

BLOCKS'n'FOX MANUAL

If you are reading this manual, then you are probably an owner of a Blocks'n'Fox game copy (or you are thinking about become one). This game is created for ZX-Dev Media&Demakes compo by YPRITSOFT (former 64Kylobytes).

SYSTEM REQUIREMENTS

A ZX Spectrum-compatible computer (48K or more) with a keyboard, a monitor (usually a TV) and a sound player to load this game; optionally a beeper. Or an emulator of such machine as well. The game was tested in 48K, 128K and Pentagon modes; if the timings are quite different from these models, it can cause troubles.

HOW TO DOWNLOAD

On emulator: read the manual to the emulator you use.

On real ZX Spectrum:

- 48K: press J, then hold Symbol Shift and press P twice. Press Enter.
- 128K or more: choose Tape Loader in main menu or print LOAD "" in 128 BASIC mode.

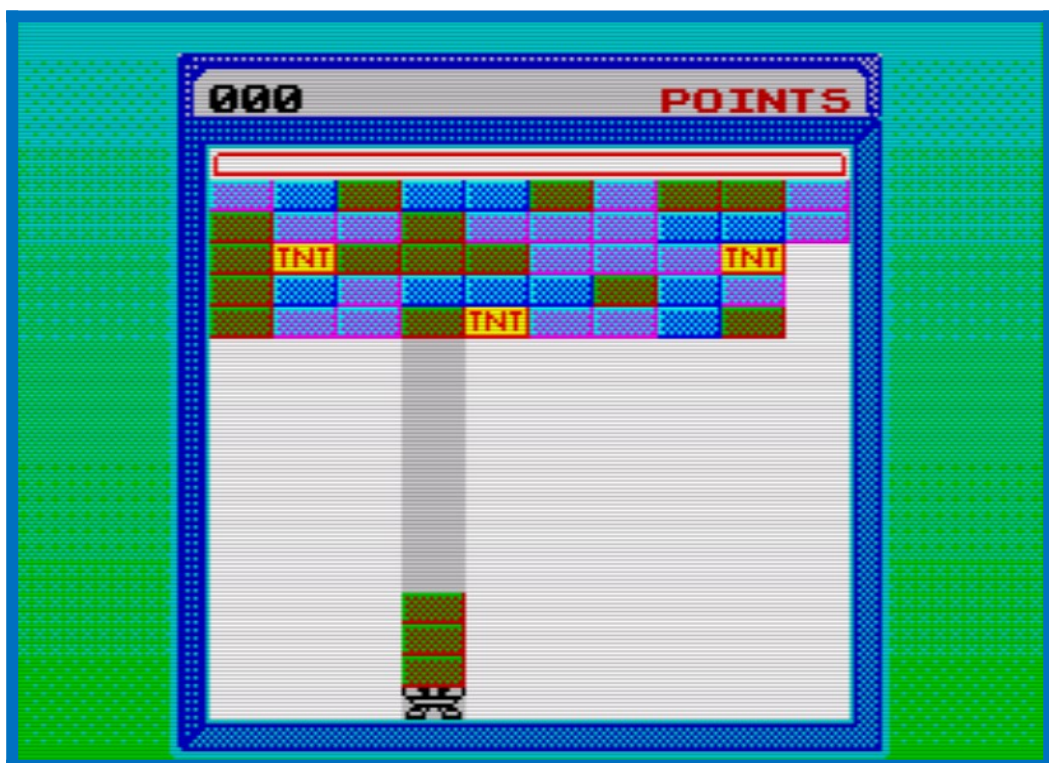


HOW TO PLAY

In this arcade game you play as a red fox that faces the brick wall moving at her from up above. If the wall reaches the floor or smashes the fox, then you lose. You can destroy the part of the wall by making groups of 4 or more blocks of one color. To do this, just take some blocks from the wall, move and throw them up! Or you can just use the TNT to blow up the entire column...

As was mentioned, there are 3 types of blocks:

- A colored block – you take as many as there are together in the column and can throw them wherever you want. If you make a group of 4+ blocks, then they disappear.
- A dynamite – you take only one and throw it once. When it hits the wall, it blows it up to the foundation.
- A brick wall cannot be taken, though it still can be destroyed by TNT.



You gain 100 points for every block destroyed, no matter how it was made and which block was it. When you reach the necessary amount of points, you move to the next level and also gain points for every clear line.

There are 12 levels in this game, each harder than the previous one.

CONTROLS

The controls are standard for ZX Spectrum games:

O – move left;

P – move right;

M – pick/throw blocks.

In main menu:

1 – start the game;

2 – read a short version of previous and this parts;

3 – read who created this game.

TIPS

Here are some useful tips to help you playing this game.

- Create as big groups of blocks as you can, especially on first levels;
- Don't use TNT too often. It can destroy groups of blocks that could be used in the other way;

- Remember that when the level is completed you gain as much bonus points as long the distance from the floor to *the lowest* block is.
- Don't get stuck between two columns.



CREDITS and HISTORY

The game is based on Sobics flash game that was quite popular in my school when I was a teenager. We used to play it during our IT lessons if we managed to cope with our tasks before the lesson is over. I was dreaming about a demake of it for about four years, but only now I had a cause to really make it.

The game is written on Oberon programming language, the graphics was created in ZX Paintbrush, and also a ZX Blockeditor was used to merge image and program files into one .tap. Spectaculator was used to test and debug the game. Code, art and sound effects by Yprit.

Great thanks to:

Oleg N. Cher., who was teaching me how to write programs on Oberon and who created such powerful tool for writing ZX Spectrum programs, and to all my friends that helped me with gamedeveloping and not only problems.

CONTACTS

The best way to contact me is to write an e-mail at maareksteel@gmail.com. Write me here for every questions, ideas, offers or complains.

The other games can be found on my VK page vk.com/64kilobytes. If you have a VK account, you can also contact me here.

To learn more about Oberon language and how to write ZX Spectrum games on it, see <http://zx.oberon.org/xdev-en>.