

Breakout FAQ

by Crazyreyn

Updated to v1.6 on Jun 13, 2004

This walkthrough was originally written for Breakout on the PSX, but the walkthrough is still applicable to the PC version of the game.

B R E A K O U T

Sony Playstation
FAQ, Version 1.6
Last Updated - 13/06/2004
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| Legal Notice |
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The ONLY sites that may have this FAQ and all my other FAQs are the following..

<http://www.gamefaqs.com>
<https://www.neoseeker.com>
<http://faqs.ign.com/>
<http://www.cheats.de>
<http://www.cheathappens.com>

You will find the latest versions here. I'm sorry, but these are the only sites that I am allowing to host the FAQ. This way, its easier to update my guides, and not get outdated email from sites that don't regularly update the FAQ's. If you DO see this FAQ on a site other than those above, then please contact me straight away.

+-----+
| Contact Details |
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If you see a fault of ANY kind or you want to contribute some data to me, then either email me at crazyreyn_faqs@hotmail.com OR speak to me on MSN Messenger on crazyreyn_faqs@hotmail.com, or on AIM at Crazyreyn. If you are emailing me, then please have the subject title as 'Breakout FAQ' or something similar, otherwise it will not be opened. Full credit will be given in due course.

Or feel free to ask me any questions you wish, comment on this FAQ, ask if you want this posted on your site etc. then do that same as above.

If you could, rate this FAQ so I can get some feedback.

Thank You.

INTRODUCTION

Hello and welcome to the Breakout FAQ. Within this document I will tell you just about all there is to this game, including how to beat story mode step by step and how the rankings operate. I hope that this will help you in one way or another.

I got this game one Christmas after playing the demo of the PC version - I was stuck for what presents I wanted, the demo was fun and the game was reasonably cheap. So my parents got it me. It is a fun game, not bad at all, and builds off the old classic breakout pretty well. The plot is dire and so are the characters, but then again its not going to be of Final Fantasy quality now, is it? Anyways, I'm gonna enjoy writing this FAQ, and I hope you will enjoy using it.

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Searching -

Simply copy and paste the section you want to go to into the Find box (to open it, press CTRL+F). Now press enter twice and you will be taken to your selected section.

1. VERSION HISTORY

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Basic Update; changed legal notice, and some formatting.

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| Version 1.5 - 20/08/2003 |

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Updated the list of sites that can host the FAQ; changes the Conclusion and Special Thanks section; and corrected errors here and there.

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| Version 1.4 - 10/06/2003 |

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ANOTHER change in format! This time I think this format is gonna stay this way, me thinks me likes it. If you have any comments about, contact me and we will duke it out. I have also put some of the basic stuff (controls, story etc) into a 'Game Overview' section. I have also added a section that explains everything from the main menu, and I have cut out filler here and there. YESH!

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| Version 1.3 - 30/05/2003 |

+-----+

Change in format, and the Dual Shock Controller ASCII has been removed. I thought that it was filler and that it needed to be gone. BE GONE!

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| Version 1.2 - 21/04/2003 |

+-----+

Added some ASCII art of the Dual Shock Controller in the Controls section, changed the odd section breaks that where a little out of shape, and changed the file type (an FAQ and not an FAQ/Walkthrough - my bad).

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| Version 1.0 - 13/04/2003 |

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The first version of the FAQ, with everything completed.

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2. GAME OVERVIEW

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This section is just a look over all things in the game without going too in-depth.

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2.01. Story

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This is the 'amazing' storyline in Breakout (it says its amazing on the back of the game case). To be honest, it isn't amazing but hey, they had a go, bless them. By the way, THIS IS NOT MY OWN WORDS, BUT THOSE FROM THE

Bouncer and his girlfriend, Daisy, live on a beautiful desert island. But there's trouble afoot: the evil Batnix has appeared on the scene and has his sights set on the beautiful Daisy. He has 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 Daisy. When Bouncer got back to shore, they zapped him from behind and locked him into a dark, dank prison. And to make sure Bouncer's loyal friends couldn't mount a rescue attempt, Batnix has scattered them in prisons across the world.

Following another failed attempt to escape, the guards are busy chaining Bouncer to a steel ball. But just as the guards leave his cell, the steel ball leaps up into the air and smashes the chains. Our paddle hero gives his friend the ball a mighty whack, demolishing the cell walls and launching his latest dash for freedom.

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

His fate is in your hands!

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2.02. Characters
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These are some of the characters that you meet throughout the game -

Bouncer

The main character in the game and the one that you control at the start of the adventure. Intelligent, determined and fearless, he sets out to rescue his friends, Daisy, and defeat Batnix.

Daisy

Bouncer's love interest, of whom has been kidnapped by Batnix. She has a strong will and determination.

