Sector 1 has a green background and tends to contain the easiest levels while Sector 4 has a red background and more fire related bricks.

HOW LEVELS ARE CHOSEN

Sector Range	
Easy Difficulty	Sectors 1 – 2
Medium Difficulty	Sectors 1 – 3
Hard Difficulty	Sectors 2 – 4
Extreme Difficulty	Sectors 3 – 5
Custom game	Any combination

Every playthrough of the main game does not have the same set of levels. When a level is completed, the next level is randomly chosen from the sector range that is defined at the start of the game.

For example, upon completing level 2 on medium difficulty the game will load level 3 form sector 1,2 or 3 as by default the sector range for medium difficulty is Sectors 1 – 3. Playing the main game on easy will give you a Sector range of 1 – 2 so each time a level is completed, the next level will be either from Sector 1 or 2. Having this variety in level choice, makes each playthrough more interesting. The odds of you having the exact same combination of levels as in a previous game is practically impossible.

As an unlockable feature, you'll be able to define which sectors you wish to explore at the start of the game. This is called 'redefining the Sector range'.

SECTOR TYPES

Sectors			
Sector 1	Green Background	Easy	Easiest levels in the game
Sector 2	Blue Background	Easy	Easy levels in the game
Sector 3	Yellow Background	Medium	Lots of valuables in this sector
Sector 4	Red Background	Hard	Watch out for fire bricks and fireballs
Sector 5	Teal Background	Very Hard	Introduction of titanium bricks
Sector 6	Brown Background	Hard	The secret sector. Have you found the warp?

- Sector 1 has a green background. The music is relaxed. The levels are simple, built for fun and to introduce you to the game.
- Sector 2 has a blue background and a more driven soundtrack. The levels are like Sector 1 but offer more variety and are more challenging.
- Sector 3 has a yellow background and some jazzy upbeat music. These levels focus on valuables, there are many coin bricks and valuables hidden. Levels tend to be more enclosed with unbreakable bricks.
- Sector 4 has a red background and a guitar rock soundtrack. The levels focus on the element of fire with unique Fire Bricks. This is when the levels pose a real challenge.
- Sector 5 has a teal background and has the longest song in the game. These levels are designed for pros. They are some of the hardest in the game. They also introduce Titanium Bricks. Beating the final Guardian from this sector is truly 'winning' the main game.
- Sector 6 is the hidden sector. It can only be unlocked by finding the secret warp or defeating Sector 5's Guardian. These levels are experimental in design and their difficulty varies.

HINTS AND TIPS

Here is a list of hints and tips which will help you to excel in *Beautiful Bricks*.

BLOCKING BULLETS

Balls can be used to stop incoming fire. If a ball collides with a stun bullet, normal bullet, a missile, plasma or slime these projectiles will be destroyed. A ball that is resting on the Paddleship can be used as a makeshift shield to block these projectiles.

JET PADDLE AND INVULERABILITY

While a paddle is invulnerable (flashing), collisions with bricks cannot hurt the paddle. Use this time to position yourself in a safe place if there are nearby bricks.

One exploit is to use Jet's fly ability. While you are invulnerable, you'll be able to smash through many bricks and your paddle will not be knocked back by unbreakable or stronger brick types.

This can be exploited further by the knowledge that when a new level is loaded, all paddles become briefly invulnerable.

EARN BIG POINTS

Earn big points by using bombs to destroy unbreakable bricks. Blowing up a White or Cyan Brick earns you 1,250 points per brick. A Black Brick earns you 2,000 points per brick.

Using explosions on Coinbox Bricks or bricks that contain hidden items exposes their hidden goodies too!

