BLOKS

For PalmOS

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Welcome and Registration

About Bloks

Welcome to Bloks, a game of cunning, speed, and mass destruction. In this game, you use balls, your paddle, and special weapons to destroy all of the bloks on the screen. This first chapter is full of inportant stuff, but it you want to just get on and play the game, go ahead and skip to Chapter 2. Really, it's okay.

Included in this archive are the following packages:

•Bloks.prc
  This is the software package that you need to install on
  your PalmPilot.

•Bloks.pdf
  This is the users' manual for Bloks. You are reading it right now.

•Bloks.txt
  This is a text only format of the users' manual. If at all possible, use
  the pdf version of the manual as it has layout and graphics that cannot
  be included in the text version. The pdf version of the manual is
  viewed using Adobe® Acrobat Reader®. This can be obtained free of
  charge at www.adobe.com.

•SAStuff.txt
  A list of all of the software available from Stand Alone Inc.

System Requirements

Bloks is designed to work on both the PalmPilot Professional and Personal units, as well as the Palm III device. Throughout this manual, PalmPilot is used to refer to any of these units.

Registering Bloks

Bloks is Shareware, and costs $15.00.

The Bloks Demo will work for a 30 day trial period. At the end of the 30 Days, it will stop working. To avert this tragedy, you will need to get in touch with Stand Alone to register your software. You can register with us by several different methods.

You will need to include the following information, no matter how you choose to

register. Most importantly, you need to include your name EXACTLY as it is entered in your PalmPilot, including spaces. We use this to generate your password, so it must be precise. You will need to specify which programs you wish to register, and include payment for each of them. We accept Visa, Mastercard, and American Express. If you are using normal mail, you can send us a check as well. Make sure to include your card number, the expiration date, and what type of card you are using. You also need to give us a way to get in touch with you. Email is the preferred way, followed by your address and phone number. An Email address is not strictly necessary, but it will result in much faster service.

For instant gratification, register by phone, and pay using Visa or Mastercard. To do so, call (773) 477-2492 and we will give you a password right over the phone.

Alternatively, you can send us a check to the address below.

You can also Email us. Just Email us the relevant information, and we'll send you a code. If you are registering through Compuserve, use, GO SWREG.

Once you register, you will receive a password from us. You can install this password one of two ways. There is an option to Enter Password via the Enter Password option in the menu. Tap on it to bring up a screen that has a space to enter the password.

Contacting Stand Alone Inc.
There are several ways to get in touch with us here at Stand Alone, Inc. Email is the preferred form of communication, but whatever works for you is fine. If you have any questions, comments, suggestions or compliments, please don't hesitate to contact us through any of the methods listed below.

Business Hours
Stand Alone is open from 9 AM to 8 PM Monday to Friday, and 10 AM to 4 PM Saturday. We are closed on Sunday. These times are CST and GMT -5.

Email
internet: info@standalone.com
AOL: Std Alone
CompuServe: 76342,3057

Phone
Voice: (773) 477-2492
Fax: (773) 477-2579

Regular Mail
Stand Alone
3171 N. Hudson, Suite 1
Chicago IL, 60657
USA

World Wide Web
http://www.standalone.com

Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please Email us with Bug Report Request in the subject line. In the Email, include the following information:

•What type of PalmPilot you are using (i.e. Personal)
•The software name and version number (i.e. Bloks 1.0)
•The error number
•A brief description of how we can recreate the error
•Your name and Email address so we can contact you when the bug is fixed

When reporting bugs, it is best to Email us, rather than calling, so that the programers have a written record of the information they need to solve the problem. As soon as we receive your Email, the programer will examine the problem, and fix it.. Because our programers are busy creating software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

Version History

| Version	Date	Notes
1.0	June 1, 1998	First public release

Playing Bloks

Now, on to the good stuff!

