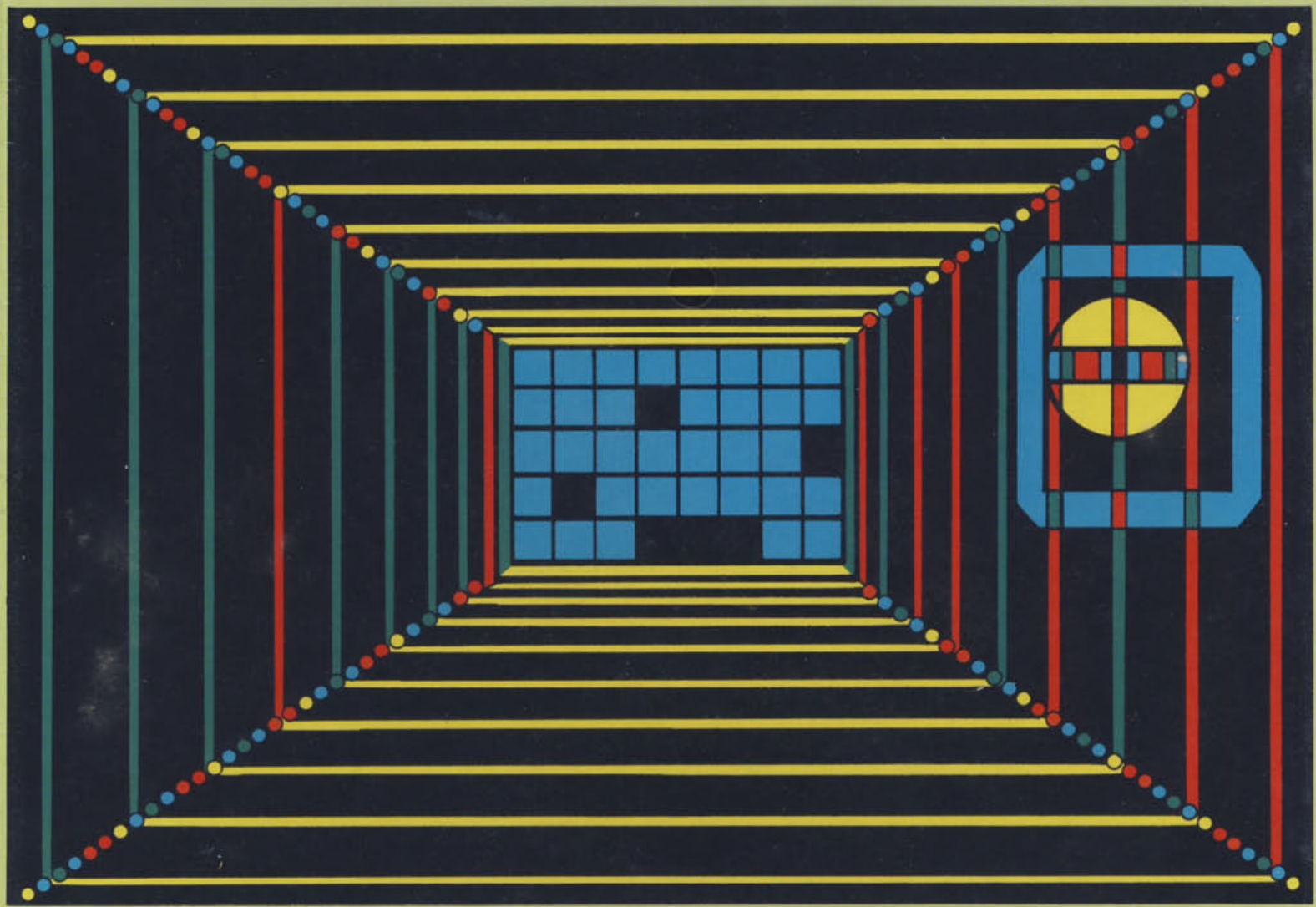


**Sports Illustrated**

Avalon Hill's  
Microcomputer Game of  
3-Dimensional Racquetball

# BREAKTHRU

TM Reg. Appl. For



Computer Game  
Cassette For:  
TRS-80 Color,  
TDP S-100  
16K  
No. 43901



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Avalon Hill's  
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# BREAKTHRU<sup>®</sup>

**BREAKTHRU** is a fast-action, 3-dimensional, high-res graphics, machine-language arcade game for the TRS-80 Color Computer. More than just a game, realistic sounds and graphics are used to give a very exciting simulation of motion and perspective in 3D-space. It's as much fun to watch as it is to play.

The object of the game is to knock out five successive walls at the opposite end of the (racquetball) court using a joystick-controlled paddle to strike or deflect the bouncing ball.

**BREAKTHRU** is ready to run on your TRS-80 Color Computer, and/or compatible on the TDP-S100 Computer, with 16K memory and one joystick.



\* Registered Trademark of Tandy Corp.