USE DASH

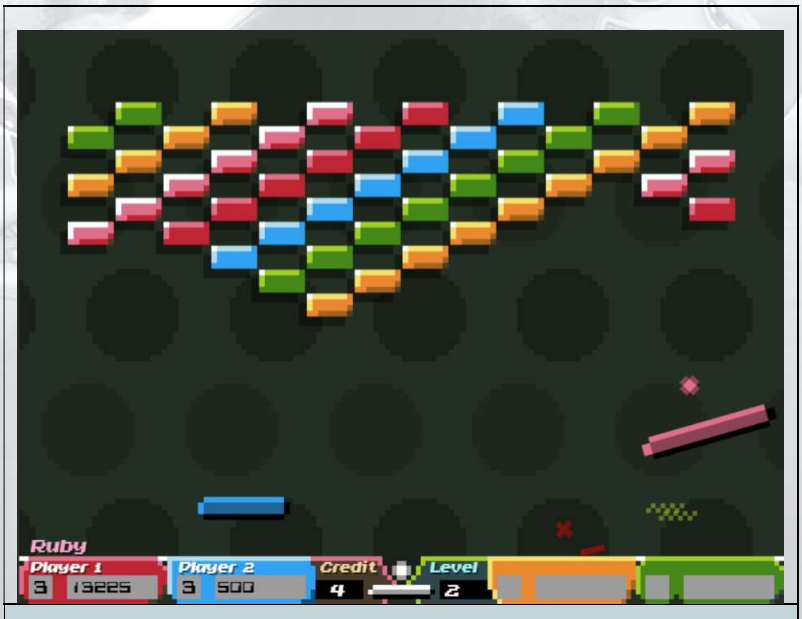
If you double tap a direction or use shoulder triggers on a gamepad, your paddle will dash left or right. While you are dashing, you can dodge bullets and strike bricks or enemies at your side. While you are dashing, you will be momentarily invulnerable, so it is possible to dash through an incoming enemy bullet!

In the OPTIONS you can turn dashing on or off and define it as a new button or control scheme.

USE JUMP

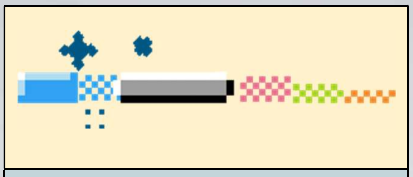
If you double tap Hard Hit / Action 1 button. Your paddle will perform a jump and leap into the air. Use jump to help manage the balls on screen, take out a brick or two or collect a powerup.

In the OPTIONS you can turn jumping on or off. It is located within the GAME SETTINGS options.



Player 1 performing a jump

BRICK STRIKE



A 'Brick Strike'

Dashing or colliding into a brick at full speed cause it to break. This technique is called a 'brick strike'. Bricks, drones, enemies and guardians can be damaged or destroyed by striking.

PADDLE SMASH

If, during a multiplayer game, another player's paddle is destroyed, any remaining players that touch the Paddleship's wreckage will cause it to split into two pieces and fly upwards wiping out all breakable bricks in its path. This is called a 'paddle smash'.

SHARING VALUABLES

During a multiplayer game, the same valuable can be collected by more than one player. For example, if two or more players are standing under a coin, then all players who are touching that coin will collect it and get the bonus. This is unlike power capsules which can only be collected by one player. The game randomly chooses which player will get it if there are more than one who are eligible.

SKILL SHOT

Occasionally, in the main game, when a new level is loaded, there will be a brick that will be glowing like a rainbow. This is a Skill Shot. If you can break that brick while it is glowing, you'll receive an extra 5,000 points.

JUGGLING

If there is a certain shot that you want to make, try a soft hit to line the ball up first. You can also juggle a ball to an area you want or to get out of a tight spot.