Batnix

The villain of the game, of which has kidnapped Daisy, and locked away Bouncer and his buddies. Dangerous and evil, he must be stopped at all costs to prevent him doing more... bad stuff.

Couch Steel

An ally in Bouncers adventure, they first met up in Bouncer's prison cell and aided in his escape. He is an experienced expert in demolition, and is a great help throughout the game.

These are just about the main characters in the game; there are some others, such as the paddles you rescue (but they don't really show any characteristics or don't have names so they are no point mentioning) and some baddies throughout the game.

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2.03. Main Menu
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When you start up, and after select the language (Europe game only, folks) and whether you want to load your game save, you come across the main menu. The three options are Single Player, Multiplayer and the Options. You highlight by pressing up and down, then confirm your choice with the X button.

Single Player

This is the main mode of the game, the single player, which has a story and many themed stages. There are several options you can choose from here-

Start New Game: Starts a new game, apparently. If you have already have a saved game, this starts a new one and overwrites the old one the next time you save it.

Continue Game: Continues your game where you last left it. Handy, that.

Challenge Mode: Starts the challenge mode, only if you have started and got somewhere in the single player mode already. A more in-depth look at this can be found at section 5.

The Single Player is covered in section 3.

Multiplayer

This starts a multiplayer game. More on this can be seen in section 7.

Options

Here you change various stuff about the game. Just select what you want with the up and down on the D-Pad / Left Analog stick, and press X to select.

Memory Card: Here you can load your game saves off a memory card.

Analog Controller: Here you can decide if you want vibration on or off. Well, that's if you have a Dual Shock controller. Select one or off according to your choice and press X to confirm.

Sound: This is where you can turn the sound effects and / or music volumes up or down. Press up and down to highlight, then left and right to adjust the volume level. Press X to confirm when you are finished.

Adjust Screen: If your image is a tad wonky, selecting this means you can adjust it. Press up down left or right to move the screen, and X to conform.

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2.03. Basics

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There is a main style of play in Breakout, and several other sub styles where there is a break in the standard bat and ball action. The standard mode is explained in detail below, where as the other styles are explained in the single player walkthrough as I come across them.

Bat and Ball mode is the main style the levels are played in - like the old school Breakout games, where the paddle (of which you control) has to hit the ball into a wall, obstructions, or targets. The ball can speed up and slow down, bounce off anything in the area of play and can be stuck in a variety of ways. When the ball is approaching the bottom of the screen, just move the paddle so that it collides into it and the ball will bounce back up again. You will need to hit it so that the ball goes into the wall or object that you are trying to hit. You can control by either -

- Moving left or right just before the ball hits the paddle so that the ball will bounce off in that direction. This is known as 'slicing'.
- Using the shoulder buttons to angle the paddle. Here are all the different ways that the paddle can be angles, with the button combination to perform them -

L1 = Slightly tilted to the left
L2 = Tilted to the left
L1 + L2 = Heavy tilt to the left

R1 = Slightly tilted to the right
R2 = Tilted to the right
R1 + R2 = Heavy tilt to the right

L1 + L2 = Straight

- Curving the paddle in an arch shape (like a rainbow). Then the ball will bounce off at the angle of the curve. Do switch to this shape, press square. Do make the paddle go straight, press square again. Note that when you make the paddle like a curve, you cannot change the angle. Remember that the closer the ball is to the edge, the greater the angle the ball bounces off.

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2.04. Controls

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In Breakout, you can play the game using either the normal Playstation controller, a Dual Shock controller or a Mouse.

Standard / Analogue Controller

- Left analogue stick - Move paddle
- SELECT button - Access the paddle selection menu
- START button - Pause the game and access Options

- Triangle button - Scroll through Camera Views / Cancel
- Square button - Change the paddle shape
- Circle button - Scroll through powerups
- Cross button - Activate powerups / Select
- L1, L2, R1, R2 - Change the angle of the paddle

 Mouse

- Moving the Mouse - Move Paddle
- Left button - Activate powerups / select
- Right button - Choose powerup / Cancel
- Left and Right buttons together - Pause the game and access mouse options

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2.05. Power Ups

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Throughout your adventure you will encounter Powerups. These are boxes that are in the play area and can be activated by hitting them with the ball, then collecting them with the paddle. If you collect more than one powerup, you can scroll through what you have got with the circle button, and activate it by pressing X. Here is a list of the powerups-

 Extra Life

A '+1' in a green box. Adds an extra chance / life so you can play for a little longer.

 Big paddle

A long diagonal arrow in a yellow box. Makes the paddle longer in shape for a short period of time.

 Large paddle

An arrow pointing upwards in a yellow box. Makes the paddle larger in shape for a short period of time.

 Grab ball

A 'C' shape with a dot in the middle of the arch (all in a purple box). It grabs the ball for a short period of time, allowing you to reposition it before firing it back into play.

