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NTSC U/C

PlayStation



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Do not connect your PlayStation® game console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

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The use of unofficial products and peripherals may damage your PlayStation game console and invalidate your console warranty.

#### **HANDLING YOUR PLAYSTATION DISC:**

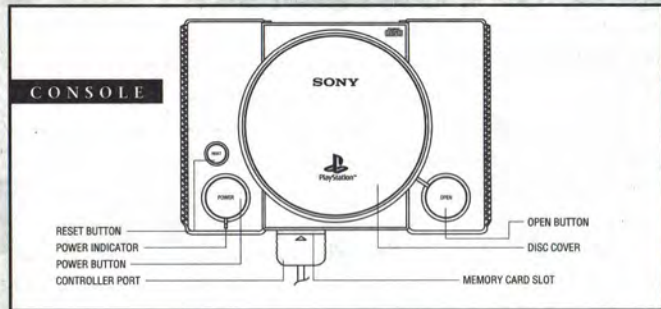
- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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## GETTING STARTED



**Important!** Do not insert or remove Peripherals or Memory Cards once the power is turned ON. You will need a Memory Card to save your games.

1. Set up your console according to the instructions in its Instruction Manual.
2. Make sure the power is OFF before inserting or removing a disc.
3. Insert the *Breakout*® PlayStation® disc and close the disc cover.
4. Insert the Game Controller (or Controllers; or Multi Tap and Controllers if playing Multiplayer).
5. If you want to load or save your progress during play, insert a Memory Card into Memory Card slot I.
6. Turn ON the console and the introductory sequence will begin.

## MEMORY CARDS

You will not be able to save your progress if you do not use a Memory Card. Make sure there is at least one free block on your Memory Card before beginning your game. You cannot swap Memory Cards during play and you must leave the Memory Card in the slot for the complete duration of play. You *must* insert a Memory Card into Slot I on your PlayStation® or Memory Card Slot I-A of your Multi Tap (if you are using one).

If you already have a saved game stored on the Memory Card, you will be asked if you want to load your game in progress.

Use the UP or DOWN direction buttons to highlight your choice and press the **X** button to select.

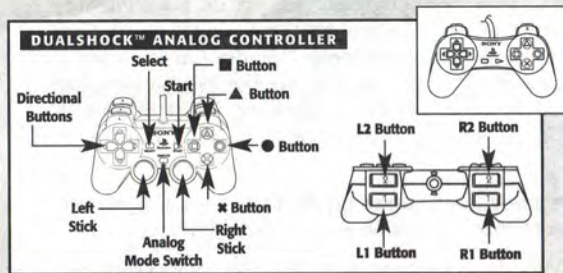
Selecting **YES** will restore the game to the same point as when you last saved on that Memory Card.

**Warning!** Do not forget to save your progress before you quit any game.

## MULTITAP

If using a Multi Tap, it must be inserted in Controller port I. When using the Multi Tap, at least one Controller must be connected to Controller port I-A. Additional controllers should then be inserted in the sequence I-B, I-C and then I-D.

## THE GAME CONTROLS



◀ NOTE: You may have a controller that looks like this. If so, please follow the digital instructions outlined below.

**Directional button** – Move paddle

**Left analog stick** – Move paddle

**✖ Button** – Trigger power-up/Select Option

**● Button** – Choose power-up (when you have more than one)

**■ Button** – Change paddle shape

**▲ Button** – Cycle through Camera Views/ Cancel option

**R1, R2, L1, L2** – Change the angle of the paddle (see "Angling the Paddle," page 11)

**Start Button** – Pause the game and access Options (see "The Pause Menu," page 18 for details)

**Select Button** – Access Paddle Select menu (only available when you have rescued at least one friend)

NOTE: In some levels, the controls will be different from those listed above. Instructions for using the different controls will be shown during the level introduction, or you can consult Coach Steel's hints from the Pause Menu. See page 18 for more on the Pause Menu.

### USING A JOGCON CONTROLLER

You may have a JogCon controller. Use the same control buttons listed above.