HIDDEN ITEMS IN UNBREAKABLE BRICKS



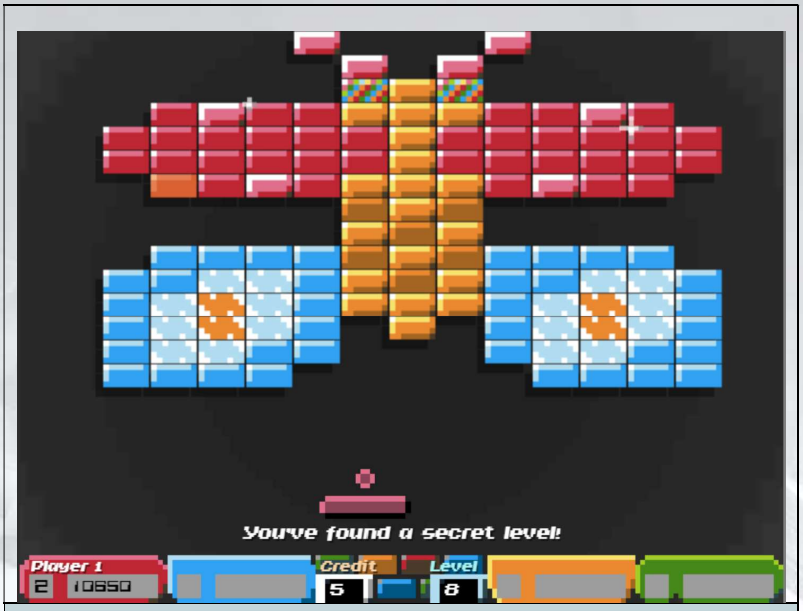
A hidden Diamond

Sometimes an unbreakable brick contains collectables. Try hitting an unbreakable brick and see if anything pops out. When a brick that contains hidden items explodes, its contents will also be released. Try exploding a Coinbox Brick and you'll get a pleasant surprise.

TINY PADDLE, BIG POINTS

At first it might seem that the Tiny Pad power up is in fact a downgrade but having a smaller paddle size does have its advantages. While you are tiny, you'll receive double points every time you score!

SECRET LEVELS



A secret level

While playing the main game, you may encounter a secret level. A special sound will play, and the background for the level will go grey. Secret levels may happen when the game is choosing a new level. How do you know when they are going to happen? Who knows?

EXPERIMENT WITH POWER UPS

Since multiple power ups can be used at the same time. There are some combinations of power ups which have extra special effects. Here are few:

- Using Ice Pad's freeze ability on a Spark Ball will make the ball emit sparks
- Getting a Fire Pad powerup while a paddle has the Valet power up will also allow the valets to fire
- Flying into bricks with Jet Pad while you have zen (invulnerability) will allow you to quickly break strong bricks
- If a bullet hits a warp paddle that is warping, the bullet will ricochet back to its source
- Clone Pad's clones can collect valuables for its player

SECRET WARPS

There are warps hidden in the game. These are diamond in shape with an eye in the centre. The green warp takes you to a random level, the Blue; back to your mothership. Red or the Black? who knows!

There is a special warp to Sector 6 which may appear at the start of level 10. What makes this warp appear is for you to find out…

LIVES, CREDITS AND QUICK SAVING

Each player starts with 3 lives. If all balls have been missed, or a paddle has been destroyed, a life is lost. When a player has run out of lives, they are out of the game. If any credits remain, they can join in and continue the game. If not, they must wait till the current game is over.

Extra lives can be obtained by either collecting particular power capsules or every time a paddle reaches 100,000 points consecutively.

CREDITS

Beautiful Bricks is inspired by traditional coin operated arcade games. Each game starts with 6 'credits'. A credit is like a 'turn'. It lets a player join in the game or continue an existing game, if their previous turn has ended (i.e they have lost all their lives).

An example of how the credit system works: a game starts with 6 credits. Starting a new three player game will cost 3 credits making 3 credits left. If during the game, Player Four opts into the game they use another credit. This leaves two remaining credits to be used as continues.

Defeating a guardian or finding a secret item will give an extra credit.

QUICK SAVING

Beautiful Bricks has a quicksave feature. The game will store the current level, how many players, their lives, score and valuables obtained. However, to keep your player settings, you'll need to load the quicksave as the appropriate player. For example, if you were playing as Player Three you'll need to load up the quicksave as Player Three to restore your score, lives and valuables collected.

Only one game can be quicksaved at a time. When you start a game if a quicksave has been found, you have a choice to load the quicksave or start again from the beginning. Main game and Marathon mode are the only type of games that use the quicksave feature.

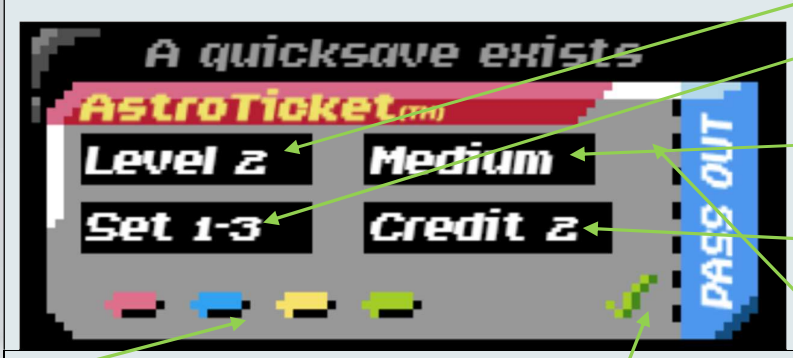
A quicksave can only be loaded or discarded. If it is discarded, the quicksave will be deleted.