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3. SINGLE PLAYER WALKTHROUGH

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To start playing the single player adventure, select SINGLE PLAYER on the main menu, then START NEW GAME (on continue).

After the introduction, you will find your self in the prison cell.

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3.01. Prison

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Training

This is essentially a training mode - a warm up of how what the game is like. Read through what the coach says, and you will find that you have to hit 30 balls. Simply move left and right to hit the balls - it doesn't matter about the angle you hit them at, or if you miss any. Once that is done, you can retry it to get a better score (press triangle) or go onto the next part (press X).

Now this will show you how to curve the paddle. 10 crates will appear on the right, followed by 10 on the left. The paddle will automatically be curved when you begin. Use this as practice of how the curving paddle works. Once you have destroyed at least 10 crates, you can progress to the next stage or you can retry it again.

Now it is you chance to practice how to slice the ball. Before the ball hits the bat, move left or right to hit it in that direction when it hits. Remember that you have to have the paddle straight (press square from when its curved) to be able to slice the ball. Like the last one, there will be 10 crates to the right then 10 on the left. Destroy at least 10 crates to progress, or you can retry it.

This one is how to angle the paddle. Pressing L1 will angle it slightly left, L2 a little further and L1 + L2 together to make the paddle angle even greater. This is also applies with R1 and R2 (but instead the pallet angles to the right). Here, you cannot move left or right, and 6 crates will appear (3 on the left and 3 on the right), so you have to angle the pallet to destroy them. Simply use all three levels of angling on both sides to get rid of all the crates. When you have got rid of four or more crates you can progress, or retry it if you please.

Now you will be given an rank on how will you did - this will also determine the difficulty. You can change this by pressing up and down if the rank you have been given doesn't suit you. Once you have chosen your rank, progress by pressing X. You will now begin the proper adventure - remember all these skills as they will prove useful along the way. Honest.

Breakout

Simply destroy the wall that is ahead of you. You have to first of all destroy

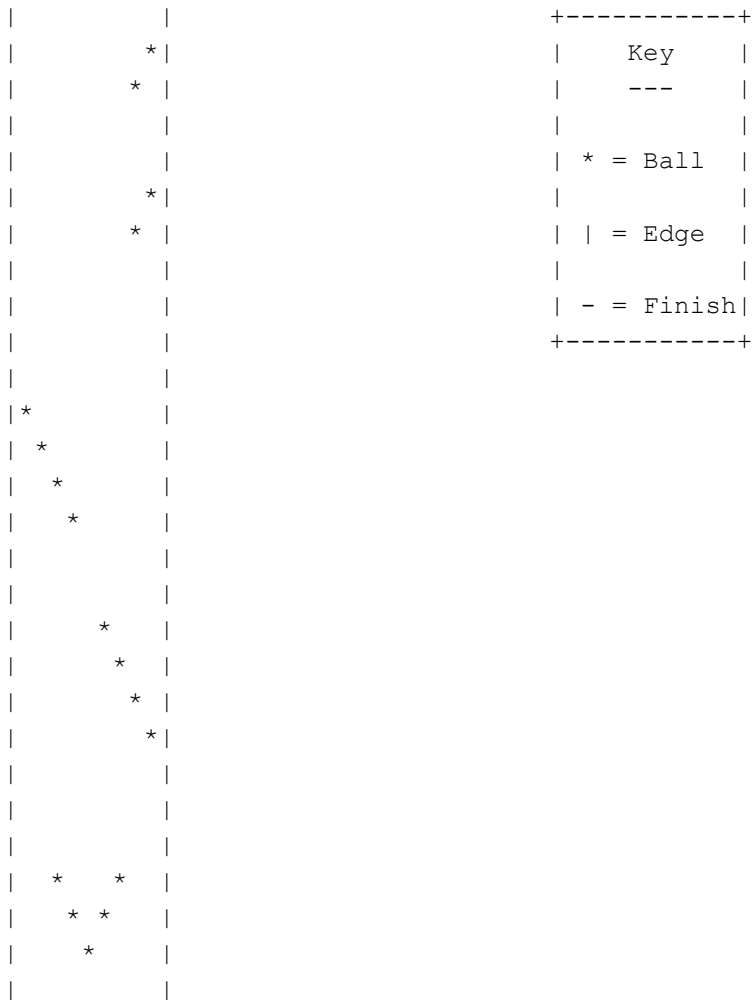
the brown coloured boxes then the green wall behind it. This is a really simple task with no obstacles in your path, so there is no worries here. Once the ball is through the hole then Bouncer will leap out and you will be in the courtyard.

