

BLAP 'N BASH

(C)2015 The New Dimension

HEALTH AND SAFETY NOTICE

Please be aware that Blap 'n Bash consists of in game strobe effects and shaking screen effects. If this type of effect is not suited to you. Please select as a permanent option from the Health Warning screen, 'N' to remove the strobe and shaking effects. Otherwise press 'Y' to enable the effects. These effects were used to give the game a sort of party atmosphere. You'll see when you come to the power ups on the instructions page.

LOADING INSTRUCTIONS

DISK – Type in *LOAD “*”,8* or *LOAD “*”,8,1*. After loading has finished just type in RUN and wait a few seconds (no visible de-pack effects are used in this production) and enjoy.

TAPE – Press SHIFT+RUN STOP, press PLAY on tape. Allow some time for the game to load. Should there be any load errors detected, the tape deck will STOP automatically. Press STOP to allow the border turn red. Rewind tape slightly and the press play. If the game doesn't load at all – you tape heads may need adjusting slightly.

VICE / CCS64 / 1541 Ultimate 2 users, etc. please refer to the manual of the hardware/software to auto-start the .d64 or .tap image and run the program.

INTRODUCTION

Scientists may have probably discovered water on Mars, but further across the galaxy... You are an alien from outer space, who was on its journey to the planet of Blop, suddenly got sucked though an intergalactic vortex. The vortex suddenly spat you into a strange world, full of bricks and other intergalactic aliens. Yes folks it is the world of Breakout, you are held prisoner there. You got thrown into a bat type of cell, and then a clone of your bat appeared on the opposite side. Oh dear is there a way out of this evil world? ... Maybe, or maybe not ... Who knows? ... Who's writing this pointless story anyway.

PLAYING THE GAME

This is a game for 1 player only. WHAT? And with two bats? ... ARGH!

The object of this game is to move your manoeuvrable cell and hit the ball with it. To clear each room, you must clear all of the bricks. Warning, controlling 2 bat cells with one mind is guaranteed to really drive you crazy. One cell goes one direction, and another goes the opposite direction.

Here's a quick hint:

The cell which is at the bottom of the screen goes the CORRECT direction you pull on the joystick. The cell at the top will move in a REVERSE direction.

Losing a life

You must avoid the ball from contacting the red laser zone. Should it hit the laser, the ball's

shield will be lost, then the ball rebounds. If a ball's shield is gone completely then a life will be lost. WARNING: Try not to hit the ball from under the cell, as if that happens, the shield will drain more. Try and move your bat out of the way quickly and allow the ball to rebound in the red laser zone. Should you have enough shields to use up.

Completing a level and bonuses

Each level will be completed when all of the bricks have been removed from the screen completely. If you still have ball shields left, a bonus will be rewarded to your score for each one of those.

The Bricks

The bricks come in different colours and types. Some bricks will simply disappear straight away, but not all of the bricks will be able to disappear straight away and will require more than one hit. Here's a list of all of the brick types in the game.



Standard Brick #1 – 1 hit will remove this type of brick.



Standard Brick #2 – 1 hit will remove this type of brick



Magic glass brick – Transforms into a standard brick when hit



Chip away brick – Requires several hits before eliminated



Magic steel brick – Transforms to a glass brick then standard brick

After some bricks disappear, an occasional power up bubble will appear on screen. Pick these up, for extra points and a special feature.

The power ups:

The power ups appear in different colours and types. After a brick disappears and no other power ups are in play. These power up objects will either fall downwards or move upwards. Try to pick them up by moving your bat cell towards them.



Increase ball speed



Slows the ball down



Gives out a temporary barrier, over the laser beam



Fireball – Temporarily rips through the bricks without a rebound



Trance – Let's get you in to the party mood.



Tremor – Shakes the screen constantly



Extra life (If lives counter is not full).

Power ups could be temporary or lost if a life has been lost. Trance and Tremor are kept if power ups are still collected. These only stop if either Tremor or Trance gets swapped, a level is complete or a life has been lost

Introducing the helpful intergalactic guardians

During each level, an alien will appear on the screen. It will move left/right in a form of its own sinus. Hit the aliens, and they will warp out. The ball will also rebound. They will also give you points per hit. Sometimes the ball can miss some of the aliens. Here is what you'll be encountering in the game:



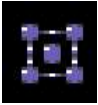
Kuhzar – Rotates its 4 cells to spin back and forth



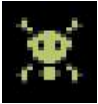
Retrox – A floating servant droid



Zappy – a laser powered alien, which likes to bounce about



Cubuz – A squared droid which bounces with joy



Pyrate – Loves cracking up in motion waves



Cutter – Buzzsaw alien with a cutting edge



Beetloid – Goes like crazy



Wriggly – A weird worm type of alien who is also crazy

Now you got to know the bricks, power ups and also the aliens. It is now time to see if you can clear all 16 stages of Blap 'n Bash. Then escape through the vortex back into your own home world. It is going to be a very hard job, but someone has got to do it :)

Good luck. You'll need it.

THE CREDITS

Programming, game design, graphics, sound effects, music and general idea by
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Bitmap loading picture by
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Tape loader system
Martin Piper

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