

# DISASSEMBLER

by



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Machinegun © 2018

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## About the game and its mechanics

The objective is to destroy the wall at the top of the screen using the bar to make the ball bounce against them. Take into account that the ball will bounce with everything on screen.

You have 40 pieces of wall to destroy, every one with its number of hits it can handle, so one bounce against a piece of wall does not necessary mean its destruction. Once you break every block, congrats! you've won.

But if you drop the ball 3 times, you'll lose.

## Controls

- Use "O" on the keyboard to move the bar left ( O = ←)
- Use "P" also on the keyboard to move the bar right (P = →)
  
- In the main menu tap "X" to start the game