To quicksave while playing, pause the game and select QUICK SAVE & EXIT GAME.

To load a quicksave, when you start a new game, *Beautiful Bricks* will ask if you wish to load the quicksave or to start a new game. Information is displayed on the screen as an 'AstroTicket' (a parody of a 'pass out' ticket which is used in events in real life.)

The AstroTicket lets you know what state the quicksave is in. You can decide whether to load it or start a new game.

Loading a quicksave



The level of the quicksave

The Sector Range of the quicksave

The difficulty level of the quicksave

How many credits remain in the quicksave state.

The paddles indicate which player's data was saved to the state. This data gets lost if you do not use this player. If you continue with less players than was originally saved you'll be refunded the difference in credits.

A green tick means this game is eligible for a high score.

If a guardian has been defeated a black skull logo will appear here

PAUSING THE GAME



The pause menu

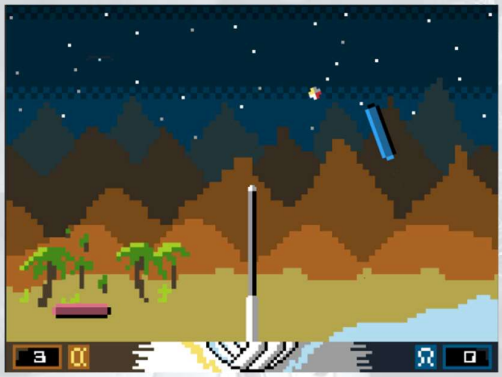
While playing the game, pressing the 'start' button (or, if you are using the mouse, clicking on the 'start' button in the top right corner) will pause the game. Pausing will halt the game and allow for you to have a break. The pause menu offers a few extra choices: CONTINUE: OPTIONS: CONTROL MODE: QUICKSAVE & EXIT GAME.

The pause menu also shows the current player how many collectables they are carrying on their Paddleship. This gives you an indication of what they'll be bringing back to the homeworld (planet Vexx) when they are picked up by the mothership at the end of the excavation. If the player loses all their lives they will also lose all their collectables!

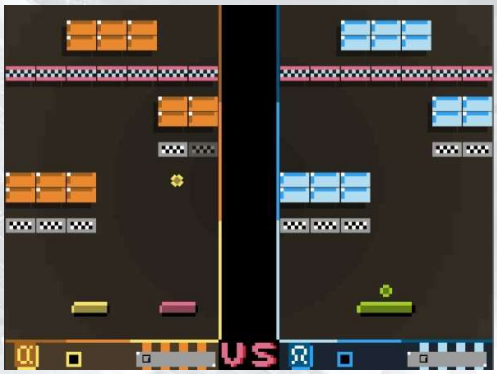
VERSUS MODES

Beautiful Bricks has two versus modes: Volleyball and Competitive. These modes require at least two players. Volleyball is a take on the sport of volleyball while Competitive is a head to head split screen variant of the main game.

Each mode divides players into two teams. Team Alpha on the left and Team Omega on the right. Each team must have at least one member before a game can start. Players can change their team by pressing their left direction on the keyboard, the soft hit button on their gamepad or if, using the mouse controls, by clicking on their team logo in the main menu.



Volleyball Mode



Competitive Mode

VOLLEYBALL MODE

Volleyball mode can be played by 2 – 4 players. Players choose which team they would like to be on. Team Alpha on the left side, Team Omega on the right. Each team must have at least 1 player.

The object of the game is to hit the ball over the net into the other team's area. If you miss the ball, the other team gains a point. Games are over when a team reaches 5, 10 or 15 points depending on how the game was setup.

Double tapping the hard hit will cause the paddle to leap up to spike the ball.

Hitting a bird with a ball will turn that bird into a ball.

