

INTRODUCTION:

Computerware® is making a large investment in the software future of the Color Computer. We are working on software products at both the assembly and Basic Language level, as well as both serious and entertainment oriented. To achieve this goal, we need your support... One of the problems that developers of software have is that it takes a lot of initial time and money to 'create' the product before any revenue from its sale is generated. All too often when it is finished, customers who are not familiar with the development cycle for software products, see a cassette or disk and a manual and perceive that that is what the product cost. NOT TRUE!!

To be able to recover the development costs on inexpensive software, the manufacturer has to be able to sell a large number of copies. This is where you, the customer, can help by not giving away (or accepting from others) copyrighted software - actually any software product that is being offered for sale.

We have a lot of customers who tell us that they actively support us because they want our support in the years to come. When you think about that fact it makes sense. If we can't make enough sales because people are stealing copies of our products we will not continue to put our efforts into developing those products. So the bottom line is simply this: respect the copyright of software and do your part by not giving away or accepting copies of software that is offered for sale.

Thank You, Computerware®

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Computerware® Bloc Head™ !!

Loading and Running

To load the program from cassette, put the tape in the player and set it in the PLAY position. Then type CLOADM and press the ENTER key. To load from disk, put the diskette in drive 0 and type LOADM"BLOCHEAD. Once the game has loaded, it will automatically EXECute and you will see the title screen. If the words 'BLOC HEAD' are not blue, you should press the RESET button (the game will automatically restart) a few times until they are blue. This is not really necessary but the game looks better if you do it.

To start the game, simply press the red button on the right joystick. You will see all the characters in the game and their names and values. Press the button again and you will be asked to select a level. Move the joystick up or down and press the button a final time when the hand points to the level you want.

How to Play

You are the Block Head. The goal of the Bloc Head is to change the top of each cube to the color indicated in the upper right corner of the screen. He does this simply by landing on the cube. Sounds easy, right? - WRONG! There are a number of strange monsters trying to jump on you while you jump on cubes. You can either avoid them (easier said than done) or trick them into jumping off the edge to fall to their death. You will notice two blinking 'Bus Stops' at the bottom part of the screen. Jumping onto one of these will transport you to the top of the screen. If Spring is following closely behind you, he will also try to jump on the bus stop but will instead fall off the edge. When you change all the cubes to the new color, you will be awarded some bonus points and the next wave will begin. If you selected the TUFF level when you started, a new monster will appear after each completed wave. It is a good idea to get familiar with the playing screen on the first two waves because the third screen starts off invisible! The game ends when you lose your last Bloc Head. You start with four Bloc Heads and are awarded an extra one every 10,000 points.

Moving and Scoring

To move, you need only point the joystick in the direction you want to move (NE, SE, SW, or NW) and press the button. Remember to try not to jump off the edge or onto one of the monsters. You get points for:

- 25 for each cube changed.
- 100 for jumping on the Blue Egg or Oops!
- 500 for tricking Spring into jumping off the edge.
- 2500 for completing each wave.

We at Computerware® hope that you enjoy Bloc Head as much as we did while creating it. Have a good time!