Getting to the Point

The point of Bloks is to have fun, but that's no surprise. Beyond having fun, the point of Bloks is to destroy all of the bloks and space ships on each level by whatever means necessary. You can use the ball, special weapons, or even the paddle itself in your quest for destruction.
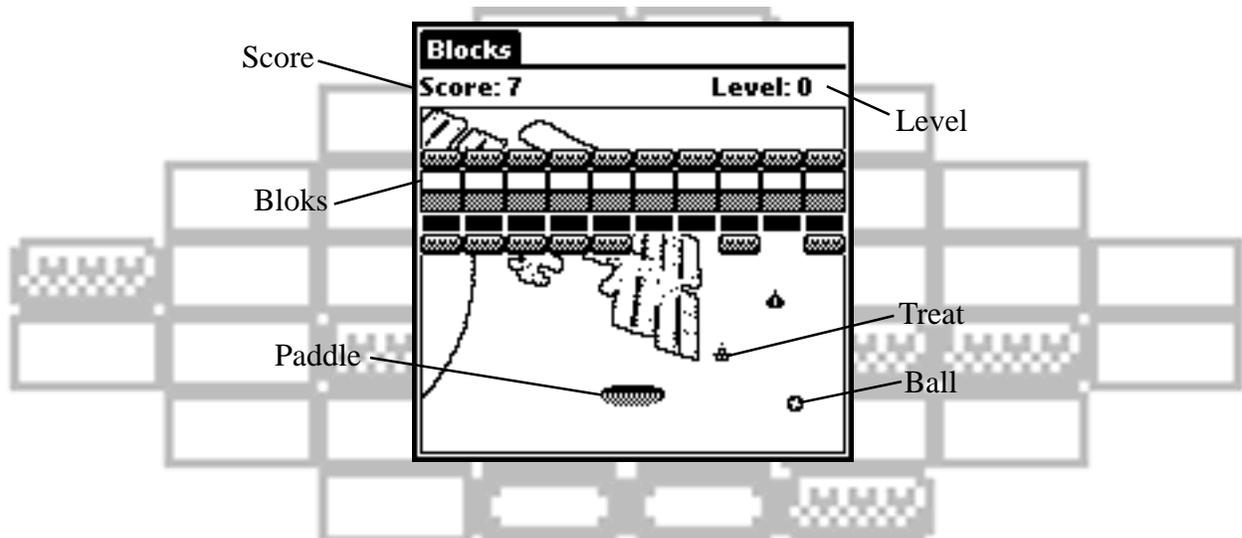
General Game Controls

Before getting into the action of the game, there are a number of game controls found by tapping the Menu silkscreen button. Next to each menu option is the Grafitti shortcut.
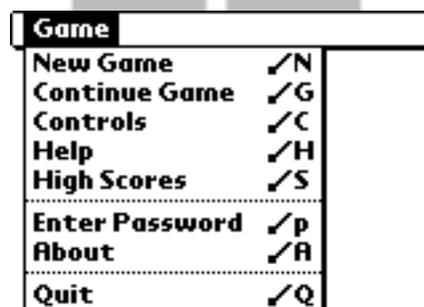

New Game
Select New Game to (surprise!) begin a new game starting at Level Zero.

Continue Game
Continue Game starts you at the level on which you ended your last game. The continued game starts you with three bounces on the ball, and no special abilities.

Controls
Controls allows you to set up the control buttons any way you want. The buttons begin in the default setup, and all references to controls in the instructions refer to the default. To change a control, tap on the picker next to the button image and select the desired effect from the menu.

Select to
change
controls
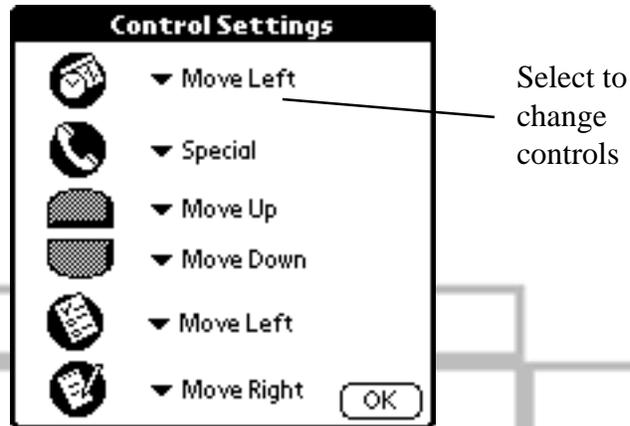
Help
If you need a bit of advice on playing Bloks, tap the Help option.

High Scores
Selecting High Scores gives you a list of all the high scores for Bloks

Enter Password
When you register, select Enter Password to enter your registration code.