 Crate Escape

Here you must make a hole in the fence. There are large groups of crates in the way though, so first of all you have to destroy them. No problems there - a good tactic is to get the ball in either of the two gaps between the crates, where the ball will bounce many a time, destroying many crates. :P
 You can collect some power ups on the way, but they are not essential. Once you break through to the fence, hit it five times in about the same place to make a hole - where Bouncer can escape.

 Wild Wolf

Once you are out, you are on a pathway - where are wolf will give chase. Here the game style will change so that you are running on your feet. If the wolf catches up with you, you have to start again. Hold down X to run, and when you find a ball (the signposts will tell you where they will appear) and when you have it at your feet, release X briefly so it goes towards the wolf and slows him down. This is quite tough, especially if you are at a higher ranking. An almost sure fire way to hit the wolf is to stay in one position, fire, then stay in that position (as the wolf will stay behind what position you are at). Here is a map of the order and position things come in (note that the gaps may not be entirely correct to save space) -





Once you have completed this, you will have finished the prison area. Whee-hee. Now you will taken to the map. Now is a good time to save your game - to do this, press start, then select 'Memory card', then select 'yes' to save your game. Two new areas are now playable - Egypt and Farm. Let's look at Egypt first, yes?

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 3.02. Egypt
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You find this area on the map after the Prison area (shown as two pyramids).

 Pyramid Power

After the short cutscene, you have to destroy the blocks of the pyramid to gain access. Nothing too tricky here. The gap between the paddle and the pyramid isn't too big, so be wary of that. Luckily there is a wall of blocks behind you that will keep the ball in play, but once a ball hits a block the block is destroyed and the ball can go out. There are several powerups to be had here, which can be collected if that ball hits them or it rolls down and you collect it with your paddle. Also, there are glowing blocks - destroy it and another ball will appear for you to lose. As long as a ball is in play you don't lose a life if one goes out. Once all the blocks are destroyed, a cut scene will cut in and you will go to the next area.

Tomb Terror

After the cutscene, a set of blocks will fall down and you can begin. The idea is to get the ball through the wall. BUT there's a twist - the statues will laser some blocks or even entire columns and make them red in colour. If the ball hits one of these red blocks, then the entire wall of blocks shifts forward. Concentrate on a small few rows and knock them down to make the hole in the wall, then pop the ball through. It's not that tough, just keep on avoiding the red blocks.

Crazy Crypt

The wall ahead consists of five blocks. Hit them one by one to get rid of the entire row, then another one appears in front of it. All you have to do is keep get rid of the walls until you destroy the row before the switch. But if you miss a block and hit the lasers at the back, the row that you are working on resets it self, and you have to start from that row again. It's pretty much essential that you angle the pallet so that the ball goes where you want it to go (using L1, L2, R1 etc). After three rows of blocks, the switch will pop up.

Mummy Mayhem

Hit the mummy with the ball to knock his health down - it will also keep him back for a short while. Angle the paddle to hit the ball at him. He will slowly walk forward, so consistently hit him with the ball to keep him at bay. Once he has walked far enough a wall will appear behind him, so the play area gets smaller and smaller as he gets closer. He will also fire lasers from his eyes, which will cause you to get burnt and slow down. A good way to avoid the lasers is when you hear the sound, move out the way a little. Keep hitting the mummy and avoiding the lasers and you will be fine.

Once he has been killed, Bouncer will waltz up and free his buddy. To play as him, press select while playing and choose him - the same with the other paddles that you rescue. Also you have unlocked another area - the Castle. Now save your game and move onto the Farm.

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3.03. Farm
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This is the scarecrow on the map.

Flock Frenzy

Heh! This is insane! Well I thought it was.. sorta. The angry mob of sheep need moving, so you gotta hit them with the ball to make them jump over the hedge. The sheep will move out of the way of your bat a little, so aim for them in large groups. If you hit the kennel in the top left hand corner, your ball will turn into a dog, and makes the job easier as the sheep will not run away from the dog. Once all sheep are in the pen, then you will move onto the barn.

Hay Hassle

You gotta clear the hay to get through to the door at the back. Each block of hay takes four hits of that ball for it to totally disappear, so this could take a while. Once you have gotten a chicken down to the ground level, hit it with the ball for it to release several eggs into play. These control a little different from the ball, so be wary of that. Also if a ball or egg goes out of play, you will not lose a life if there is any eggs or the ball still in play. Clear away all the hay to gain access to the door. But..

Henvaders

The hens have back, and you have to get rid of them! Hit them with the ball to make them fly away. Every time you hit a hen you get an egg into play. Clear the first batch, and another will appear. Repeat clearing the bunches of hens to gain access to the door. Watch out for the ducks though; they give out green eggs, which will make you stand up for a short while. So don't touch the greenies. After four or five sets, you can progress.

