

**in**

Jeff

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**COLLABORATORS**

	<i>TITLE :</i> in		
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WRITTEN BY	Jeff	August 26, 2022	

**REVISION HISTORY**

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# Chapter 1

## in

### 1.1 main

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THE NEXT BREAK

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oOo Version 1.112 (August 98) oOo

This doc is about the FULL version !

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Scoring goals

Bricks

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Pause and Options

Shop

Menu

To begin a match

To begin a round

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## 1.2 intro

ABD «The Next Break» INTRODUCTION

A Break in Duo is a game which mix bricks breaker, football and pinball. The aim of this game, is to win a defined number of rounds (default is 3, can be customised between 1 and 9, see [MENU](#) ).

To win a round, you must, in a limited time (different for each level), score more goals than your opponent (included own goals).

The game looks like an horizontal brick-breaker. On each edge of the screen we can found the goals of each player. They are defended by his bat which can only be moved in the zone in front of the goals. Each player have one or several ball(s).

Score, bonus taken, number of wins and more are displayed at the top of the screen. The bottom of the screen is used to show the chronos of the bonus which have a time limit.

## 1.3 but

SCORING GOALS

A player score a goal every time a ball (one of his or one of the opponent) go inside the opposing goals. When your own ball go in your goal, that ball is kicked off as usual (as in all the brick-breaker). When it is one of the opponent ball, it come back out by the trap "GOAL EXIT".

At the end of the round, the player who 've scored the highest number of goals wins the round. If the match is tied, no victory is assigned,

and you must play another round... until one player have won the right number of rounds.

The goals are divided into four different areas represented by the letters G, O, A and L. When one of the opponent's ball go in one of those areas, the corresponding letter is switched on. When the four letters are lite, one of the arrows in front of the goals is switched on. Then, the player collect a "super bonus" scoring a goal in the area shown by the arrow. The areas, arrows and bonus switched on remain available for the next rounds (see farther the paragraph **SUPER BONUS** ).

Each goal scored bring in 10000 points. The following goals, scored in the same letter, give 20000 points for the second one and 30000 point for the others. The 2 and 3 digits lite in front of a letter show the value of this letter.

## 1.4 briques

### BRICKS

There are 12 different types of bricks. Have a look at the in-game doc.

«Normal» bricks: they are destroyed after the first hit. 14

different colors are available: blue, light blue, blue-green, cyan, green, yellow, orange, red, purple, violet, grey, white, pink and skin.

Two shot bricks: similar to the normal ones, these bricks have a rectangle drawn on it. They become "normal" at the first contact with a ball. There're 14 different colors.

Three shot bricks;

Unbreakable bricks: grey, in the form of a truncated pyramid.

Can't be broken, except by taking the right bonus (thunder) or by using the superlaser. They can also be destroyed thanks to explosive bricks.

Finally, thanks to others bonus we can transform them into normal or two shot bricks.

Explosive bricks: yellow, flashing, they explode when they collide with a ball. They destroy all the bricks in contact with them in one single shot - including unbreakable and other explosive bricks.

Invisible bricks: they appear at the first contact with a ball.

Invulnérable bricks: gray, can NEVER be destroyed...

Explosive bricks downward: similar to the explosive ones, but only destroy the bricks located in the same column. The explosion is stopped by invulnerable bricks and by the edges.

Explosive bricks upward;

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Explosive bricks towards left: similar to the explosive ones, but only destroy the bricks located in the same row and at the left. The explosion is stopped by invulnerable bricks and by the edges.

Explosive bricks towards right;

One Side bricks: destroyed in a single shot when they are hit in the direction of the arrow. Otherwise, they are unbreakable. They can be destroyed using laser in any direction.

«Bumper» bricks: red, flashing and invulnerable, they increase the speed of the ball which touch them.

But also:

Bicolor bricks (just for fun) which are similar to the normal ones...

'LEGO' ® like bricks (ditto)

\*\* NOTE: when all the bricks at the center of the screen are destroyed, the lamps DANGER are switched on. At any moment, a (small) bat can go out by the top or the bottom of the screen and cross the game area.