Clouds can affect the gameplay. Rain clouds will drop water which will slow down a paddle. Thunder clouds shoot lightening that will stun a paddle.

Advanced ruleset introduces some extra rules of play. Each side can only touch the ball three times to get it over to the other team. A team only gets a point if they are the team that serve at the start of that rally. If the other team scores while they are not the servers, they 'win the serve' instead of a point.

COMPETITIVE MODE

Competitive mode pits two teams against each other. The playfield is divided into two. Team Alpha on the left and Team Omega on the right. Each team must be the first to break all their team's bricks. If you miss the ball or your team isn't the first to clear all the bricks, then other team scores. The game will make a choice between two levels to load next. The team that lost the round gets to choose the next level by pressing left or right. For every round a team wins, they get a point. Every two points earnt yields a trophy. The first team to earn 3, 5 or 10 trophies (depending on how the game is set up) wins the game.

Brick types in competitive mode			
			
Alpha Brick	Strong Alpha Brick	Omega Brick	Strong Omega Brick
A single hit brick for the Team Alpha	Three hits are taken to break this strong Team Alpha Brick	A single hit brick for Team Omega	Three hits are taken to break this strong Team Omega Brick

If power ups are enabled, there are four special power capsules which affect the other team's game.

Power Capsules in Competitive Mode			
			
Blackout Capsule	Brick Layer Capsule	Slime Pod Capsule	Zapper Capsule
Blackout obstructs the opponent's vision	Brick Layer creates a row of red bricks on the opponent's screen	Slime pod makes slime drop from the top of the rival's screen	Zapper shoots stun bullets at the opponent

SPECIAL MODES

Beautiful Bricks has special game modes which mixes up the game play. Most of these modes will need to be unlocked by completing various Achievements, usually by defeating guardians in the main game.

ENDLESS MODE



Endless Mode

In this mode, the brick patterns are randomly generated and slowly travel towards the player. This is a survival mode. The 'levels' in this mode are based on what kind of bricks are generated. Level 1 will generate simple bricks while level 9 is more tricky and unusual bricks will be generated. After you break a certain number of bricks, you'll reach the next level. This number is represented on screen as the 'left' value. This means you need to break this number of bricks to reach the next level. With each new level, the bricks will travel towards the player quicker.

Occasionally special brick patterns will generate into the playfield in place of random lines of bricks.

If a player misses too many bricks and lets them reach the bottom of the playfield, the game will go into a screen clearing mode. All bricks will stop moving and then one by one explode into a fireball. The player must dodge all these fireballs until there are no more bricks. This serves as a punishment for players who miss bricks.

High scores are saved in this mode. A special Achievement is awarded if you manage to survive up to level 20.

Continues or players 'opting in' during this mode are disabled.

BOSS RUSH MODE

In this mode, players are deployed against all the different guardians in sequence. There are thirteen guardians to defeat to complete this mode. The guardians that appear are the same as those that appear in the main game.

Continues and other players 'opting in' during this mode are allowed.

INVADER MODE



Invader Mode

This is a special shooter mode which is about 'blasting' invaders. This mode is a distraction from the main game. Here you'll always be able to fire and keeping balls in play is not a priority. As you blast the invaders, the 'left' counter will decrease. Every time the 'left' counter reaches zero, a new wave starts. 'Levels' in this mode are known as 'waves'. The wave usually determines which types of invaders will appear during the game.

A special Achievement is awarded if a player can make it to Wave 21.

High scores are saved in this mode. Continues or players 'opting in' during this mode are disabled.

There are many types of invaders in this mode.