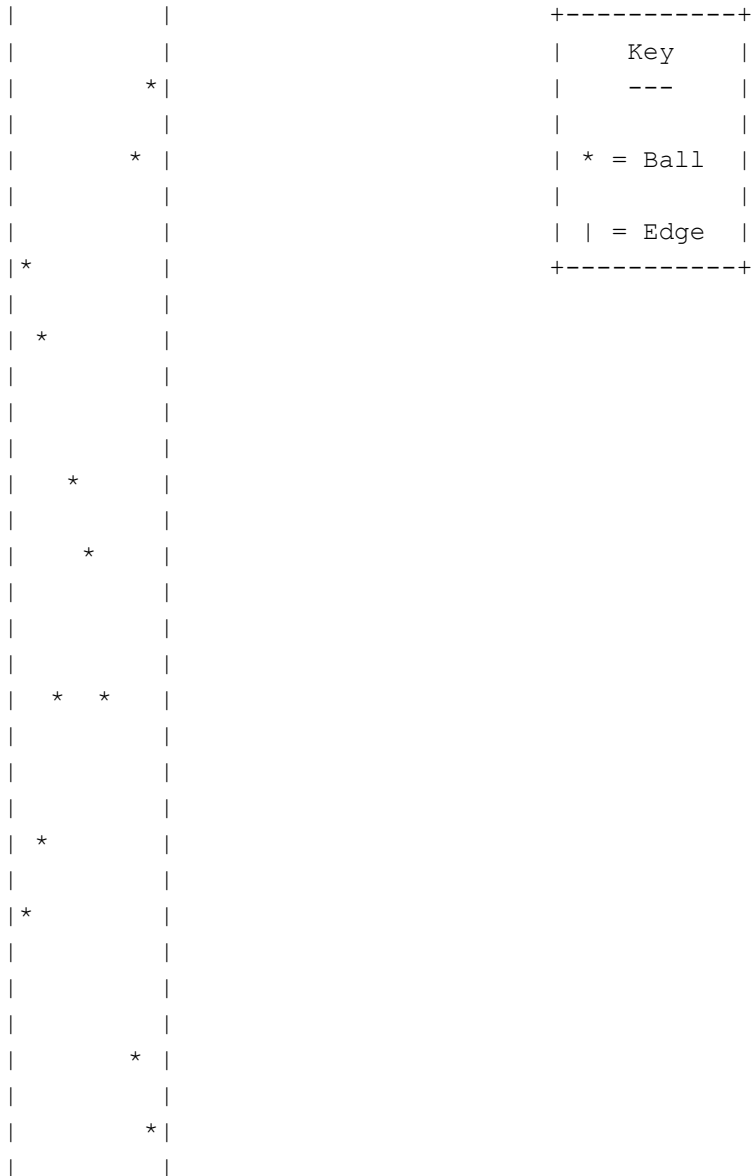
Demented Ducks

This is different, no? You are standing up, and you have to knock the ducks off the raft! Har har! The easiest way is to concentrate on them one at a time, with continuous bashing. Later when they are in groups, pick on one of the edge of the group, then do the same with the others. When it comes to the large ducks, lure them to the edge and knock them off (like the little ones, concentrate on them one at a time). I have also found that they follow you in the path you have chosen; so if you walk around the edges of the raft, the ducks will follow suit, prime for attacking. After enough ducks have attacked you, you can go rescue your friend! But it's not over yet...

Chase Escape

Like at the prison, the wolf will chase you down a path. If the wolf catches up with you, you have to start again. Hold down X to run, and when you find a ball at your feet, release X briefly so it goes towards the wolf and slows him down. An almost sure fire way to hit the wolf is to stay in one position, fire, then stay in

that position (as the wolf will stay behind what position you are at). Here is a map of the order and position things come in (note that the gaps may not be entirely correct to save space) -



At this point the view point will change to behind; you have to run through the gaps within the crates. This isn't too difficult, as you can see the next row ahead of you easily enough, all you need is your judgement. If you do hit a crate, then you will set back a bit, and you are pretty much wolf food.

After a while, it will change again to an isometric view of the path, where you see the wolf and the rows of crates ahead. Also, balls will start appearing again, which you have to fire at the wolf. This is easy enough, just use your judgement, and keep pummelling him with the balls. Eventually you will reach the end of the path and you will complete the Farm area! Will have unlocked another pallet to play with and another area, the Factory. Save your game and then move onto the next area - the Castle.

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3.04. Castle

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This is the castle icon on the map screen.

The knights all have their shields up and cannot be affected if hit from the front. So, you gotta position the ball hit the side or the behind of the knights. Once it hits them, they will jump forward, and after several hits they will run of the drawbridge - when they do, be sure to keep clear. Remember that the ball will go THROUGH the knights when hit at the back or side, and not bounce off them. Also keep hitting them regularly or they will jump back into the centre of the drawbridge again. When all the knights have been disposed of, you can progress.