About
The About screen gives you the version number of Bloks, as well as information on how to contact Stand Alone, Inc.

The Paddle

Controlling your paddle is the most basic, and important, part of Blocks. Your Paddle is your basic weapon of destruction against the bloks. The most important job of your paddle is to keep your ball from hitting the bottom of the screen. If a ball hits your paddle, then it bounces off of it. You paddle isn't tied to the bottom of the screen, and can move anywhere. However, be careful about bringing you paddle away from the base line. If your ball gets underneath your paddle, it will bounce downward, probably right to the bottom of the screen where it will lose a bounce. By hitting the ball with the side of the paddle, you can direct the path of the ball.

You can also use your paddle to destroy space ships and bloks. The number of times needed to hit an object with the paddle to destroy it depends on what you are hitting. Also, if you hit a blok that normally drop treats with the paddle, no treats are dropped. So, it's not always to your advantage to destroy things with your paddle.

Starting Paddle Controls

The following are the default paddle controls.

Date Book Button : moves the paddle left

Address Button : activates special functions

Up Button : moves the paddle up

Down Button : moves the paddle down

To Do list Button : moves the paddle left

Memo Pad Button : moves the paddle right

You can get a number of treats that give the paddle special abilities. The treats are explained in the following Treat Bloks section.

The Ball

The ball is the second most important part of Bloks. You only get to keep going as long as you have at least one ball in play. Each ball has a number of bounces, and each time the ball hits the bottom of the screen, it loses a bounce.

One Bounce:
Two Bounces:
Three Bounces:
Four Bounces:
Five Bounces:
Invinciball:

If a ball reaches level six, it becomes an Invinciball. Invinciballs will destroy most blocks and keep going. They will even destroy Invulnerabloks with one hit, but an undamaged Invulnerabloks will cause an Invinciball to bounce back. The Invinciball is your strongest weapon.

The Bloks

The bloks are your targets; you exist only to destroy them. Normally, it takes two bullets, two hits with the paddle, or one hit with the ball to destroy a blok. Any blok that sustains more damage than required to destroy it is completely obliterated, and the ball will keep going, rather than bouncing back. The bloks are not placed directly next to one another, so it is sometimes possible to slip a ball through the cracks between the bloks.

Normal Bloks
Normal bloks come in there types. All of them take two bullets, two hits with the paddle, or one hit with a normal ball to destroy. They are the most common form of blok.

Space Ships
Space Ships are tough bloks that move around the screen. They take twice the number of hits to kill as a Normal blok. Every time that you hit a Space Ship, they drop a treat.

Invulnerabloks
The Invulnerabloks are your worst enemy. They take sixteen bullets, sixteen hits with the paddle, or eight hits with the ball. While they will be destroyed with one hit of an Invinciball, an undamaged Invulnerablok will bounce the Invinciball back as it is destroyed.

Treat Bloks
Treat bloks are as tough as Normal bloks, but they release treat drops whenever they are hit. These treats give your ball or paddle special abilities. Collect the treats by hitting them with your paddle.

Long Paddle
The Long Paddle treat lengthens the paddle , making it easier to hit the ball.

Round Paddle
The Round Paddle can make your job more difficult. It shrinks the paddle and rounds it off, making the ball harder to hit and more likely to rebound at a sharp angle.

Fast Ball
If you grab this treat, all balls speed up. It's not too bad, as long as you don't get too many of these.

Slow Ball
The Slow Ball treat helps you out by slowing all balls down.

MultiBall
If you grab MultiBall, then four new balls explode from the treat. They all start at level one, but can be increased by the Extra Bounce treat. You can have up to ten balls on the screen at once.

Extra Bounce
Extra Bounce increases the level of all the balls on the screen by one, which is especially valuable if you have many balls going at once. The Extra Bounce treat is the only way to get the Invinciball.

Sticky Paddle ▣

This treat gives you a new paddle ▭ that sticks to the balls. Tapping the Address ☎
button releases all of the balls. The balls also release when you hit a blok with your paddle.
Take note that if you hit a blok with a ball stuck to the paddle, rather than the paddle itself,
the ball won't be released.

Shooter Paddle ▣

Getting the Shooter Paddle treat turns your paddle ▭ into a mobile gun platform. To
shoot, tap the Address ☎ button. You can have up to ten bullets on the screen at once.