Invader Score Chart			
Name	**Description**	**How Many Hits to Destroy**	**Points**
Seeker	Seeks out the player	1	200
Heat Seeker	Emits fire when destroyed	1	300
Ace Ship	Flies from top to bottom	1	150
Crusher	Shoots a deadly bullet when hit	1	300
White Skull Ship	Charges at the player	2	500
Black Skull Ship	Charges at the player	15	2,000
Bomber	Drops bombs onto the player	1	300
Fire Bomber	Drops rows of fire onto the player	3	1,000
Red and Blue Saucer	Shoots stun bullets	1	250
Grey and Green Saucer	Shoots deadly bullets	1	500
Grey Heli	Travels side to side and bounces	1	150
Mini Carrier	Travels from side to side shooting	1	500
Red Heli	Shoots deadly bullets	1	300
Hopper	Jumps across the top of the screen	1	300
Big Hopper	Jumps across the top of the screen	5	1,000
Scanner ship	Hovers along the bottom of the screen	3	1,000
Red UFO ship	Often drops a Power Capsule	1	100
Yellow UFO ship	Explodes into stun bullets	1	200
Green UFO ship	Shoots a stun bullet when hit	1	100
Big Boy	Grey ship which shoots plasma	3	1,500
Laser Ship	Fires deadly lasers	1	500
Carrier	Shoots paddle seeking missiles	2	1,000
Fire Brain Ship	Rains down many fire balls	3	3,000
Blue Laser Ship	Fires deadly lasers	15	2,500
Death Carrier	Shoots paddle seeking missiles	30	4,000

Yellow Chopper	Very durable and fires at the player	60	5,000
Red Laser Ship	Very strong and fires lasers	100	10,000

MARATHON MODE

If you want the ultimate endurance game, this mode is for you! Play all 192 main game levels and challenge all guardians in sequence progressing from Sector 1 and ending at level 32 on Sector 6. As this is a much longer game, this mode has its own quicksave feature, so you can continue from a previous quicksave.

GAME OPTIONS

Beautiful Bricks has many settings which can be adjusted. Select the OPTIONS from the MAIN MENU to start modifying your game.

REDEFINE CONTROLS

This option is a sub menu under the OPTIONS menu.

It is possible to remap the keyboard or gamepad controls for each player of the game. Select which controller type to configure keyboard or gamepad. Then select which player's control to adjust.

Within this menu, use REASSIGN GAMEPADS to change which gamepad controls which player.

To enable and assign the mouse control to a player select MOUSE SETTINGS. If the mouse is moving too slowly or too fast you cannot adjust the sensitivity within the game. Instead, you'll have to edit your operating system's mouse settings.

Your control settings will be saved once you exit this mode.

SFX VOLUME

The overall volume of the sound effects can be adjusted. 10 is default, 0 is off and 20 is the maximum.

MUSIC VOLUME

The overall volume of the music can be also be adjusted where 5 is default, 0 is off and 20 is the maximum.

MUSIC MODE

The music in *Beautiful Bricks* can be played in two different ways: dynamic and shuffle mode.

Dynamic mode is the default so that the music is chosen based on which part of the game is being played. Music in dynamic mode will continue to loop until the game reaches a part where the music is cued to be changed.

Shuffle plays music randomly, one new track after another. The off setting entirely mutes the music.

DISPLAY SETTINGS

Display settings deal with how the game is displayed on the screen. This creates a submenu within the OPTIONS menu that is dedicated to these settings.

- Scale Mode adjusts how to scale the image onto the screen. 'Show all' displays as much as possible on the screen with the correct aspect ratio. 'Original' does no image processing and shows the image in its native resolution (800 x 600). 'Exact fit' will stretch the image to fit the screen.
- Menu Line Spacing - on some systems the main menu text might be misaligned (depending on how the system renders fonts). If on your system the main menu text is misaligned adjusting this setting will correct it
- High Detail shows extra graphics and particles while playing the game. This setting may have to be turned to false on slower systems otherwise the game's performance may be compromised.
- Backgrounds enables or disables the moving backgrounds in the game. Turn this off to speed up the game on slower computers.
- Status Bar Theme changes the look of the status bar for the main game.
- Wallpaper changes the image that surrounds the outside of the game's screen.
- Border changes the colour around the edge of game's screen.

DATA SETTINGS

Beautiful Bricks' high scores, game settings and achievements are automatically saved. If, however, you wish to reset any of this data is can be done within the DATA SETTINGS sub menu which is in the OPTIONS MENU.

- To reset high scores back to original select 'Clear High Scores'
- To reset all unlockables and achievements select 'Clear Achievements'
- To reset all settings back to default select 'Clear Settings'

GAMEPLAY OPTIONS

How do you want to play? These gameplay options can be tweaked for the player's preference.