Menace Court

To start with destroy the blocks that the knights are guarding. The knights themselves cannot be killed, so you just have to avoid them the best you can. The two purple gaps to the left and right walls are useful indeed - aim your ball into one of them and it will come out again, along with another ball in the opposite hole! Whee! I wouldn't concentrate on that fully mind, just aim to get rid of the wall. Once you have got rid of most of it, the ball then can go behind it. Aim to get it to go up the spiral staircase at the back, so I goes up and hits the dragon. The ball will come back down, but instead in fire, and can burn a knight if it hits him from behind. Repeat this until a cutscene occurs.

Serf Stack

This is pretty much the same as before - but you have to totally get rid of all the blocks. The servants are building two walls between you and the staircase, so just keep hammering the wall with your ball in about the same position, until you can get though, and eventually you will get to the staircase. A nice idea is to put the ball through the side holes again to get another ball into play, so more blocks can be destroyed. Also, hitting the dragon means that the balls will set alight and can go through entire rows of blocks at once, with is very effective. Once you have destroyed all the blocks within the play area, another cutscene occurs.

Boulder Dodge

Same play area, but now the servants are angry and will start throwing boulders from above. Clear that wall ahead of you to progress to the next part. When you hear them throwing the boulder, keep an eye out for the shadows of them so you can stay clear. If you are hit by a boulder, you get burnt and you slow down a treat. Again, hitting the dragon to set alight to the ball and multiplying the balls in the play area will make this a lot easier. Also to prevent the servants from throwing their boulders, hit them as they run across. Once you have cleared all the blocks, you run up the stairs after the dragon.

Spiral Sprint

Here you will go up the stair case, where you have to either jump (square) or duck (x) the obstacles that are in your way. Be sure to press either one

JUST before you touch them, as the timing is very important. If it helps, although this is fairly easy, this is the order that they come in - (either jumping or ducking) -

S, X, S, S, S, X, X, S, S, X, X, S, X, S

S = Square = Jump

X = Cross = Duck

Once you have done that, you reach the top of the tower, where you confront the dragon...

Dragon Duel

Here you are on your feet, and you move with the directional buttons or the left analogue stick. Run to an edge of the area to collect a block, then you press X to throw it (preferably at the dragon). When he begins to breath in he is about to spit fire at you. When he makes the noise, stay still, then move out of the way just before he spits fire to avoid it. If you get hit, your health rockets down, and you slow down for a short period of time. When throwing the blocks, hold X down for a while so build up strength. The harder you throw the block the further it goes and the more health it knocks off the dragon. Keep doing this until all the dragons health is gone. When you have done this, your friend will be rescued and you have finished off the Castle area! Now save your game, and move onto the Factory,

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3.05. Factory
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Select the top left icon on the map to enter the factory area.

Crate Run

Hmmm.. the aim here is, believe it or not, to clear the wall ahead of you. You are standing up this time, and you move going up, down, left and right. To fire a ball, pick it up and fire with X. They blow up dynamite crates also. Use the two balls at the start, then the conveyers belts start up. Beware that the belts will all change speed and stop and start independently from one another. Just keep on the move, collecting that balls and destroying the wall. I would tend to try avoiding the dynamite crates than using a ball to destroy them, but if you need to clear it then do so. Also bear in mind not to take risks here - don't go after a ball surrounded by dynamite, because there is no time limit, take your time and another ball will come along soon enough. Once you have cleared the wall, a cutscene will occur.

Puzzle Pipe

You need to provide power by completing three circuits to progress. The first one is very easy - just destroy the first three rows of blocks to make the blue pipe's power flow through.

Pipe Pickle

This second one is a lot trickier though - you need to connect the pipe on the second row on the left to the bottom row on the right. The reason that it is tricky is that any block can be destroyed, so you could have 3 columns correct and miss the last one, effectively messing it up. So, you have to be very accurate and know the route to take early on.

Pipe Power

The same as the last one - but instead there is two pipes to connect at the same time and is a million times as hard. Once you have finally done them all, you unlock the door at the end of the main passage...

Robot Rampage

Destroy the wall time as per usual, but there is a robot in the way. He will fly down and block the ball from hitting the wall, so use angled shots and slices so the ball increases speed and is out of reach for the robot to block. When you destroy a whole row of blocks, the robot will fly towards you and attempt to electrocute you. Just move out of the way when this happens, but keep an eye out so that the ball doesn't go out of play when this happens.

Look Out Laser

After your friend has been rescued, he will give you a blaster. Press up and down to aim it, X to fire and left and right to move. Just keep tapping X, and pressing up and down when the robot moves up or down. When the robot starts spinning around, move quickly out of the way as he's about to fire. Mind that the up and down controls are reversed also. When you have destroyed the robot, the Factory section is officially over and done with and another friend is rescued! Save your game, and now get ready to move onto the final area...

