

MB
VIDEO
ELECTRONICS

VECTREX
CASSETTE

BLOX

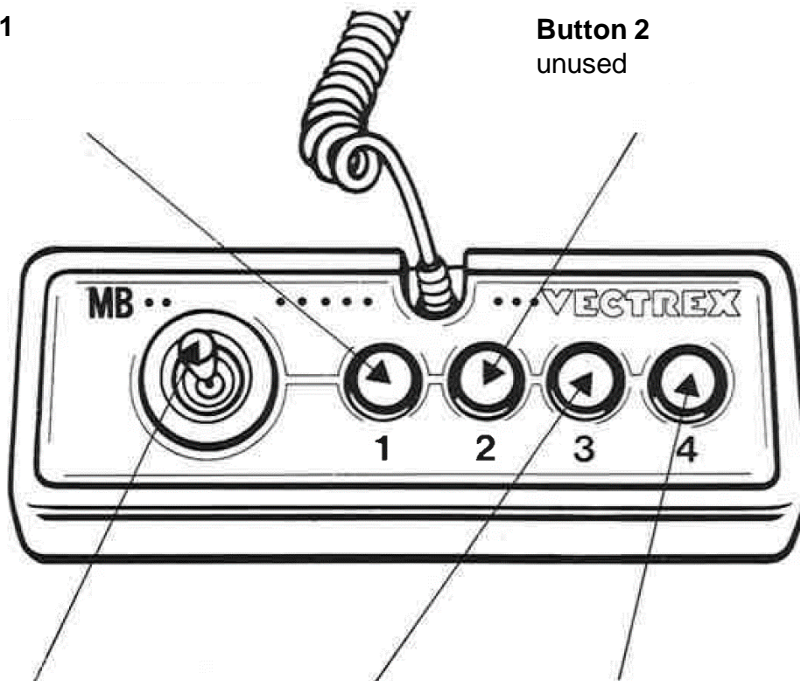
BLOX

GAME CONTROLS

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

Button 1
unused

Button 2
unused



Joystick
Push to left and right to
move the player's bat

Button 3
Press this for a
5 second help

Button 4
Press this to launch
the ball

HOW TO PLAY

GAME GOAL

The main goal of the game is to clear the playing field of all bricks. To remove a brick, it has to be hit by a freely moving ball.

GAME PLAY

The user controls a horizontally movable bat, which must be used to prevent the ball from touching the bottom border of the screen. All other sides of the screen, as well as the bricks themselves, cause the ball to bounce back.

HELP ME!

The player has the option to use the Help button, three times during a game. The use of this button makes the current bat size larger. This helpful effect vanishes after 5 seconds.

BRICK TYPES

In addition to the standard type bricks, there are also specially reinforced bricks which require two hits by the ball.

Hint: Some bricks may look innocent, but actually release an additional ball into the game.

LIFE AND DEATH

Whenever a ball is lost because it flew past the player's bat, a life is lost. The player has 3 lives total.

SCORING

Points are awarded for every brick that was hit by a ball.
Removing a reinforced brick by hitting it twice, gives the player two points.

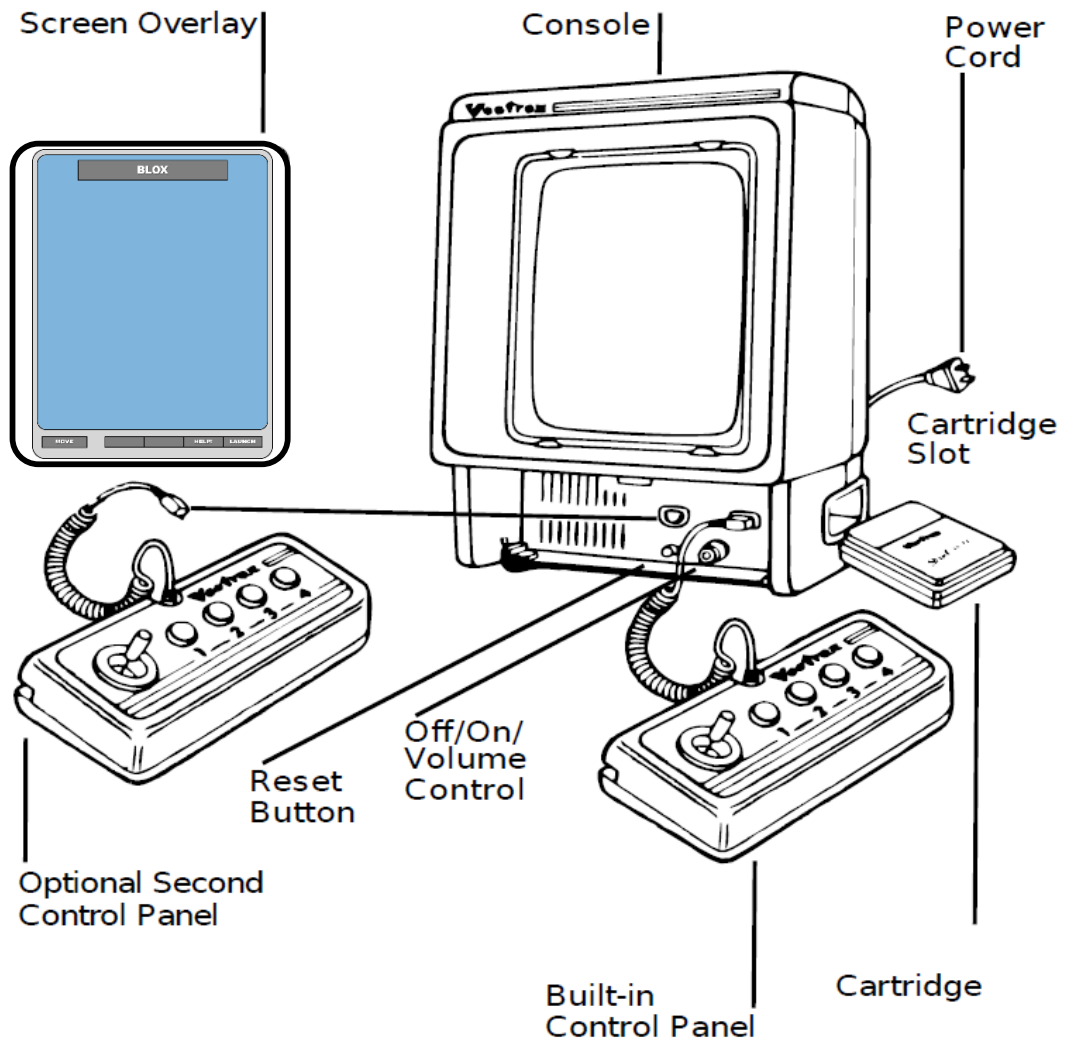
HIGH SCORE MEMORY

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, press the Launch buttons once the game is over. If you wish to restart the game before it is completed, press the Reset button.

SETTING UP



CREDITS

This game was developed by **Timo Kasper** 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 2019, supervised and tutored by Prof. Dr. rer. nat. Peer Johannsen.

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