

Bloog

COLLABORATORS

	<i>TITLE :</i> Bloog	
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>
WRITTEN BY		July 26, 2024
<i>SIGNATURE</i>		

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Created using:

Blitz Basic - Acid Software
AMOS - Mandarin Software
Personal Paint - Cloanto
Vidi Amiga 12 - Rombo
Pro Tracker Pro - Cryptoburners/RD10/OSIRIS

M a i l w a r e

Everytime I see a nice game, I send the author an e-mail about it and give him/her my opinion. But in order to pay for the game, it has really got to be good. This game isn't good enough to be payed for, and that is why I decided to make it mailware. If you like it, and would care for the full version, just send me an e- or snailmail. If you send snail, you've got to include a disk and money for stamps.

If you wish to include this game on a magazine's coverdisk, you have got to do the very same thing.

These are the limitations:

No intro
No outro (played when last level is completed at any levelset)
You can't save hiscore
The game doesn't accept more than 10 levels (99 in full)
Only one piece of ingame-music (4 or more in full)

Due to horrible schoolwork etc, the full game won't be available until beginning of May '98. But sending me mail NOW, will bring you the game as soon as it's available.

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1.3 NC.Gamez

N C . G a m e z

We make games only for Amiga. Some guys like our product, while other dummies hate 'em :-). Feel free to give us your opinion! NC.Gamez has been active since 1995, but before, there was a team called NC.Games (started in 1991 or 1992). The members of NC.Gamez are: Marcus 'Mopz' Johansson, Göran 'Maze' Nilsson and Anders 'Beauty Body' Nilsson

Other releases:

Groundwars - AGA vertical scrolling shoot-em-up for 030+ processors.
FaYoh - AGA horisontal scrolling platformer.
PlubZ - AGA Tetris-style puzzler.
JackMan - ECS PacMan-game with nasty puzzles.
PIV - AGA Breakout.
CANE - AGA gravity-game with puzzles.
wAZiT - Lousy AGA gravity-shooter for two players.
wACKbAN - ... Let's just not talk about it ;-)
NCEd - Mousecontrolled ANSI-editor.
MopzIntro - A small intro by Mopz, worshiping Ariana Richards.

All our thingies are available from our homepage, but you can also find

them on Aminet.

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1.4 Credits

C r e d i t s

I want to thank some people for existing. But even if you're not one of 'em, I still care for your existance ;-)

Audrey Mc. Calla - I never thought you'd return! It's great to have you back!

Peter Fischer - My coolest e-mail-pal and betatester of NC.Gamez' games. Working hard on becoming a coder 'n' musician. Good luck!

Mr. Byte - Great pal, and hopefully soon also partner :-) His game - AmiBee - is a must for all shoot-em-up-freaks!

The Girl of My Dreams - I'm obviously awake.

Ariana Richards - I'm a fan of her, and I'm sure she'd be a fan of me if she only had an Amiga...

Thw whole Nature-bunch (especially Pezac) - You're cool dudes!

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1.5 Story

S t o r y

Bloog was out doing his morningwalk, when he all of a sudden caught sight of a tower, almost touching the clouds with its peek. He walked towards the building and noticed a sign, saying: "This is a deserted Maze. Do NOT enter!" Bloog, whose brain wasn't more evolved than a PC, wrecked the sign and opened the tower's door. He stepped in, and the door slammed behind him. He was locked inside.

You monitor Bloog and has got to help him through a shitload of maze-floors to get to the top - from where Bloog can easily jump down (200 feet or so) to the ground outside...

That Bloog is a green blob with big eyes 'n' feet, a mouth and no arms,

has got absolutely nothing to do with FaYoh - another green blob. It's just the author of the game who's got lousy imagination!

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1.6 Options

O p t i o n s

Before playing, you can select some thingies. Use UP/DOWN to move cursor. Use LEFT/RIGHT to scroll selected item. Press FIRE/SPACE to select a non-scrollable item.

Start at level (1-XX) - Select level to start at.

Animated intro - See the intro-cartoon.

Clear hiscores - Erase all saved hiscores.

Control: (Keyboard/Joystick) - Select what to guide Bloog with.

Musicvolume: (OFF/1/2/3/4) - Music volume; 4 is high.

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1.7 Gameplay

G a m e p l a y

What to do

Control

Special objects

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1.8 What to do

W h a t t o d o

The aim of a level is to find a set of keys. Sometimes, keys can be on the floor when you enter a level. Most keys though, are hidden inside colored blocks. If you smack two blocks together, and if they're of the same color, both blocks will disappear and a key will pop up. But if the blocks are different colored, the one being hit will be destroyed while the otherone remains intact. Blocks can ofcourse be painted with another

color - read more about it in the chapter 'Special objects'.

The first levels introduce you to the basic objects one at a time, but after that, things get far more complicated than you could ever have thought was possible ;-)

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1.9 Control

C o n t r o l

You can control the Bloog-creature with a joystick or a keyboard (read the chapter 'Options!'). If with a keyboard, FIRE is represented by the SPACE-key and directions by the cursorkeys.

LEFT - Walk or push a block left.

RIGHT - Walk or push a block right.

UP - Walk or push a block up

DOWN - Walk or push a block down.

FIRE - Use a teleport-heart (read the chapter 'Special objects!'). Bloog will travel in his face-direction untill he hits a wall.

ESC-key - Restart level.

Q-key - Exit to title

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1.10 Special objects

S p e c i a l o b j e c t s

There's a shitload of things to pick up, and to be afraid of. Learn how everything works through the first levels!

Star - With one of these, you can walk on leathal lava. Bloog's shoes get blue.

Heart - You can only carry one at a time. It's a teleporter-heart, used to move in one direction. The only thing that can stop your travel is a normal wall. It's perfect when you wish to pass a field of spikes or lava.

Blue diamond - 5 points.

Red diamond - 10 points.

Yellow diamond - 50 points.

Key - Collect a certain amount, displayed on the scoreline, to finish a level.

Lava - Very dangerous, but can be walked on after consuming a star.

Spikes - Worse than lava! You can't touch 'em at all.

Arrows - A floortile with an arrow moving left/right/up/down. You can only step on 'em from the arrow's direction, and then you'll be transported in the same direction.

Blocks - These blocks can be pushed around. There are three different colors - yellow(Y), red(R), blue(B). If you push Y into another Y, both blocks will be destroyed and there'll be a key for you to pick up. If you push Y into an R or a B, R or B will be destroyed, but Y will stay solid.

Squares - The ink-squares wear the same colors as the blocks. If you place a block on a square, the square will disappear while the block gets its color.

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