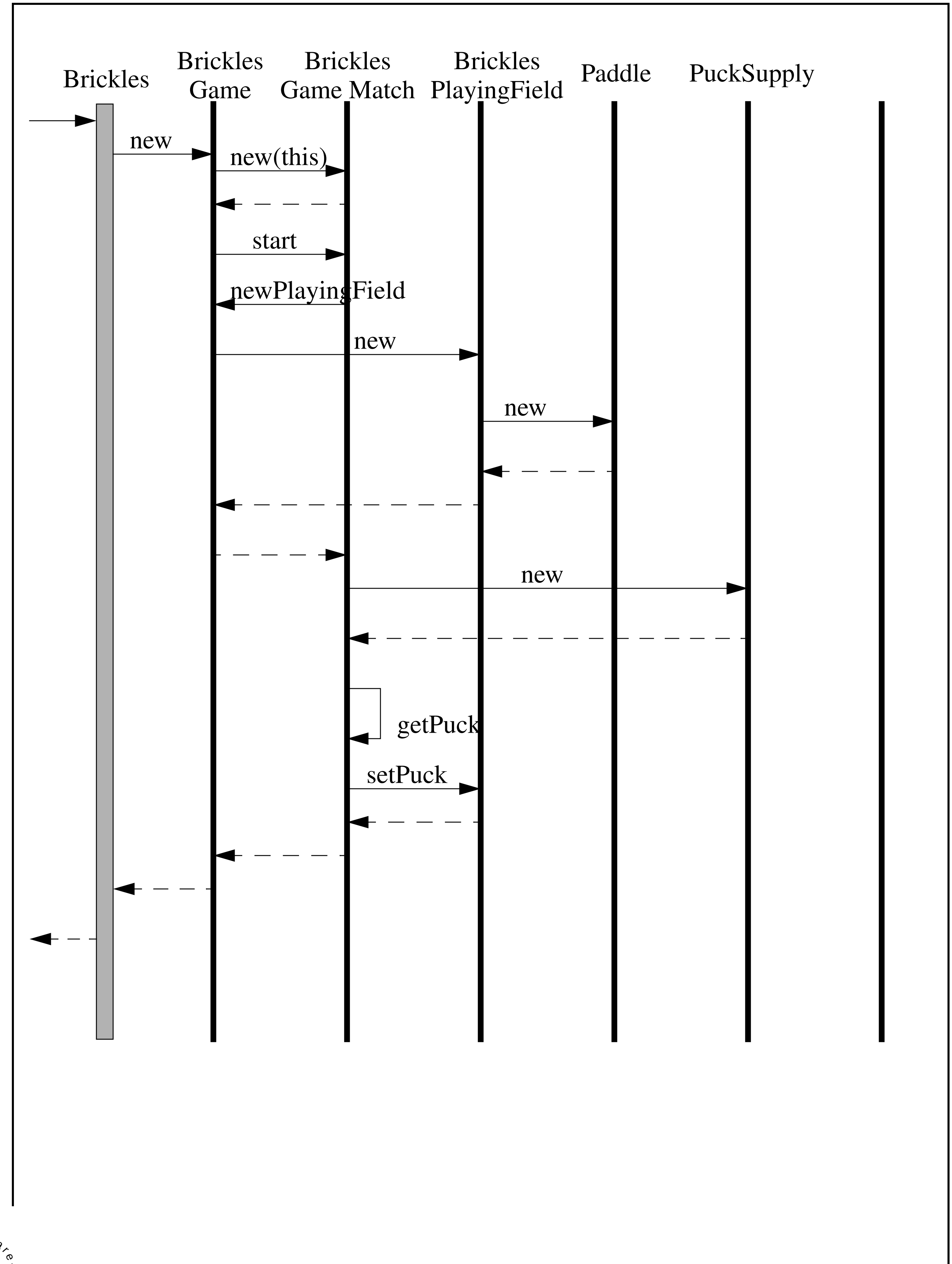
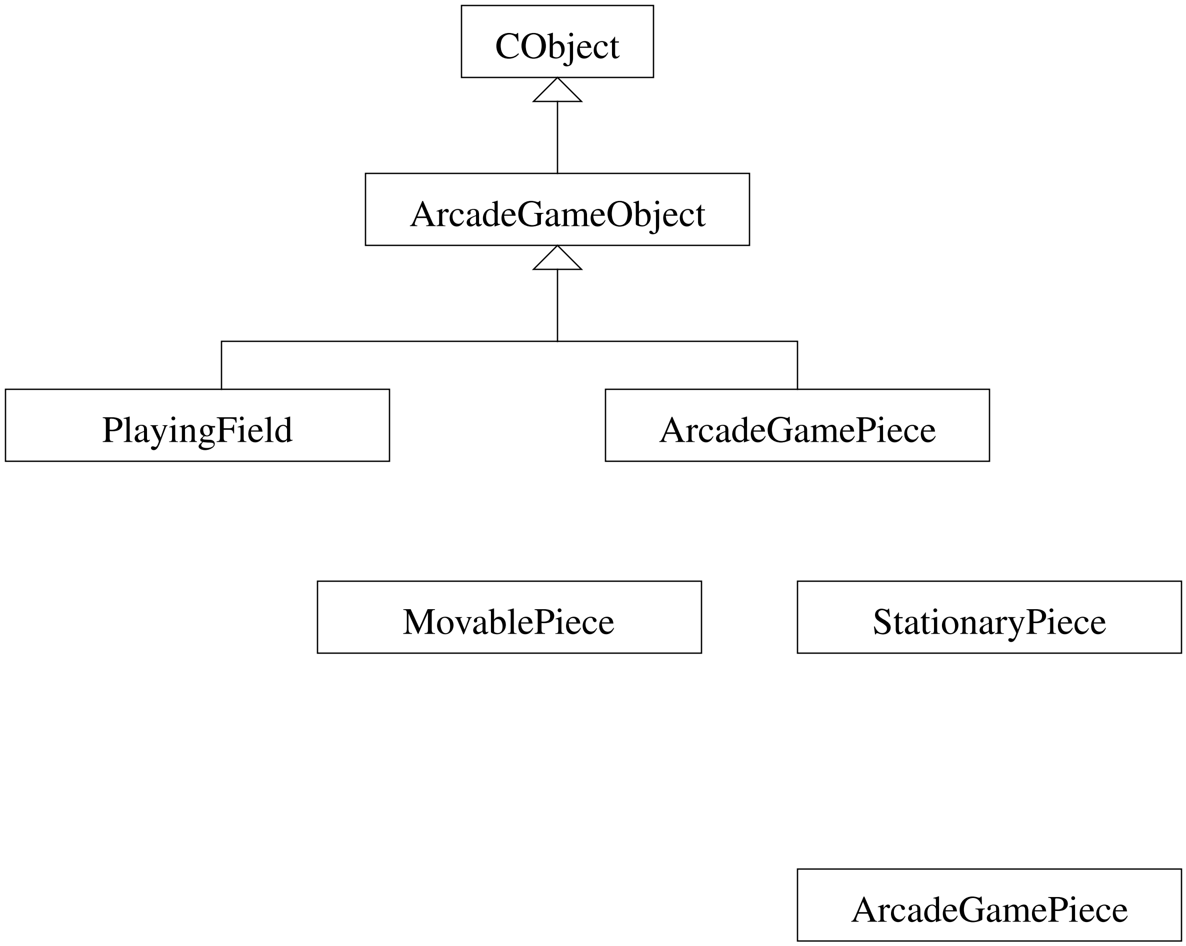

Brickles
Brickles Game
Brickles Game Match
Brickles PlayingField
Paddle
PuckSupply
new
new(this)
start
newPlayingField
new
new
new
getPuck
setPuck

CPoint CDocument CObject CBitmap CException

CDocument

ArcadeGame


CObject
ArcadeGameObject
PlayingField
ArcadeGamePiece
MovablePiece
StationaryPiece
ArcadeGamePiece