### USING A MOUSE

If you use a Mouse for the PlayStation® game console, you'll have to use a different set of controls:

**Moving mouse** – Move the paddle

**Left button** – Trigger power-up/Select option

**Right button** – Choose power-up/Cancel option

**Left & Right buttons together** – Pause the game and access Mouse Options

The Mouse Options menu will allow you to *Change Paddle Shape*, *Access Paddle Select* menu and cycle through *Camera Views*. You can access the standard Pause Menu by selecting Pause Menu from the Mouse Options menu.

### WELCOME TO BREAKOUT®

A world not so dissimilar to ours has some very strange inhabitants — tall, fun, flexible, strong-willed and quite unlike anything we know.

Bouncer lives happily with his girlfriend Daisy on a beautiful desert island. He has many friends — some are other paddles like him, and others are



balls, a paddle's natural companion. All was comfortable and quiet until Batnix entered the scene. On seeing Daisy he vowed to have her at any cost.

One day, while Bouncer was swimming far out to sea to rescue a ball, Batnix and his evil henchmen kidnapped the beautiful Daisy. On Bouncer's return to the island they zapped him from behind and imprisoned him in a dark and dank prison. Knowing of Bouncer's strong and loyal friends, Batnix ensured they couldn't mount a rescue by scattering them in prisons across the world.

In his smelly and wet cell, Bouncer is chained to a ball, his punishment since his latest failed escape attempt. His only consolation is a torn and tattered picture of Daisy pinned to the wall.

But then, as the noise of the guards grows distant, things start to happen. The steel ball gives a quick sideways glance, leaps into the air and smashes the chains. Freed from his chains, Bouncer gives his friend the ball a mighty whack, demolishing the cell walls and launching the latest dash for freedom.

Will Bouncer succeed? Can he rescue all of his friends? Ultimately, can he save Daisy and defeat Batnix once and for all?

It's up to you!

## STARTING YOUR GAME

### THE MAIN SCREEN

Once *Breakout* has loaded you will see the Main Screen.

Use the UP and DOWN directional buttons to move through the selections on the Main Screen. Press the **X** button to select an option.

Select **SINGLE PLAYER** to play by yourself.



Select **MULTIPLAYER** to play against one or more of your friends. **NOTE:** This option will only be enabled if you have more than one controller connected to your PlayStation®. See page 19 for more on Multiplayer games.

Select **OPTIONS** to access in-game options including Memory Card Functions. **NOTE:** These options can be accessed during the game by pressing the START button to pause and selecting **OPTIONS** from the Pause Menu.

### Single Player

Select **START NEW GAME** to play through the game from the beginning. Your first task will be to escape from the prison cell with the help of Coach Steel!

Select **CONTINUE GAME** to continue from where you left off. This option will only be enabled if you have previously loaded a saved game. See "Getting Started," page 4, for more information about saved games and memory cards.

Select **CHALLENGE MODE** to replay previous levels for practice, to succeed at better rankings and to earn bonuses. **Warning:** This will reset your previous progress through the game. See page 17 for more information.

## PLAYING THE GAME

### The Characters



Heroic, determined, fearless and intelligent, **Bouncer** faces the toughest of challenges. He must rescue his friends, journey with them to save Daisy, and then, with their help, defeat the monstrous Batnix.



**Daisy** is the spirited girlfriend to Bouncer. Her determination and strong will are an inspiration to Bouncer and his friends, but are no match for the evil of Batnix.



**Batnix** is a dangerous and evil megalomaniac who will stop at nothing to achieve what he wants. He must be stopped at all costs.



Experienced in the ways of knocking things down and the cunning ways of Batnix, **Coach Steel** will be there to help Bouncer throughout the game.




**Bouncer's friends** are a varied bunch, but each of them has a unique skill that he'll find invaluable in achieving his mission.



Beware. Not everyone is your friend in the strange world of *Breakout*...

## CONTROLLING THE DIRECTION OF THE BALL

During the game you'll want to control the direction of the ball so that you can hit objects that aren't directly in front of your paddle. There are two methods for angling the ball. One method is to change the angle of the paddle. The other is to choose the shaped paddle that will hit the ball at different angles. You can switch between the two methods by pressing the  button during the game.

### Angling the Paddle

The angle of the paddle determines the angle that the ball will be returned at.