- Enable Hints: during the game messages containing hints, tips and additional information will pop up during certain events. You can toggle between enabling or disabling them. Experienced players may find them unnecessary and distracting.
- Enable Jump: during the game if a player double taps the main action button / hard hit the Paddleship will jump! This ability breaks the flow of usual brick breaker games and can be disabled.
- Enable Drones: if this is enabled drones may appear in the main game. Disable this if you want zero distractions from your brick breaking.
- Balls Collide: with this option enabled balls will collide with other balls and bounce about.
- Classic Powerups: This option reduces the variety of power up capsules appearing in the game. It removes some of the more flamboyant power capsules and abilities to make simpler gameplay.
- Default Settings: resets the gameplay settings to default.

ACHIEVEMENTS AND HIGH SCORES

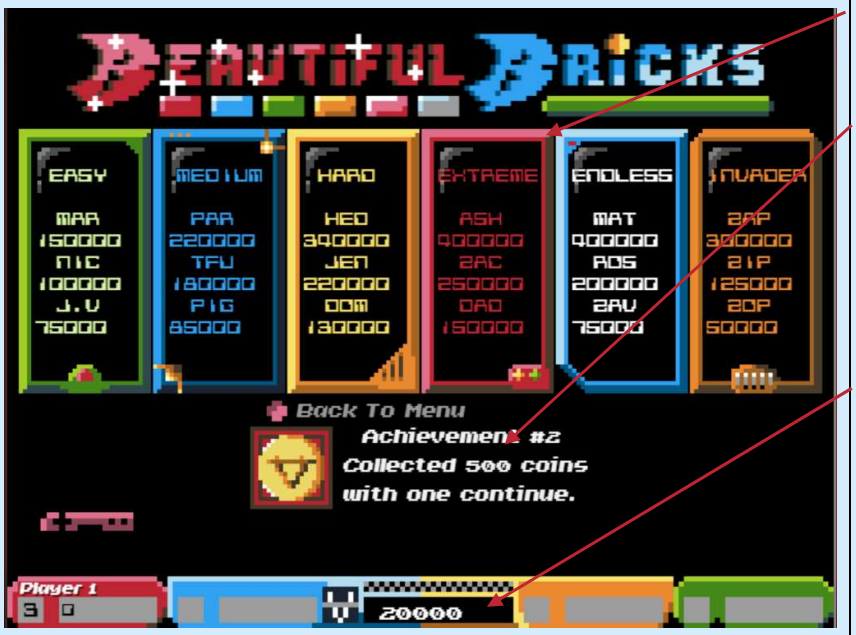
Beautiful Bricks has 28 Achievements which can be completed. These Achievements are displayed under the High Scores which can be viewed by selecting HIGH SCORES from the MAIN MENU.

Some Achievements unlock bonus features or additional content.

Achievements

No.	Achievement	Reward
1	Collect 100 coins with one credit in the main game	
2	Collect 500 coins with one credit in the main game	
3	Beat Skullman	Unlock alternative colours for paddles
4	Beat Shadow Paddle	
5	Beat the Gribbly Ghosts	Unlock Hardcore Mode
6	Beat Psymon	Unlock Visualiser Mode
7	Beat The Dragon	Unlock Sound and Music Test
8	Beat Twin Devils	Unlock Marathon Mode
9	Beat The Invader Ship	Unlock Invader Mode
10	Beat Bugeyes	Unlock EPFI Mode
11	Beat The Slug Nest	Unlock Free Play Mode
12	Beat The Animator	Unlock Sector 6 and be able to redefine the Sectors
13	Beat the secret guardian	Unlock Boss Rush Mode
14	Beat the main game on Easy difficulty	
15	Beat the main game on Medium difficulty	
16	Beat the main game on Hard difficulty	Unlock Extreme difficulty
17	Beat the main game on Extreme difficulty	
18	Find a secret level	
19	Find the Secret Sector	Be able to redefine the Sectors
20	Clear Wave 20 score in Invader Mode	
21	Find the Toxic Monster in Invader Mode	
22	Reach Level 20 in Endless mode	
23	Finish the game using no continues	Unlock Master Levels
24	Complete Boss Rush mode	
25	Complete Marathon mode	Unlock neon colours for the paddles
26	Earn a total of 2 million Vectrons	Unlock Max fire power
27	Survive the Gauntlet	
28	Complete the Master levels	

HIGH SCORES

High score display	
	The display for each high score is organised by the game's difficulty. The list of the current Achievement and whether it has been achieved. The game will automatically scroll through the achievement list. The display of your grand total earnings in Vectrons.

