

amigaguide

COLLABORATORS

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REVISION HISTORY

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Chapter 1

amigaguide

1.1 Welcome to BlocksXL!

BlocksXL by Matthew Briggs, (C)ENGiNE NiNE DESiGN 1998.

Epilepsy warning

Disclaimer

System requirements

Shareware notice

Important Notice

How to play

Feed back

Game credits

Contacting ENGiNE NiNE DESiGN

1.2 Epilepsy Warning

epilepsy warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television or monitor screen while playing video games may induce an epileptic seizure in these individuals.

Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing.

If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue and consult your physician before resuming play.

health advice

When playing one of our games, or any of game for that matter, make sure you do so in a fully lit room. Do not play if you are feeling tired or are suffering from a head ache.

1.3 Disclaimer

disclaimer

`BlocksXL' has been released as shareware, and is not a commercial product.

You may freely distribute this game as long as the `BlocksXL' archive REMAINS intact. no files may be altered, deleted or added without prior permission from Matthew Briggs.

Matthew Briggs and anyone else related with ENGiNE NiNE DESiGN are in no way responsible for any damage caused to your system or health due to usage of this program. If you do not agree with these conditions then DO NOT use this software.

1.4 System Requirements

system requirements

To play BlocksXL you will require an Amiga with the following specification:

OS 2.0 or higher

1.5 Mb of ram

68020 CPU or higher processor recommended for faster loading and smoother game play.

1.5 Shareware notice

shareware notice

Please note that this software IS shareware. This means that if you like this game AND/OR any of our other programs you are kindly requested to consider sending us a donation for our efforts. By registering our software you are giving us the incentive to CONTINUE developing software for the Amiga. Please send donations to the below address.

ENGiNE NiNE DESiGN

50 Thicket Drive

Maltby

Rotherham

South Yorkshire

S66 7LB

U.K.

E-Mail: engine9@onlineamiga.demon.co.uk

If we receive a donation from you for £5.00 or over, we will send you our latest software productions. If sending cheques please make them payable to

Matthew Briggs.

Please make sure that you give us details about:

Your name,

Address,

Day time phone number (if available)

& your system spec and configuration.

Thanks for taking the time to read this. Long Live Amiga!

1.6 Important Notices

important notices

It is important that you DO NOT write protect the media of which blocks is stored on. High scores will NOT be saved if Blocks cannot write to the disk!!!

1.3 users

1.3 Amiga users will not be able to play BlocksXL on their system because of new memory and system requirements. Time to upgrade!!!

1.7 How To Play

introduction

Have you got what it takes to become the ultimate accolade in Blocks? Can you get to the top of the high score table and remain there? Are you up to it?

BlocksXL is one of the most addictive, smoothest and challenging tetris/columns clones for the Amiga and has had people from around the world hooked for hours. Come play our game; We'll test ya :)

getting started

If playing BlocksXL from floppy disk then turn off your Amiga for around 30 seconds, insert the BlocksXL disk into your internal disk drive (DF0:) and turn on back on. The game should now boot.

If playing BlocksXL from hard disk then double click the `BlocksXL` icon. The game should then run.

Make sure a controller is plugged into the joy port of your amiga.

playing the game

The idea of BlocksXL is to keep the amount of blocks on the game screen down to a minimum as columns of three different coloured blocks fall from above. To do this you must get lines of three or more matching colours in either a horizontal, vertical or diagonal direction. The game is over when there is no longer any room for the blocks to fall.

More points can be gained depending on how long the line is or how many `Chain reactions` you get.

Blocks will be taken away from the bottom to help you on certain levels or when you reach 10,000 points, 20,000 points and every other 20,000 points after.

control summary

FIRE :

Main title options:

Selects start game.

Selects a random level in the start level.

Goes to the high score table.

Goes to the credits page.

Exits the game

During the game:

Cycles the colours in the falling blocks

Un-pauses the game

Accepts high score name

LEFT/RIGHT:

Main title options:

Selects start level

Toggles between SFX/Music

During the game:

Moves falling blocks left and right

Selects characters in the high score entry

UP/DOWN:

Main title options:

Selects different options on the title screen

During the game:

Causes the blocks to fall more quickly

Cycles the colours in the falling blocks

Cycles characters in the highscore entry

KEYS:

P: Pauses the game

M: Turns the in-game music on and off

ESC: Exits from the game

1.8 Game Credits/Greetings

feed back

" I am writing to thank you for the enjoyment my wife and I have had playing your Blocks game which we found on an Amiga Format CD. It is well-designed, has just about the right level of difficulty and speed and has kept us amused for many hours. My only criticism is that every time I get an entry on the scoreboard, Mrs Moorey knocks me off again! Perhaps you could overcome this bug in a future release!! "

- Chris Moorey, Greece

1.9 Game Credits/Greetings

credits

Programming,

Graphics &

Design : Matt Briggs

Music : Nuke Of Anarchy / ensoniq sq1+

Louis Armstrong

Testing : Michael Briggs

Andrew Fitzgerald

Robert Livesey

Moral Support : Chris & Sybil Moorey

1.10 Contacting ENGiNE NiNE DESiGN

contacting ENGiNE NiNE DESiGN

If you wish to contact us then please do not hesitate to write to us at:

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