By using the shoulder buttons you can automatically make the paddle assume a certain angle.





## Shaped Paddle



If you are using the curved paddle, the place where the ball hits the paddle determines the angle at which the ball will be returned.

As you progress you will rescue more of Bouncer's friends. Each of these friends has special strengths that you can use to your advantage.



To choose among the paddles you have rescued, press the SELECT button to bring up the menu.

Press the LEFT and RIGHT directional buttons to choose which paddle you want to use and press X to select.

Press the ▲ button if you want to re-select your current paddle.

## POWER-UPS

Power-ups are crucial to your success in *Breakout*. Most of these special powers are temporary, or allow only a small number of uses. Be careful not to waste them!

Press the ● button to cycle through the power-ups you've collected. Press the ✖ button to activate the current power-up.

Here are some of the power-ups you may come across while playing *Breakout*:



**Extra Life** – Gives you an extra chance to keep on playing.



**Big Paddle** – You're less likely to miss a ball with a big paddle.



**Grab Ball** – Allows you to grab the ball and reposition it before shooting it at an object.

There are many others to collect, but you'll have to discover their powers for yourself.

## COACH STEEL'S PRISON CELL TRAINING

At the beginning of the game, Bouncer is imprisoned in a dank prison cell. You've got to help him break out and rescue his friends and the beautiful Daisy. But in order to defeat Batnix, you'll need to learn a few skills. Before you break out of prison, Coach Steel will teach you all the skills you'll need to defeat Batnix. Over a total of four challenges he will explain a new skill and then test you. Once you have completed all four

challenges he will help you break out of the prison and will also rank you on your escape. Your ranking will determine the difficulty level of the game. The higher your ranking, the more difficult the challenge you'll face.

You can change your ranking at this point if you want a more or less challenging game.





## PRISION MAP

- ← Un-opened Chapter
- ← Game Stats
- ← Chapter Stats
- ← Opened Chapter

Batnix left behind a partially complete Prison Map that shows where some of Bouncer's friends have been imprisoned. Once you have escaped prison, you'll be taken to the map. Initially, you'll only be allowed to visit the first few locations. Each location contains a chapter, with various levels, that you'll have to play through. Once you've completed the initial chapters, you'll be able to visit other locations and play through additional chapters.

### Game Stats

**Average Ranking** – Shows how well you are doing at the game.

**Current Ranking** – Shows how Batnix rates you as an opponent. You can increase your average ranking by completing levels with a higher current ranking.

**Chapter Stats** – Shows your average ranking for the chapter.

### To Select a Level

Use the LEFT and RIGHT directional buttons to move Bouncer from one chapter to another.

Press the **X** button to enter the chapter.

You will then be given a choice of levels to play within the chapter.

Use the UP and DOWN directional buttons to choose a level.

Press the **X** button to enter the level.



**Level Stats** – Shows the ranking at which you have completed the level.

### PLAYING A LEVEL

In most levels you hit the ball to demolish and knock down obstructions. Other levels are a bit more difficult and require you to do other things, such as hitting targets in a specific order. Yet other levels require Bouncer to get up on two feet and tackle new challenges!

During the introduction to many levels you will see some on-screen instructions that will tell you how to play and complete the level. For extra help, you can always access Coach Steel's hints at any time by selecting Hints from the Pause Menu. For more information on the Pause Menu, see page 18.

**IMPORTANT NOTE!** You will be reminded to save your game every few levels. Make sure you do save before turning off your PlayStation® or your progress will be lost!



## COMPLETING A LEVEL

Each time you complete a level Coach Steel will update your current ranking according to how well you performed. He may increase, or decrease your ranking, or he may leave it unaltered.

After you complete a level, you will open up the next level in the chapter. Once you have completed all of the levels in the chapter, you'll return to the Prison Map, where you'll discover new chapters to tackle. You can only play those chapters you have discovered, and can only play those levels that you have opened by completing the previous levels.

## COMPLETING THE GAME

To complete the game you must achieve three goals:

1. Rescue all of Bouncer's friends.
2. Save Daisy.
3. Defeat Batnix.

If you manage all three, congratulations! You've rid Bouncer's world of the evil menace!