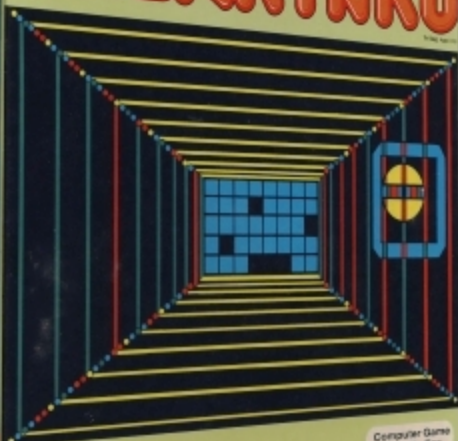
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Avalon Hill's  
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# BREAKTHRU



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Includes 80  
Cassette, 80  
Disk, 80

Computer Game  
Cassette For  
TRS-80 Color,  
TDP S-100  
16K  
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**BREAKTHRU** is ready to run on your TRS-80 Color Computer, and/or compatible on the TRS-8100 Computer, with 12K memory and one joystick.



\*Optional Joystick of Avalon Hill



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Salisbury, MD, Breakthru, CA

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# BREAKTHRU®

Avalon Hill's trademark name for its Microcomputer game of Space Age Racquetball

## FOR:

TRS 80 Color®, 16K Cassette with Joystick Controller  
TDP S-100®, 16K Cassette with Joystick Controller

## INTRODUCTION:

BREAKTHRU is a fast-action, 3-dimensional, high-res graphics arcade game. You must knock out five successive walls at the opposite end of the paddleball court using the joystick-controlled paddle to strike or deflect the bouncing ball against a wall composed of forty bricks.

You will be given five balls at the start of the game. When the ball hits a brick it will be knocked out of the wall. When all of the bricks from a wall are eliminated, the next wall will be displayed. If you manage to knock out all five walls the score (65,000 plus) will "roll over" and you will start over again.

### SCORING

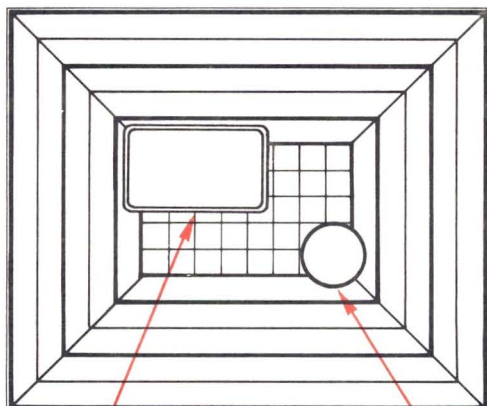
Wall	Points per Brick
1	100
2	200
3	300
4	400
5	500

## STARTING AND PLAYING THE GAME:

After the program is loaded (see "Loading Instructions") you will see a monochrome display of the playing screen. To start the game press the "fire" button on the joystick.

The game ball will travel down the court; when it hits the far wall the screen will change from monochrome to full color and the game will begin.

Displayed on the screen you will see a three-dimensional view of a room. At the far end of the room is a wall of bricks. Superimposed over this display is a small transparent rectangular paddle. You can move this paddle by using a joystick plugged into the computer's right joy stick port.



Paddle

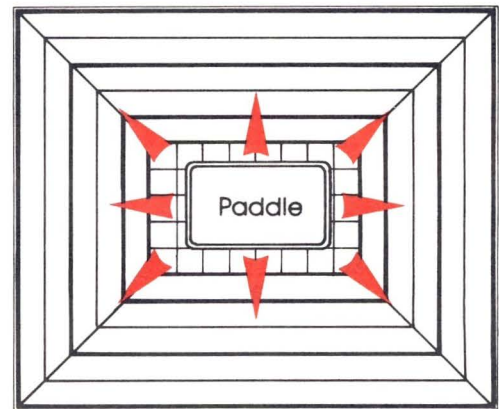
Ball

## PADDLE CONTROL:

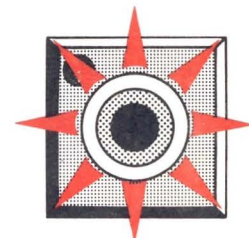
The **paddle** is comprised of 49 (7 x 7) zones (not visible). The "sweet spot" is dead center; a ball striking this zone will be deflected at exactly the same angle that it arrived. Other zones will cause the deflecting angle to vary due to paddle "twist", and depending on the direction of the ball.

There are two ways to hit the ball:

- 1) Simple Deflection—the ball hits the paddle and is deflected. It is easy to lose control of the ball under this method, but sometimes necessary to vary the bounce pattern.
- 2) Power Hit—the joystick button is depressed while hitting the ball. This stroke "flattens" the deflection of the returned ball but slightly increases the velocity. This is, however, the most successful way to hit the ball.