## 1.5 bonus

### LES BONUS

When a brick is destroyed, it disappear, but it can also be replaced by a bonus. To get this bonus, you just have to hit it with one of your balls. There're all the different bonus:

- Longer bat

Increase the height of your bat. There are 3 height: short, normal, big.

- Smaller bat

- Slower ball

Slow down your ball(s). The speed of the balls is progressively increasing during the round. So, the effect of that bonus is limited. You can also speed up or slow down a ball by kicking it moving towards or backward your bat.

- Padlock

When you get this bonus, the shape of your bat change. Now, you can stick ONE of YOUR balls during a short period. CAUTION: you must hit the ball with the YELLOW PART of your bat to stick a ball.

- One More Ball

A new ball appear when you take this bonus. Its speed is low, but it have all the characteristics of the ball which have hit the bonus. You can have up to 3 balls.

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- More points

Yeah! You can win between 100,000 and 1,500,000 points here.

- Heavy ball

The ball turns to yellow, and it can go across ALL the bricks within being deflected, except with invulnerable ones. The ball turns to normal if you score an own goal with it.

- Laser beam

The shape of your bat changes. Now, you can shoot 2 laser beams by the edges of your bat. You can shoot only one shot at a time. This laser behaves like a ball.

- Random

Shooting this bonus, another appears - including random one! You have to touch another time the bonus to get it.

- Auto Mode

The bat changes. During 20 seconds, your bat follows the nearest ball. In this mode, all your balls are accelerated. When the bonus is over, your ball(s) slow down.

- Super laser beam

The bat changes. Like "normal" laser beam, but it crosses all the bricks - including unbreakable ones - and destroys them. Can't destroy invulnerable bricks. The ammo is limited. At the beginning, you have only 2 ammunitions.

- Shorten opponent's bat

Like "shorter bat" bonus but against the opponent.

- Extra time

You can increase the duration of the round of 10, 20, 30, 40 or 50 seconds.

- GOAL letter

Four identical bonuses which allow you to switch on each letter of the word G-O-A-L without scoring a goal.

- Cash money

Four bonuses allocating 10, 20, 50 or 100 credits.

- Gold

Something like 500 credits!

- One Way Mode

During 30 seconds, the goal of the player who've taken this bonus is protected thanks to a fence.

- Invert controls

During 10 seconds, the controls of the opponent are inverted.

- Speed up opponent's ball

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...

- Bomb

Shooting this bonus provoke an explosion towards the four directions left, right, up and down. Explosions are stopped by the unbreakable bricks and by the void. Note that, making things harder, this bonus is not available in levels with explosive bricks!

- Three balls

Like "One More Ball" bonus but give 3 balls at the first touch.

- Faster bat

Speed up YOUR bat.

- Slower bat

Slow down the opponent's bat.

- Thunder

ALL the unbreakable bricks are destroyed...

- One More Goal

Allows you to score a goal. Not any letter is switched on.

- Bat frozen

During 10 seconds, the opponent's bat is frozen...

- Nuclear weapon

ALL the bricks are destroyed... except invulnerable ones.

- Magnetic mode

During 20 seconds, your bat attract YOUR ball(s) to its center.

CAUTION, only YOUR balls... and that when they are moving TOWARDS your bat and when they are not too far from it.

- See all bonus

Allows to see all the bonus hidden in bricks without destroy them.

- See invisible bricks

See above.

- Switch unbreakable bricks

There're two available bonus: switch those bricks into normal ones or into "two shot"-bricks.

- Gems

Collect the 3 gems (Red - Green - Blue) to earn money: 500 credits the first time, then 1000 and so on...

- Switch the light Off

Switch off the light! The light come back when a goal is scored or when the bonus "Switch the light On" is lite.

- Switch the light On

- Ammo Super Laser

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Give 2 more Ammo for the super laser.

- Freezing Beam

Allows you to shoot a single ammo each time. This one is shot by the center of your bat. Hit the opponen't bat with the ammo to freeze it, during 5 seconds. The ammunitions are limited to 4 at the begin of the game. This Beam do NOT destroy bricks.