But the critical Coach Steel isn't satisfied with mere winning. He will grade your entire performance, just as he did your escape from prison. There are 11 different rankings you can receive:

<b>Beginner</b>	<b>Challenger</b>	<b>Master</b>
<b>Junior</b>	<b>Contender</b>	<b>Champion</b>
<b>Novice</b>	<b>Expert</b>	<b>Superstar</b>
<b>Amateur</b>	<b>Professional</b>	

To improve your overall ranking, try replaying the game with your newfound skills. But remember: The better you play, the harder Batnix will fight back! Complete the game with an Average Ranking of "Superstar" and you will truly be a *Breakout* master.

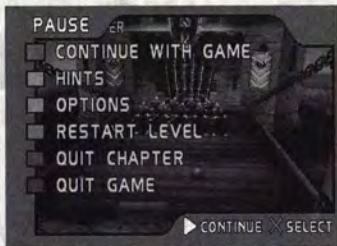
## CHALLENGE MODE

If you wish to replay levels and improve your ranking, select Challenge Mode from the Main Screen.

You will then be taken to the Challenge Mode map, which is similar in appearance and function to the Prison Map. See Prison Map, page 14, for information on how to choose a chapter and level to play. *NOTE:* You will only be able to play those levels that you have previously completed in Single Player Mode.

In Challenge Mode, you will not automatically move onto the next level in the chapter. Instead, you will be asked if you wish to replay the level or quit to the Challenge Mode map, where you can select another previously completed level.

Within Challenge Mode you may change the ranking at which you play the levels by selecting "Ranking" from the Options menu.



## THE PAUSE MENU

Pressing START during the game will pause the action and display the Pause Menu.

Use the UP and DOWN directional buttons to highlight an option and press the **X** button to select it. You can choose from among the following options:

Choose **Continue** to return to your game.

Choose **Restart Level** to start the level from the beginning. Note that this will count as a failure when Coach Steel ranks you.

Choose **Quit Chapter** to return to the Prison Map.

Choose **Quit Game** to return to the Main Menu.

Choose **Hints** to see Coach Steel's guidance for the current level.

Choose **Options** to access the Options Menu.

## THE OPTIONS MENU

The Options Menu can be accessed from the Main Options screen, or by selecting Options from the Pause Menu.

Use the UP and DOWN directional buttons to highlight an option.

Press the **X** button to select an option.

Use the **▲** button to cancel the option.

On screen instructions tell you how to alter each option. Use the LEFT and RIGHT directional buttons to adjust sound volume or screen position.

You can alter the following options:

Choose **Sound** to adjust the *Sound Effect* and *Music* volumes.

Choose **Adjust Screen** to adjust how the game screen is positioned on your TV.

Choose **Memory Card** to allow you to *Load* and *Save* your progress.

Choose **Analog Controller (DUALSHOCK)™** to turn *Vibration Mode* On and Off.

Choose **Ranking** to alter the difficulty setting in each level in *Challenge Mode*.

**NOTE!** The exact contents of the Pause Menu will change according to where you are in the game, and how many players are playing.

## MULTIPLAYER

If you select **Multiplayer** from the Main Screen you will be taken to Breakout Multiplayer. If you have more than two controllers connected to your console you will be asked the number of players who will compete.

**NOTE!** You will only be able to choose as many players as you have controllers connected to your Console. For three or four players you will need to use a Multi Tap, as explained in "Getting Started" on page 4.



Once you have chosen the number of players you will be taken to the Multiplayer Map. This is similar in appearance and function to the Prison Map.

Use the LEFT and RIGHT directional buttons to choose a level.

Press the **X** button to select the level to play.



### MULTIPLAYER LEVEL OPTIONS

Use the UP and DOWN directional buttons to choose an option. Press the **X** button to select. Choose PLAY LEVEL to play. Choose BACK TO MAP to change level or return to the Main Screen. Choose NUMBER OF PLAYERS to change the number of players competing (up to number of controllers available.) Choose GAME ADJUSTMENTS to alter how the game is played. *Note:* This is

not available on the Farm Multiplayer level.

