

**MB**  
VIDEO  
ELECTRONICS

**VECTREX**  
CASSETTE

**BLOCK BOMB**

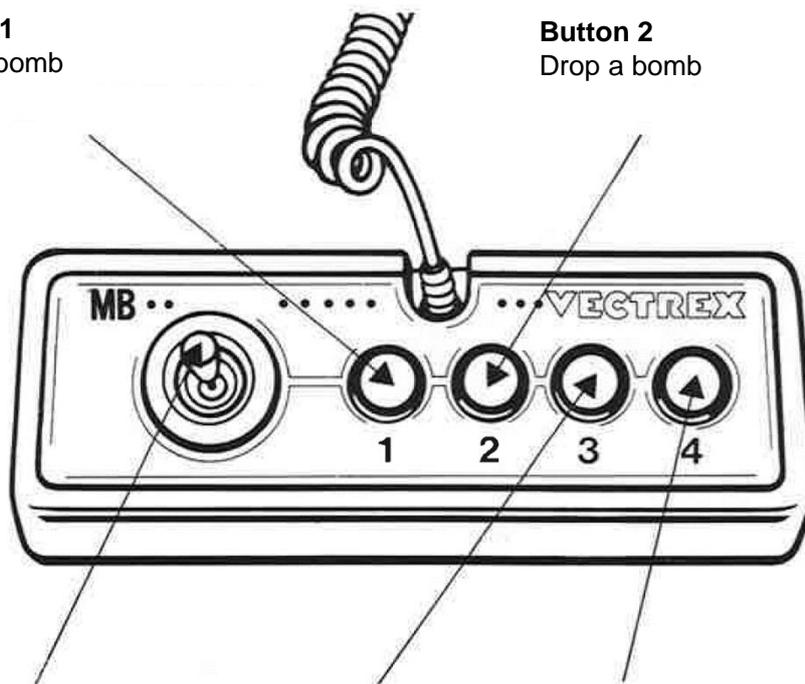
# BLOCK BOMB

## GAME CONTROLS

BLOCK BOMB is designed to be played with the built-in control panel only. The functions of the controls are:

**Button 1**  
Drop a bomb

**Button 2**  
Drop a bomb



**Joystick**  
Move the block on the map

**Button 3**  
Drop a bomb

**Button 4**  
Drop a bomb

# HOW TO PLAY

## **PLAYER SELECTION**

Block Bomb is a multiplayer game only. Therefore you can't change the number of players.

## **OPTION SELECTION**

There aren't any options.

## **GAME PLAY**

Block Bomb is about two little blocks fighting each other in their block world. The aim is to bomb your opponent. You can drop bombs and if your opponent is hit by the explosion the block world is all yours. But in the block world there are barriers and walls. You can hide behind both of them. To get closer to your opponent you can destroy the barriers with you bombs. Always watch out fore bombs because also you own bombs are dangerous for yourself.

## **WARNING**

Watch out that you don't get addicted!

## SCORING

This game doesn't have a score. You can either win or lose.

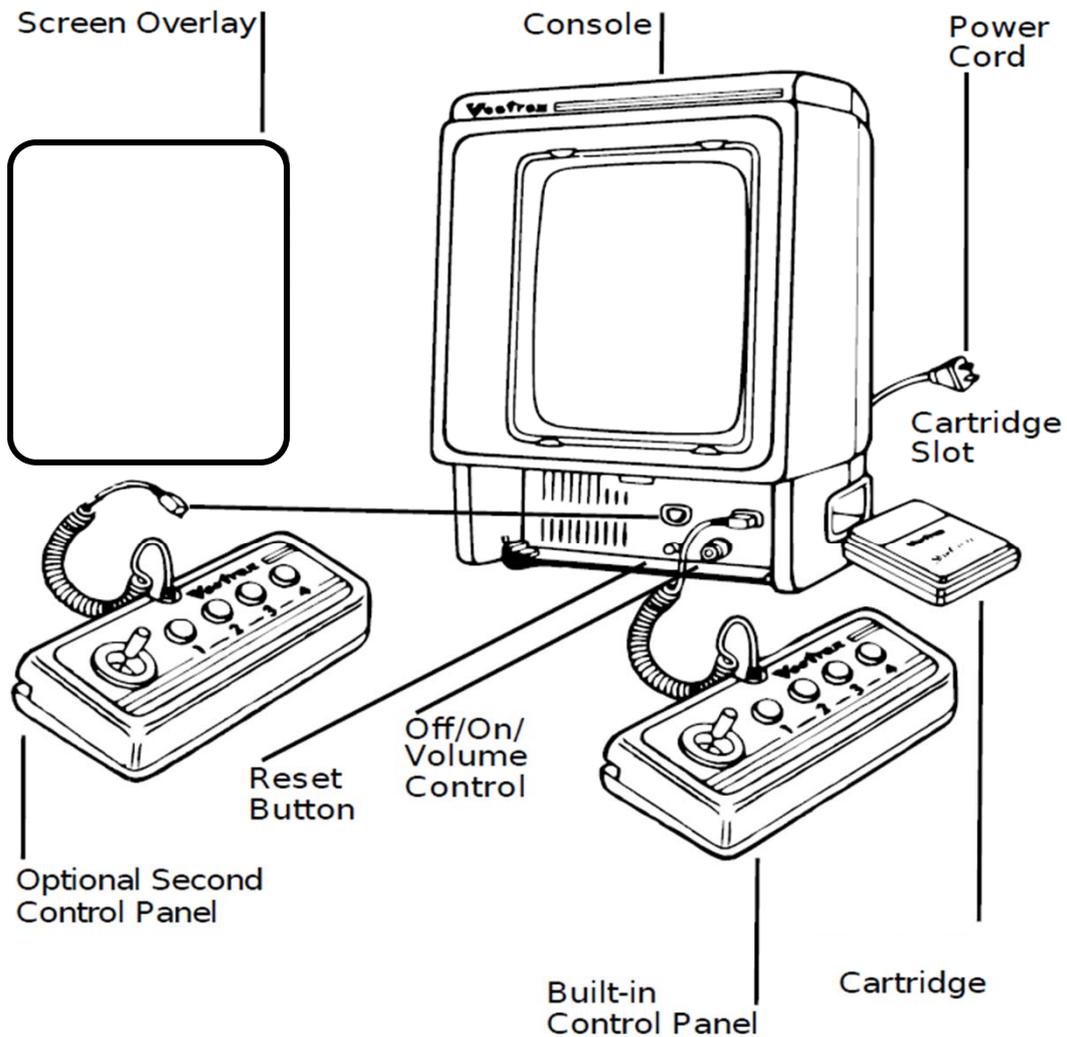
## HIGH SCORE MEMORY

As long as your machine is on, with the game cartridge in place, the highest score is retained. To see this score, press the Reset button. When the machine is turned off and the cartridge removed, the score is lost.

## RESTARTING THE GAME

To restart a completed game with the same number of players and the same game option, press any of the four buttons once the game is over. If you wish to restart the game before it is completed, or change the number of players or the game option, press the Reset button.

# SETTING UP



# CREDITS

This game was developed by Marvin Berstecher and programmed in C and MC6809 assembly language. It is the outcome of a student project which was part of the elective course "Advanced hardware-oriented C and Assembly Language Programming" at Pforzheim University, Germany, in spring term 2017, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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