- Ammo Freezing Beam

Give 4 new ammo foe the Freezing Beam.

- Devensive Beam

Allows you to shoot 2 ammo each time - at the top and the bottom of the bat. This ammo can deflect balls if it's needed !

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\* Some of these bonus are NOT cumulative. But we don't tell you more \*

\* about that ! ;-)\*

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## 1.6 super

### SUPER BONUS

There're five different "Super bonus". When the 4 GOAL letters are lit, the CPU choose one of the 4 corresponding areas, show that zone with an arrow and asign to it one of the five super bonus. Note that the current Jackpot is won by the player who have took a super bonus.

Super bonus are:

- MILLION TIME:

All scored points are multiplied by 100.

A broken brick yields: 5 credits

A taken bonus yields: 10 credits

A scored goal yields: 20 credits

Million time is available for 1 minute and 20 seconds

- SALES:

The player have the benifit of sales at the shop during ALL the game.

Sales are from -10 to -50 percent, and it is available for all the items you can buy...

- x2 GOAL:

Each scored goal counts for 2. "x2 goal" lasts 1 minute and 30 seconds and, of course, only the player who have taken this bonus have the

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benefit of that. It is also valid for the own goals scored by your opponent.

- SUPERMAN:

All the next bonus are lit at the same time (during 1 minute and 30 seconds):

\* One Way Mode

\* Padlock

\* heavy ball (for each ball)

\* Longest bat

\* Fastest balls

- NASTYMAN:

The following bonus are executed at the same time (during 30 secs)

\* Invert commands

\* Shorten opponent's bat (minimum)

\* Speed up opponent's ball(s) (very fast)

\* Slow down opponent's bat (minimum)

## 1.7 options

### PAUSE AND OPTIONS

During the game, you can make a PAUSE by pressing the HELP key.

Then, there're three options available:

- F1 or FIRE: continue game.

- F3: give up the game and go back to menu.

- F5: give up the game and go back to Workbench (don't save options).

## 1.8 magasin

### SHOP

Between two rounds, if one of the two players have 50 credits at least, the shop is open, if the Amiga wants that! The characteristic of the ABD-TNB shop is that the prices aren't fixed and that the stocks are limited. That is sum up here:

| Items | Base price | Stock |

|-----|-----|-----|

| Faster bat | 50 credits | 4 |

| Slower ball | 60 credits | 3 |

| Longer bat | 100 credits | 3 |

| Padlock | 250 credits | 3 |

| Heavy ball | 300 credits | 3 |

| One Way Mode | 500 credits | 2 |

| Goal letter | 600 credits | 2 |

| One More Goal | 700 credits | 1 |

|-----|-----|-----|

Base prices can be decreased having the "SALES" super-bonus, which is available ALL the game. They are displayed in yellow at the edges of each line. Stocks are displayed in green.

Select the item you want to buy by moving your arrow up and down.

The selection is made by pressing the fire button. If the little and significant sound cannot be heard, it's that you can't buy the corresponding item. Three cases are possible:

- there's no more item in stock;
- you can afford that item, pfff...
- the item is limited, and you have already reach the maximum (for instance, your bat is already the biggest as possible, your ball is the slowest as possible, etc...);

You leave the shop when all the players have selected the line "BYE BYE" (tin toun)...

## 1.9 menu

### NOTES ON THE MENU

- START (what's the use for that ?!)
  - DOC AND INFOS: a summary of this doc with the drawing of the different bonus and bricks.
  - PLAYER ONE CONTROLS: select here the controls for the player one.
  - \* CPU: Your Amiga controls the player one
  - \* JOY1: joystick in port 0 (mouse)
  - \* JOY2: joystick in port 1
  - \* KEY: keyboard: arrows to move the bat and SPACE to launch the ball and to shoot.
  - PLAYER TWO CONTROLS: select here the controls for the player two.
- CPU is not available for player two...
- CPU SKILL:
  - 1: poor (like W98 ;-));
  - 2: weak;
  - 3: normal;
  - 4: good;
-

3: insane !

