

Section One: Intro **BREAK_1**

Welcome to another FAQ of mine. This one covers the GameBoy and SNES game known as BreakThru!. This magnificent arcade-like puzzle game comes from Alexey Pajitnov, who is very well-known for making the originally-Russian game of Tetris.

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Well, actually, that pretty much ends another crappy introduction. Here is an FAQ for you. Enjoy.

Section Two: Version History **BREAK_2**

Final - First and likely only version of this FAQ completed.
10:46 PM 11/30/2012

Section Three: Legalities **BREAK_3**

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7 2012 Daniel Chaviers (a.k.a. KeyBlade999).

If you would wish to contact me concerning this or my other FAQs, use this e-mail: keyblade999.faqs@gmail.com, or PM (Private Message) me on the GameFAQs message boards.

Table with 2 columns: Allowed sites for my FAQs and Forever-Banned Sites. Includes URLs like www.gamefaqs.com, www.cheatcc.com, etc.

 Controls

These controls are for the SNES version.

- ~~ D-Pad : Move cursor.
- ~~ A Button: Confirm decision.
- ~~ B Button: Cancel decision; choose bricks.
- ~~ X Button: Move wall to another side.
- ~~ Y Button: Show vertical gridlines.
- ~~ Start : Pause game; confirm decision.
- ~~ Select : Speed up flooz flow and end control.

 Options

Any references to a second player can mean the second controller slot on the SNES, or through a GameBoy Link cable with the GameBoy version.

- ~~ Mode: Play "Single" (by yourself), "Cooperative" (with a second player), "Competitive" (against another player), and "Dual-Wall" (two people play at once with no effect on each other).
- ~~ Difficulty: From easiest to hardest, "Child", "Easy", "Medium", and "Hard".
- ~~ Time Limit: Two, five, or ten minutes.
- ~~ Background: On or off?
- ~~ Music: Turn on or off the background music from the game?
- ~~ Sound FX: Turn on or off the sound effects from the game?

 Playing the Game

The game is exceptionally easy to describe. Your main goal, used to progress to the next level, is to remove all of the blocks in a level.

However, you can only remove blocks that are next to each other and of the same color. For example, two adjacent blue blocks, or a cross-grouping of six green blocks. So long as you can go up, down, left, or right to another, this is a legitimate group that can be removed.

Each block removed yields 24 points at the base level of two blocks, then that number can increase as the groups do. Incorrect shots at the blocks will cost you 25 points.

There are a number of other, special blocks. Dynamite/TNT will destroy every block around the dynamite, though when it can be activated is unknown to me. It seems to be when it hits the ground, or automatically when next to another.

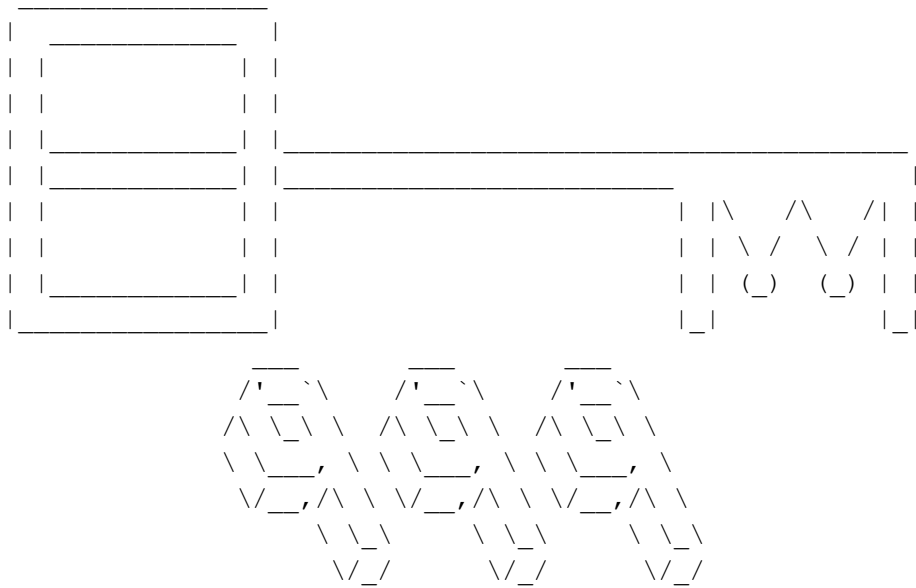
Arrowhead blocks will launch a missile in the given direction, destroying all blocks in the way. Next, flashy blue blocks cannot be destroyed at all and are just impediments. There are also rare multicolor squares that can get rid of all blocks of a selected color.

That's pretty much it. If you fail to remove every block in the time limit, you'll lose one of your three lives. The game ends when you lose them all. You will, however, continue on to the next level if you remove every block.

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|                This is the end of KeyBlade999's                |
|                FAQ for the GameBoy and SNES game                |
|                BreakThru!.                                     |
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KeyBlade999

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