



Braker 3D

User Manual

Version: 1.00



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Braker 3D

1. Goal

Reaction, and an orientation in a 3-Dimension space are very important abilities and play a great role in our everyday life. These abilities are not inborn; they need to be thoroughly developed. The game, presented below, helps to orient in a 3-D space and train reaction.

The object of the game is to remove all tiles and uncover the picture of a girl.

2. Points and Levels

Each time one of the tiles is removed, you get 10 points. The highest possible score is 250.

3. Procedure

When the game has loaded, the first picture you can see contains the game cube, and a service panel. The service panel is green and has three indicators: **Leben** (Life) on the top, **Spielstand** (Score) in the middle and **Ebene** (Level) at the bottom. You have three lives, and a zero score. The game starts with the first level. A blue ball and a round racket are placed within a 3D cube. The mouse controls the racket. The ball is attached to the racket in the beginning of the game. See Figure 1. To hit the ball, make a click. When the ball is hit and flies to the back cube side, the indicator of remoteness (two red lines on the right and the left sides of the cube) shows how far the ball from the cube face is. See Figure 2.

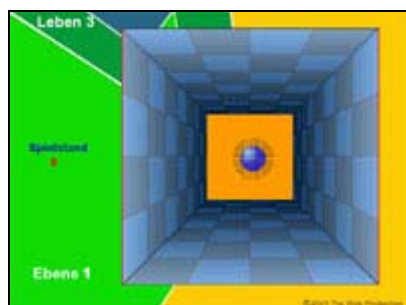


Figure 1

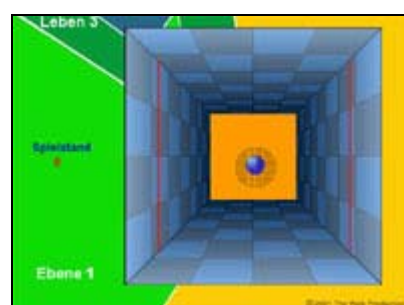


Figure 2

As soon as the ball hits the backside of the cube, one of the tiles disappears, revealing a part of the hidden picture. See Figure 3.

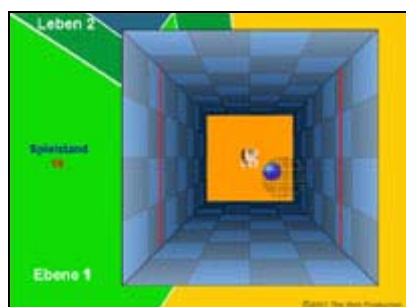


Figure 3

The ball can hit one and the same place for several times, in that case the picture, which has been open from the first hit, is shown. The ball can also bounce from the cube sides, so the player has to watch the ball flight trajectory in order not to miss the ball. If the ball has accidentally fallen out of the cube, it automatically attaches to the racket. As a result you lose one of the lives. When all three lives have been lost, the picture, containing the best score table, appears on the screen. The cursor is set in front of the following inscription: **"Bitte Name Eintragen:"** (Please Enter Your Name). The player enters his name and clicks **OK**. If the earned score is higher then the lowest in the table, the result is added to the chart. If it is not, the table remains unchanged, **Ok** disappears, and you are given a choice to quit the game (the **Verlassen** button) or to continue (the **Nochmal Spielen** button). See Figure 4.

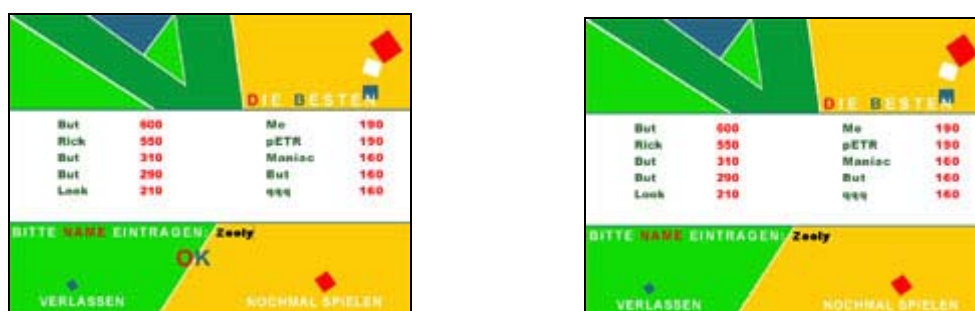


Figure 4

4. Technical Details

Game Name	Type	File Size kb	Game Screen px	Colour Depth	Sound	Highscore function
Braker 3D	Shockwave	319	640/480	16 bit	yes	no

5. Contact

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