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3.06. Space
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This is the last area in the entire game, so get ready. You can only access this level once you have completed all the other levels. To select it, its the rocket icon in the top right hand corner of the map.

Fuel Farce

To get to Batrix's moon base you need fuel for the rocket. There are two flashing panels on each side and a hole in between them. All you need to do is hit one of the panels on one side, then hit the other side, as every time you hit a panel it lowers the platform on that side. Hit the same panel twice and the barrels will slide off quickly. The hole in the middle makes the entire platform raise up a level, so it is perhaps best to avoid it. Angling and slicing will help you get through this. Once the entire platform is level

with the conveyor belt on the right, the fuel will move to the rocket, and our heroes will be on their way.. *sniff*

Asteroid Antics

Here, deflect the meteors away from the rockets. You have to make sure that at least 3 of the rockets remain intact. Keep an eye out all over the rocket for them, and angle them so that the meteors bounce off the paddle into other approaching meteors (make sure you do this). Have quick reflexes towards the end, where there are stacks of meteors coming all over the shop. Survive this, and you will land on the moon base...

Missile Madness

Here, you have to hit a green block to arm a missile, then hit the same block to ready it and hit it again to fire it. If you hit it twice so that it is ready, you can ready several other blocks and launch several missiles at a time. It's far better to fire several at a time, as he can easily dodge a single missile with ease. Doing three missiles at a time will surely hit him. Batnix will be doing the same thing, but on his side, and can also fire several missiles at you once. The missiles will launch into the air, and a few seconds later, crash down opposite where they were launched. Just beware that when he fires them to move, but at the same time cater for the ball so that it doesn't go out of play. When you have managed to get his health down to nowt, you give chase. Some credits roll for a short while then...

Endgame

...you have to play an 'ancient game' by the name of... Break out! This is time consuming, but easy enough. You can slice the ball here, but that is all you can do. After all you have faced, playing this will be a breeze. Once you have cleared all the blocks away, you will rescue Daisy, but find out she is in another castle! (joke). Batnix is defeated, and you have completed the Story mode! Congrats! Be sure to save your game afterwards. You can now fully check out Challenge mode, view the art viewer and use Daisy as a playable pallet!

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4. RANKINGS

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The rankings in Breakout deter the difficulty of the stage you are on within either Story mode or Challenge mode. It's also a sign of how good a Breakout player you are also. There are 11 different rankings that you could be.. this is from the worst ranking to the best -

- Beginner
- Junior
- Novice
- Amateur
- Challenger

Contender
Expert
Professional
Master
Champion
Superstar

Your ranking will be chosen and done in a few ways. You will receive your first ranking after the initial training in the Prison, where you can also change it at will also. As you progress through the adventure, your ranking changes by how well you do. Every time you complete a level, your ranking will either go up, go down or stay as it is based on how well you performed. You are also given an average ranking throughout the game, which can be viewed on the map screen in either story mode or challenge mode. You can also change and improve your rankings by undertaking the Challenge Mode, of which details are given below.

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5. CHALLENGE MODE

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The challenge mode is effectively Story Mode, where you can replay levels from the story mode once you have completed them there. It's mainly for practice and for improving your ranks on each of the area throughout the game. To attempt a different ranking that you have already completed the level on, then while playing, press Start, then choose Options, then Ranking. More about rankings is covered in the section above this one. Another difference about Challenge Mode is that once you have finished a level you don't move straight onto the next level, but you have the choice to either replay again or try a different level for practice or rank improvements.

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6. ART VIEWER

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What is the art viewer, you might ask? Well its what it sounds like - its a place where you view artwork in the game. To unlock this, complete the story mode, then go into either the story mode or challenge mode. Select the Prison area, and a new option has appeared at the bottom of the list - the Art Viewer. Highlight it and press X. Press left and right to view the pieces of spiffy artwork, and when you are done, press X to quit.

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7. MULTIPLAYER

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As well as a single player story mode in Breakout, you can a few buddies can jam it up against each other in a few multiplayer games. Once you have inserted an additional controller or a multitap into the proceedings, multiplayer can go underway. To begin, select 'Multiplayer Mode' from the main menu.

You are presented with the map screen, but with a slightly different layout. You can you only select four multiplayer games, three of which are very

similar. All games can also have up to four people playing at one time.

Egypt

Each player has their own area, and plays like a normal breakout game - hitting the ball against bricks. There are flashing coloured bricks, which grouped together and destroyed can cause mayhem to the other player in the form of bricks added onto the other players total. The more bricks that are linked together the better - and a single blow to a group will destroy them all.

