

BREAK INVADE!

FOR THE ATARI 2600



GAME MANUAL

Controls

- Use the joystick to move the moving platform up and down.
- The ball starts attached to the platform and is launched by pressing the fire button.
- To launch the ball downward, pull the joystick down and press the fire button at the same time.
- While the ball is in motion, pressing the fire button activates the indicator at the top of the screen, showing the number of remaining catches.
- If the ball reaches the platform while the indicator is active, it will automatically be caught.
- The player can catch the ball three times per life.

Difficulty Options

- Left difficulty switch
 - A = faster movement of the moving platform
 - B = slower movement of the moving platform
- Right difficulty switch
 - A = faster ball speed
 - B = slower ball speed

Enemies and Scoring

- Enemies are destroyed with the ball.
- Each hit gives 50 points.
- A UFO occasionally appears if you have fewer than 4 lives. Hitting it with the ball grants an extra life.

Lives and Game Over

- The game starts with 3 lives, and the maximum is 4.
- A life is lost if:
 - you are hit by an enemy projectile,
 - you miss the ball and it passes behind you.
- If enemies reach your line, the game ends immediately regardless of how many lives remain.

Stages

- Stage 1: enemies only.
- Later stages introduce walls that melt when hit by the ball or enemy projectiles.
- Some stages feature a directional wall that moves up and down:
 - It reflects the ball only in one direction (shown by an arrow).
 - If the ball hits it from the opposite side, it passes through.
- Enemy projectiles also pass through the wall.

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