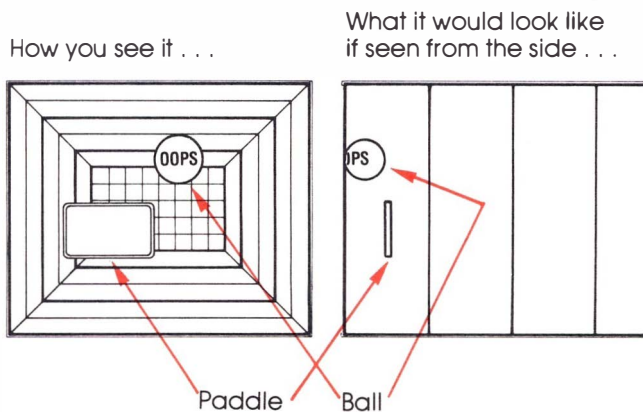
Paddle movement  
in relation  
to Joystick



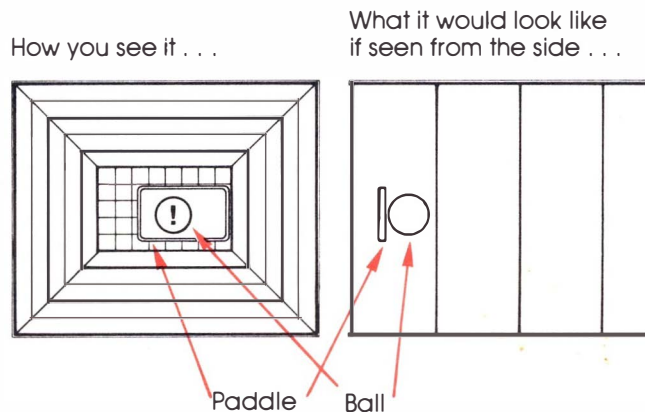
Joystick  
direction

On each ball is printed a series of messages. The message on the ball changes as the ball travels toward you in order to aid you in judging the ball's distance from the paddle. The last message displayed on the ball's surface ("OOPS") is when the ball is BEHIND the paddle and is a miss. When the ball is ready to be hit a "!" is printed on its surface. If you can manage to keep the ball always in sight within the transparent paddle you'll never miss. Easier said than done!

### An "OOPS" (or missed) Ball:



### A "!" Ball (ready to be struck):



### LOADING INSTRUCTIONS:

**TRS-80 Color<sup>®</sup>, 16K Cassette**  
**TDP S-100<sup>®</sup>, 16K Cassette**

- 1) Put the game cassette into the cassette player and rewind the tape.
- 2) Remove the disk controller interface or any other cartridge from the computer's right hand slot.
- 3) Turn on the computer.
- 4) Press the PLAY button on the cassette player.
- 5) Type **CLOADM** and press the ENTER key.
- 6) The game program will load and begin automatically.

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### DESIGN CREDITS:

**Game Design & Programming: Britt Monk**  
Production Coordination: Michael G. Cullum  
Playtesters: Charles Kibler  
David Kuijt  
Package Design: Stephanie Czech  
Rules: Charles Kibler  
Typesetting: Colonial Composition  
Prep. Dept. Coordinator: Elaine M. Adkins  
Printing: Monarch Services, Inc.

### QUESTIONS ON PLAY

The clarity of these rules has been verified by *Software Testers of Universal Microcomputer Programmers (STUMP)* and deemed "complete" in all facets of instruction. Please re-read them in areas that seem unclear at first reading. Questions on play can be answered by the factory *only* upon receipt of a self-addressed envelope bearing first-class postage.

### YOU NAME IT, WE GAME IT . . .

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### The Avalon Hill Game Company

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### IF YOU CANNOT LOAD THE PROGRAM

1. Check your equipment carefully to be sure that all cables and connections are correct.
2. Re-read the section in your computer's manual that tells you how to load software. Try to load software again.
3. If you can adjust the volume on your recorder, try different settings, both higher and lower.
4. If possible, load another program from a tape or disk you know works on your computer. This will prove that your equipment works. Try once more to load your game.
5. The normal reason software will not load is tape recorder or disk drive head misalignment. Your computer may be able to save and load programs on its own recorder, but be unable to read software made on a different recorder for this reason. Be sure your recorder heads are correctly aligned. Your local computer store or dealer can help you with this.
6. If the program still cannot be loaded, send the software, with a complete description of the problem (what type of computer you have, what the computer says, if anything, when you try to load the software or play the game, and what you did to try to get it to load) to:

### Avalon Hill Microcomputer Games

4517 Harford Road  
Baltimore, Maryland 21214

Defective software will be replaced.

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PROGRAMS:  
TRS-80 Color  
TDP S100 16K

TURN OVER:  
TRS-80 Color  
TDP S100  
16K

TRS-80 Color  
TDP S100 16K



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## BREAKTHRU

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TURBO OVER  
TRS-80 Color  
TOP \$139.95  
USA

TRS-80 Color  
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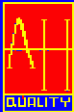
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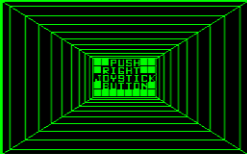




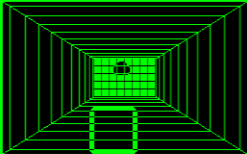


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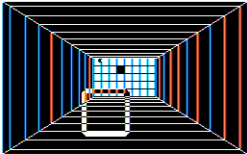
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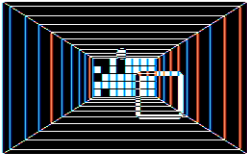
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