PLOTTING

SPECTRUM 48/128+2/+3

SCENARIO

Everything seems very easy, but will you be able to beat the computer or your companion in this monstrous and crazy game? If you collect special blocks you will gain extra lives. But you will have to work hard with your joystick or keyboard to gain the advantage over the software! Think about where to move to, aiming and which blocks to hit... It's so simple... as simple as melting ice cubes.

LOADING INSTRUCTIONS

Spectrum Cassette

1. Insert the tape in your recorder. Make sure that it is totally rewound.
2. Make sure that the MIC lead is disconnected and the tone and volume controls are set to appropriate levels.
3. If your computer is a Spectrum 48K or Spectrum+, load in the following way: type LOAD"" and press ENTER. (Make sure that there is no space between the two " marks. The " mark is obtained by pressing SHIFT and P simultaneously.
4. Press PLAY on the tape recorder and the game will be loaded automatically. If you have problems, adjust the level of the tone and volume controls and consult chapter 6 of your Spectrum manual.
5. If your computer is a Spectrum 128K, follow the on screen instructions or consult your manual.

CONTROLS

The game can be controlled with the keyboard or a Kempston/Sinclair joystick.
Use the joystick to move the player UP and DOWN. Press the FIRE button to fire the blocks.

Keyboard Controls

Use any key on the second row to go up.
Use any key on the third row to go down.
Use any key on the bottom row to fire a block.
5: Pause.
Q: To quit (while the game is paused).
1: To turn all sound off.
2: To turn all sound on.
3: To play music only.
4: To play sound Fx only.

THERE IS NO MUSIC OR SOUND EFFECTS IN THE 48K VERSION.

THE GAME

The object of the game is to reduce the number of blocks that appear on screen by a set number in a limited time. This number begins from 9 and reduces as you advance through the different levels.

To eliminate a block you will have to hit it with a block of the same type, from the side or above. When you clear a block you will be given the next block from the same direction. If you hit a line of the same type of blocks, all of them will be eliminated.

When the game begins you have a "Zapper" block that can eliminate any type of block.

Different blocks

Red   Green   Black   Blue
block   block   block   block
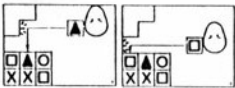
Special blocks

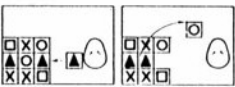 *Blocking Tube:* Blocks can get past this tube from above, but not from the side.
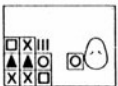
  "Zapper" Block: Eliminates any type of block.
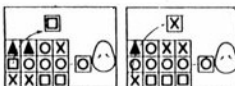
ELIMINATING BLOCKS

(a) To eliminate a block you will have to hit it with the same type of block from the side or above (figures To, B and 1).
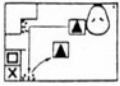
(b) The block that you hit will be eliminated and the block that you have fired will replace the next block of that row, as shown in figures 1 and 2.
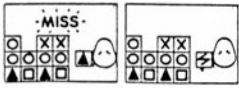
(c) If there is a gap underneath a block, the next block will drop into the hole (figure 3).
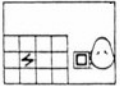
(d) If you hit a line of the same type of blocks, all those blocks will be eliminated, as shown in figures 4 and 5.
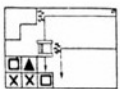
(e) If you miss a block or hit a different block to the one you have fired, the block that you have fired will be given back to you, as shown in figure 6.

(f) If there is no block of the same type as you are using to hit, you will be killed and will receive a "Zapper" block (figures 7 and 8).

(g) Sometimes you will find a "Zapper" block between the normal blocks. If you strike it, you will gain an extra life (figure 9).

(h) Blocks can only pass through the tube from above. Tubes act like a wall if blocks hit from the side. Any blocks doing this will travel downwards (figure 10).

POINTS

One block eliminated: 100 points.
Two blocks eliminated at the same time: 400 points.
Three blocks eliminated at the same time: 900 points.
Four blocks eliminated at the same time: 1.600 points.
Five blocks eliminated at the same time: 2.500 points.

Bonus Points

For each block left after finishing the level: 1.000 points.
You gain an extra life for each 1.500 points scored.

SUGGESTIONS

1. Choose how you move carefully.
2. Try to make as many groups of the same block as possible.
3. Use free blocks intelligently.
4. Learn the formation of the blocks to get further each time.

PLOTTING

THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE LOADING INSTRUCTIONS CAREFULLY.
If for any reason you have problems in getting the program to work, please contact....
Our quality control department will test the product and will immediately replace it with another one if it is found to be

faulty. If we do not find any fault, the original product will be given back to you. This does not affect your statutory rights.

PLOTTING

ATARI ST/CBM AMIGA

LOADING INSTRUCTIONS

Atari ST

Insert the disc into the unit. Start the computer and the unit. The programme will be loaded automatically. Follow the on screen instructions.