### GAMEPLAY

Each of the players occupies their own arena within the Level and must use all of their *Breakout* skills to be the first player to clear their arena of bricks and other obstacles.

During the game players can compete in 2 ways:

1. Attempt to clear their arena as quickly as possible.
2. Hinder their opponents by creating bricks or other obstacles in the opponent's arena. You can do this by hitting colored targets in your arena: obstacles such as additional bricks will then appear in the arena of the player with the corresponding color.

Special power-ups and secrets are also available in the Multiplayer game, so keep your eyes peeled for these bonus features!

### MULTIPLAYER LEVELS

There are a total of four Multiplayer Games available within *Breakout*. Each game features a different challenge for the players to overcome.

#### Egypt

Hit a flashing, colored brick and send extra bricks over to your opponent's arena. The more colored bricks that are linked the greater the trouble you'll cause your opponent.

#### Castle

Hit large collections of colored bricks to send extra knights to your opponent's arena. Powerups trigger fire-breathing dragons that can fry your opponents!

#### Space

Blast your other players by firing rockets at them. Hit a colored launch button and the rocket will launch against the opponent of the same color.

#### Farm

Get up on two legs and fill your hencoop before your opponents! Scare your opponent's hens away with the deranged ducks!

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- *Hints and Tips*
- *Competitions*
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- *And much more*

We are constantly updating our web sites so stop by and visit us frequently. With events and new additions planned, you won't want to miss out.

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## TECHNICAL SUPPORT

If you are having technical difficulties with the Breakout® PlayStation® game, and need to call Technical Support, please have the correct name of the game available (and be ready to take notes).

For telephone technical support, please call **(410) 568-2377**. Support hours are from 8:00 a.m. to 12:00 midnight, Eastern Standard Time, Monday through Friday, and from 8:00 a.m. to 8:00 p.m., Eastern Standard Time, Saturday and Sunday, holidays excluded. No game hints will be given through this number.

You may also communicate with our technical support via the Internet at:

<http://support.hasbro.com>.

This site contains an up-to-date interactive knowledge base, and email contacts for technical support.

To find out more about the Breakout® PlayStation® game and other Hasbro Interactive products, please visit our main web site at:

<http://www.hasbro-interactive.com>

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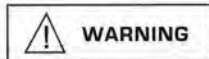
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### Epilepsy Warning



#### READ THIS NOTICE BEFORE YOU OR YOUR CHILD USE THIS SOFTWARE

A very small portion of the population have a condition which may cause them to experience epileptic seizures or have momentary loss of consciousness when viewing certain kinds of flashing lights or patterns. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy.

If you or anyone in your family has an epileptic condition or has experienced symptoms like an epileptic condition (e.g. a seizure or loss of awareness), immediately consult your physician before using this Software.

We recommend that parents observe their children while they play games. If you or your child experience any of the following symptoms: dizziness, altered vision, eye or muscle twitching, involuntary movements, loss of awareness, disorientation, or convulsions, DISCONTINUE USE IMMEDIATELY and consult your physician.

### FOLLOW THESE PRECAUTIONS WHENEVER USING THIS SOFTWARE:

- Do not sit or stand too close to the monitor. Play as far back from the monitor as possible.
- Do not play if you are tired or need sleep.
- Always play in a well lit room.
- Be sure to take a 10 to 15 minute break every hour while playing.

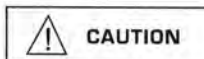
### Repetitive Strain Statement



Some people may experience fatigue or discomfort after playing for a long time. Regardless of how you feel, you should ALWAYS take a 10 to 15 minute break every hour while playing. If your hands or arms become tired or uncomfortable while playing, stop and rest. If you continue to experience soreness or discomfort during or after play, listen to the signals your body is giving you. Stop playing and consult a doctor. Failure to do so could result in long term injury.

If your hands, wrist or arms have been injured or strained in other activities, use of this Software could aggravate the condition. Before playing, consult a doctor.

### Motion Sickness Statement



This Software generates realistic images and 3-D simulations. While playing or watching certain video images, some people may experience dizziness, motion sickness or nausea. If you or your child experience any of these symptoms, discontinue use and play again later.

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