- ROUNDS NEEDED TO WIN: number of rounds you have to win to win the game.

You can select from 1 to 9 rounds.

- SFX ON/OFF: allows you to turn the sound off. It's useful if you don't have enough Chip Mem, but...

- CUSTOM LEVELS: Allows to choose a list of custom levels. The default list is placed in the file Normal.abdl. Choose the list thanks to the file requester... See paragraph Level

**editor** .

- QUIT: bye bye, go back to WB and save the options.

## 1.10 debutp

### BEGIN A GAME

When you have selected START, a player(s) selection window appear on the Workbench Screen (only 4 colours are needed).

You MUST enter a name before playing. You can:

- create a new player by clicking on "CREATE NEW" (or pressing C); then, enter the name (8 letters at most) and click on "OK" to confirm (or press O). A new file is ceated in the ABD:players directory with the .abdp extention.

- load a saved player by clicking on "LOAD" or by pressing the L key.

Select the player thanks to the file requester and click on OK to confirm.

When a player have been selected, his stats are displayed in the window.

Click on "OK" to play.

## 1.11 debutm

### BEGIN OF A ROUND

Before each round, ABD choose a level between the available ones. This one is displayed, and its features are shown at the top of the screen before you push FIRE:

- number of the round
- number of the level

If you want to go back to the menu, press ESC. Press FIRE if you want to start the game. Pressing DEL allows you to select another level. A window appear on the WB screen. You can:

- click on "CANCEL" (or press C) to cancel the operation;
- click on "RANDOM" (or prees R) to choose another level at random;
- enter a number in the text window; then, click on "OKAY" (or press O) to continue. Of course, the number MUST be smaller than the number of available levels which is displayed at the bottom of the window.

## 1.12 fin

### END OF MATCH

When one of the players win the game, the stats are displayed. Stats are quite complete:

- match result (number of wins by players);
- number of tied rounds;
- number of goals scored;
- number of goals by round;
- number of own goals;
- own goals %;
- points;
- points by round;
- number of broken bricks;
- number of taken bonus;
- number of superbonus;
- money left.

The following data are saved for each player:

- number of games won;
- number of games lost;
- best result;
- best score;
- number of rounds played;
- goals per round.

## 1.13 abdedit

The Level Editor: ABDEdit

### 1. Introduction

ABDEdit allows you to create a LIST of new levels (project) to use with "ABD The Next Break". This list is saved in an ASCII file with the name LIST\_NAME.abdl and placed in the ABD:levels drawer.

Use the CUSTOM LEVELS line of the ABD The Nex Break **menu** to select new levels created with this editor.

A project have at most 200 levels. The default project contains 200 levels and is called "Normal.abdl".

### 2. The PROJET window

NOTE: click on the HELP button to see the in line help. It is a summary of the buttons and their uses.

Aim: gestion of the current project.

—

Buttons:

———

\* NEW: click on this button to create a new project. Type in the new name in the text window and click on OK to confirm.

\* LOAD: click here to load un saved project, using the file requester.

So, you can load a project anywhere one your Hard Drive but ABDEdit will ALWAYS save a project in the ABD:levels drawer.

———

\* < et >: these buttons are used to move in the current list. This move is made level by level.

\* GO TO: to use for a fast move. Type in the number of the level in the text window and click on GO TO.

\* ADD LEVEL: click on this button to add a new level at the end of the current project. The "Current level" window is opened in drawing mode.

\* QUIT: return to menu and close all the opened files. It is recommended to quit properly to not keep some files opened !

### 3. The BRICKS window

Aim: to choose a brick. Select a brick by clicking on it. Then, it is — displayed at the bottom of the window.

### 4. The "CURRENT LEVEL" window

Aim: To draw the levels and save the current project

—

Title: the title of the window display the number of the cureent level — and the number of levels present in the current FILE, with the following format: ——

current number / number of levels

Grid: click on one of the box with the LEFT button to "stick" the current — brick. The RIGHT button is used to erase a box.