While playing the game, you may get a high score. You'll need to identify yourself using three characters (letters or numbers) using controls. This information is displayed in your player's score display. Press up and down on keyboard, Soft hit and Hard hit on the gamepad, to change the selected character. Pressing left or right will move the cursor. Move the cursor right to edit the next character. moving the cursor all the way to the right or pressing the 'start' button will record your identity and score. The top three scores are kept for each difficulty level for the main game. Top scores for Endless and Invader modes are also recorded.

High scores are shown by selecting HIGH SCORES from the MAIN MENU.

UNLOCKABLES

Beautiful Bricks features unlockable content which can be rewarded by completing Achievements. The following is a summary.

Unlockables	
Paddle colours	Change the paddle colours to normal, dark or neon
Visualiser Mode	A mode to experiment with the backgrounds of the game and create interesting designs
Sound and Music Test	Hear the sound effects and listen to the music of *Beautiful Bricks*

Max Fire Power	A high action setting which introduces a pea shooter for the normal paddle, (just press Hard Hit to fire) powerful bombs, many more drones and a few extra powerups. Very frantic!
Hardcore Mode	Limits the amount of powerups and how often they appear. A limit of 4 lives for each player
Free Play Mode	Gives 50 credits so you can easily enjoy the main game in any skill levels or as a party game
EPFI Mode (Every Paddle For Itself Mode)	When playing multiplayer games, players do not share balls. For players who want to play the main game with other players without cooperating.
Extreme Difficulty	The most difficult setting of all
Redefine Sectors	The ability to choose which levels appear in that session of the main game

CREDITS AND THANK YOUS

Beautiful Bricks was made by Matthew Vecchio of Ready Wolf. The project started in April 2016 and was finished in April 2018.

Programming, graphics, design, sound effects and music by Matthew Vecchio.

Beautiful Bricks is written in JavaScript and uses HTML5 and the free Phaser Framework.

Phaser was developed by Richard Davey of Photostorm and the Phaser community. http://www.phaser.io/

Beautiful Bricks font 'Lady Radical' by Chequered Ink and used under license. http://chequered.ink

Cover art painting by Anna Bailes

Beautiful Bricks instruction manual written by Matthew Vecchio and edited by Zenda Vecchio.

APENDIX A: BEAUTIFULL BRICKS MAIN GAME SCORING

Scoring	
Red Brick	100
Blue Brick	150
Green Brick	200
Coin Brick	0
Ruby Brick	0
Sapphire Brick	0
Emerald Brick	0
Diamond Brick	0
Black Diamond Brick	0
Silver Brick	600
Gold Brick	800
Titanium Brick	1,000
White Brick	1,250
Cyan (soft) Brick	1,250
Coinbox Brick	0
Black Brick	2,000
Frag Brick	500
Shrapnel Brick	1,000
Trick Brick	750
Switch Brick	500
Fire Brick	250
Bomb Brick	250
Glass Brick	50
Coin Glass Brick	0
Ruby Glass Brick	0
Stun Bullet Brick	1,000

Bullet Brick	2,000
Missile Brick	3,000
Copper Coin	25
Life Brick	200
Hyper Brick	200
Silver Coin	100
Gold Coin	300
Ruby Gem	1,000
Sapphire Gem	5,000
Emerald Gem	12,500
Diamond Gem	20,000
Black Diamond Gem	30,000
Pearl Gem	50,000
Collecting Power Capsule	200
Striking a Brick	250
Paddle Jump	50
Blocking an enemy bullet	25
Carrier Drone	3,000
Carrier Drone Deluxe	5,000
Brick Layer Drone	2,000
Driller Drone	3,000
Spirit Drone	2,000
Scanner Drone	6,500
B Drone	1,000
Discharger Drone	10,000
Skill Shot	5,000
Collecting Bugeyes	???