Castle

Each player has their own area, and plays like a normal breakout game - hitting the ball against bricks. There are flashing coloured bricks, which grouped together and destroyed can cause mayhem to the other player in the form of bricks added onto the other players total. The more bricks that are linked together the better - and a single blow to a group will destroy them all. Also hitting large collections of bricks will send extra knights into they field of play. Also, there is a dragon powerup to be had. Collect and press X. The dragon on the opponent's screen will spit fire at the player, and if caught, will be burnt thus slowing him down.

Space

Each player has their own area, and plays like a normal breakout game - hitting the ball against bricks. Work your way through your own bricks to the far end wall, and hit the panels there to fire rockets at the other player/s. If hit by a rocket, that players pallet will be burnt, causing them to slow down for a short period of time.

Farm

This game for me was the most fun, as it different from all the rest. And involves hen's! What more could you want? *tumbleweed* Anyways, your pallets will be standing upwards, where you nudge the hens onto your own coloured coop. When you get four hens onto your coop, wait ten seconds without any interruptions to win the game. How can you prevent your mates doing this? There are ducks around the area also, so nudge them onto their coops to make all the hens flee. Its top stuff.

And that is just about it for the multiplayer mode. To be honest it isn't all that gripping, but should keep your interest for a short while.

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8. FAQ'S

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Q. How do I change paddle during the game?

A. Once you have rescued one of your friends, then you can change to be one them in play. When playing (not in map mode), press select and choose which paddle you want to be, then press X to instantly change it.

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Q. What's the differences between the paddles?

A. Nothing much. They are of different sizes and speeds, and it is not at all essential to change the paddle during the game - I have played it only using Bouncer, the default paddle with ease. Mostly the only difference is of cosmetic value.

=====
Q. How do I unlock the Art Viewer?

A. To unlock the Art Viewer, first of all complete the story mode. Then go into either the story mode or challenge mode. Select the Prison area, and a new option has appeared at the bottom of the list - the Art Viewer. Highlight it and press X. Press left and right to view the pieces of spiffy artwork, and when you are done, press X to quit.

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Q. Challenge mode is the same as story mode!? Why is this?

A. There are some differences. Check Section 10 for information about the challenge mode and it's differences between it and the story mode.

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Q. How do I save my game in Story mode?

A. On the map screen press start, then select 'Memory card', then select 'yes' to save your game.

9. CONCLUSION AND SPECIAL THANKS

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That's just about it, folks. I hope that this document has been of aid in one form or another, and that it has been easy to use. If you could, please either ask me questions, suggestions, comments or contributions at crazyreyn_faqs@hotmail.com. Also could you rate this FAQ so I could some feedback. Thank you for reading.

+-----+
| Special Thanks to these who have contributed to the guide in some way... |
+-----+

CJayC (Gamefaqs) - For accepting this guide and for creating the best site on the internet. Thanks! <http://www.gamefaqs.com>

Atari - For creating this game and not messing up an old

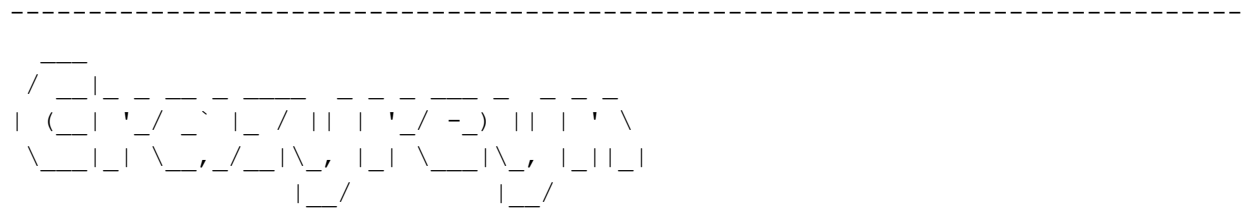
classic.

ASCII Generator - For producing the text ASCII for my Crazyreyn sig.
Thanks, and is a great site if you need any ASCII text.
<http://www.network-science.de/ascii/>

+-----+
| Special Thanks to these who are my good GameFAQS friends... |
+-----+

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Richard Arnett (Guitarfreak86)
Ryan Harrison (RHarrison0987)
Thomas Carter (Carter12)
Duncan Hardy (Super Nova)
Rebecca Skinner (Karpah)
Martin Dale-Hench (Fox)
Brian Sulpher (BSulpher)
Trace Jackson (Meowthnum1)
Richard B. (Gbness)
Steve McFadden (Psycho Penguin)
Chris Noonan (Merca)
Colin Scully (me frog)
Tom Hayes (THayes)

If I have forgotten you, then please contact me and I'll fix your name up here!



<http://www.gamefaqs.com/features/recognition/27600.html>

By Crazyreyn (crazyreyn_faqs@hotmail.com)
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