Buttons:

———

\* CLEAR: clear the GRID. Have no effect on the ASCII file !

\* UNDO: undo the last operation. To date, the UNDO button do NOT work if you have cleared the grid.

\* FORGET: only appear if you have clicked on ADD LEVEL. Use this button if ypu want to forget the level you are drawing. The ASCII file is unchanged. You go back to the PROJECT window.

\* OK: it's the only button allowing you to change the ASCII file. By

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clicking on it, you add the created level at the end of the file; Then, you go back to the project window.

Duration of a level:

\_\_\_\_\_

The rounds of ABD have variable durations depending on the level. Use the two cells to choose the duration of your level. The highest delay is 9 minutes and 59 seconds. CAUTION: in a normal way, a round last less than 4 minutes ! Otherwise, all the bricks would be destroyed too soon.

It's also very rare to play round which last less than 1 minute... The ABDEdit default duration is 2 minutes and 30 seconds.

## 1.14 enregistrement

### SHAREWARE

This game is SHAREWARE.

The requested contribution is MINIMAL in view of the work that game have demanded (yes...). So, to receive the full version of ABD-TNB, please send us, in cash,

|\_\_\_\_\_\ |\_\_\_\_\_\  
| 50 FF | or |10 US\$ |  
|\_\_\_\_\_| |\_\_\_\_\_|

and the REGISTER bill fill,

at the following address:

ROUX Jean-François

150, bd de l'Ariane

06300 Nice

France

Then, we'll copy you the full executable file of ABD-TNB as soon as possible (less than 2 weeks).

You can also email us at one of the following address:

JN: [morales@naxos.unice.fr](mailto:morales@naxos.unice.fr) (Sfx/swap)

Jeff: [jroux@clio.unice.fr](mailto:jroux@clio.unice.fr) (Code/Gfx)

You can also receive ABD-TNB by email if you want. Just tell us and join your email address with your mail.

What can be ONLY found in the FULL version ?

- \* The shop is available
- \* The number of wins can be changed
- \* Save of stats and options are available
- \* 250 different levels in default
- \* Use of the levels made with ABDEdit.

## 1.15 installation

### INSTALLATION

Demo version: unarchive the 2 files ABD97\_1.lha and ABD97\_2.lha anywhere you want on your Hard Drive. It's finished ! This 2 files can be found on the Aminet in the game/2play directory and on our Website:  
<http://www-mips.unice.fr/~jrroux/index.shtml>

FULL version: unarchive the file ABD-TNB.lha in your ABD97 drawer.

CAUTION: you need the demo version because only the new executable file will be sent to you.

## 1.16 jouer

### PLAYING ABD

To play ABD, just double-click on the "ABDGO" icon. If you have some problems with your chip memory (we haven't tested this game on all the Amiga machines), "boot without startup-sequence" and, in your ABD directory, just type in "execute ABDGO"...

## 1.17 remarques

### SOME NOTES

We love the Amiga but also the evolutive games. So, not any files have been coded or crunched. Fell free to change the pictures or the sounds and to distribute it (freely...).

Send us your creations: we'll talk about you in the future versions of ABD. Yes!, some more fun version(s) are forecast, and they will be almost free for the registered users...

Please, point out to us all the problems or bugs detected. Some are known (some display problems in multitasking), others NO!

## 1.18 caract

### FEATURES

- \* 640x256 resolution and 128 color game
  - \* 63 different sounds
  - \* "WYSIWYG" Level Editor
  - \* Automatic save of players' stats and options
  - \* Possibility of personalised sounds and graphs
-

- \* 2 simultaneous player game, against human or CPU
- \* 84 different bricks
- \* 47 bonus and 5 superbonus available
- \* Shop with stocks and possibility of sales
- \* 250 default levels placed in two files (200+50)
- \* Joystick and keyboard controls

There're the features of the **FULL** version !

What do you need to start ABD ?

- \* An AGA machine
  - \* An hard Drive...
  - \* Some fast Mem...
  - \* A fast processor is recommended...
-