Amiga 500

Start the computer, wait for "Workbench" screen to appear and insert the disc in unit A. The programme will load and run automatically.

Amiga 1000

Plug in the disc unit, wait for the "Workbench" icon to appear and insert the game disc into unit A. The program will load and run automatically.

CONTROLS

Use the joystick to move the player UP and DOWN. Press the FIRE button to fire the blocks.
Press ESCAPE to return to the menu while you are playing a game.

THE GAME

The object of the game is to reduce the number of blocks that appear on screen by a set number in a limited time. This number begins from 9 and reduces as you advance through the different levels.
To eliminate a block you will have to hit it with a block of the same type, from the side or above. When you clear a block you will be given the next block from the same direction. If you hit a line of the same type of blocks, all of them will be eliminated.
When the game begins you have a "Zapper" block that can eliminate any type of block.

Different blocks

Red   Green   Black   Blue
block   block   block   block
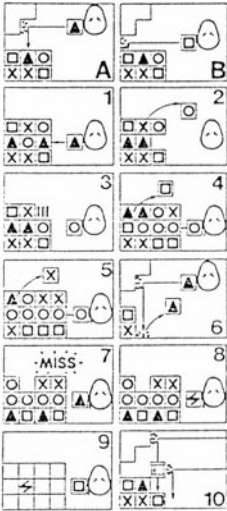
Special blocks

 Blocking Tube: Blocks can get past this tube from above, but not from the side.

 "Zapper" Block: Eliminates any type of block.

ELIMINATING BLOCKS

(a) To eliminate a block you will have to hit it with the same type of block from the side or above (figures To, B and 1).

(b) The block that you hit will be eliminated and the block that you have fired will replace the next block of that row, as shown in figures 1 and 2.

(c) If there is a gap underneath a block, the next block will drop into the hole (figure 3).

(d) If you hit a line of the same type of blocks, all those blocks will be eliminated, as shown in figures 4 and 5.

(e) If you miss a block or hit a different block to the one you have fired, the block that you have fired will be given back to you, as shown in figure 6.

(f) If there is no block of the same type as you are using to hit, you will be killed and will receive a "Zapper" block (figures 7 and 8).

(g) Sometimes you will find a "Zapper" block between the normal blocks. If you strike it, you will gain an extra life (figure 9).

(h) Blocks can only pass through the tube from above. Tubes act like a wall if blocks hit from the side. Any blocks doing this will travel downwards (figure 10).

GAME MENU

F1 Construction Kit Levels: Press this key to play with the levels that you have created or loaded with the "Construction Kit" utility. There is a two player option.

F2 Coin-op Levels: Press this key to play the coin-op levels.

There is a two player option.
F3 Construction Kit: This option allows you to create your own levels and to save them on a data disc.
F4 Start/Stop Music: Start and stop the music.
F5 Instructions: In the program there is a page of instructions.
F6 Two Way Challenge: Two players can play one against one and against the clock.
You can play any of the coin-op levels or any of the construction kit levels and can select a time limit for the game.
During the game new blocks will be added to your opponent's screen when you eliminate more blocks. For example, if you eliminate four blue blocks, then the opposite player will receive three new blocks.

STATUS AND POINTS

CONSTRUCTION KIT

Level (Nivel): Select the level that you wish to edit.
Number of blocks (Número de bloques): Choose between a square of 16, 25 or 36 blocks.
Edit levels (Editar tus niveles): Choose a block and place it where you want.
Clear Condition (Condición despejar): Number of blocks remaining to clear the level.
Time Remaining (Tiempo restante): Time left to the end of the level.
Format, load, save (Formatear, cargar, salvar): Make your own data disc.

One block eliminated: 100 points.
Two blocks eliminated at the same time: 400 points.
Three blocks eliminated at the same time: 900 points.
Four blocks eliminated at the same time: 1.600 points.
Five blocks eliminated at the same time: 2.500 points.

Bonus Points

For each block left after finishing the level: 1.000 points.
You gain an extra life for each 1.500 points scored.

SUGGESTIONS

1. Choose how you move carefully.
2. Try to make as many groups of the same block as possible.
3. Use free blocks intelligently.
4. Learn the formation of the blocks to get further each time.

PLOTTING

Software Limited. All rights are reserved internationally.
THIS SOFTWARE PRODUCT HAS BEEN CAREFULLY DEVELOPED AND
MANUFACTURED TO THE HIGHEST QUALITY STANDARDS. PLEASE READ THE
LOADING INSTRUCTIONS CAREFULLY.
If for any reason you have problems in getting the program to
work, please contact....
Our quality control department will test the product and will
immediately replace it with another one if it is found to be
faulty. If we do not find any fault, the original product will be
given back to you. This does not affect your statutory rights.