

BONGGO BLOCKS

An addictive real-time puzzle game!



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DESCRIPTION

Bongo is a simian archaeologist, in search of rare idols! Line up idols combos to collect them, but watch out for the Baboon Blocks – they can smash the idols! Make enough combos to proceed onward toward your ultimate destination – the long lost Temple of Bongohotep!





STARTING THE GAME

The Main Menu presents you with four options:

- **Play.** This starts up a game with the current settings.
- **Vs. Play.** This allows multiplayer. Play vs. the Computer AI; or Two players on the same computer, LAN, or TCP/IP.
- **Options.** This allows you to change parameters of the game.
 - Sound Volume. For silent play.
 - Music Volume. For silent play.
- **Credits.** See who made the game!
- **Quit.** When the excitement gets too crazy!

PLAYING THE GAME

You start with a half-full set of blocks in your “Play Area”, which is the area between the two trees. At the start, these blocks fall into and stack up in the play area. Once in the game, you move Bongo around (if using the keyboard) or click on blocks (if using the Mouse). You are trying to set up combinations of three similar items. You move the Bongo atop or to the left of a pair to switch. In keyboard mode, use the arrows to move, and Ctrl to switch blocks. Press Enter to switch from vertical to horizontal switching. In Mouse mode, click on a block, then on another block that is adjacent to that block. Right click to clear the selection, or simply click on another block that is NOT adjacent to the previous block. Once you do click on adjacent blocks, they will switch places.

By making combos of three or more pieces (you can make combos in L and T shapes as well, if you’re clever), you eliminate blocks and get points. To progress to the next area, you must make Ten Idol Combos.

- **Idol Combo.** If three *idols* match in a column or row after the switch, they will disappear, and you’ll get the Idol Combo Bonus! They must be of the same color.

So, you want to make combos, and have some blocks to play with, however, every few dozens seconds, the Bad Baboon, your nemesis, rises from the bottom of the screen, and adds a new row of blocks on the bottom. This is good, because it gives you more blocks to work with. It is also bad, ‘cause if you have a LOT of blocks in your play area, it fills up so no more can fit, and you lose! If the





Bad Baboon fills in the bottom and there's no more room, all the blocks will tumble down, and you will see a big "GAME OVER". If you got a high score, then you will be asked to enter your initials.

Anyway, back to the Baboon:

- **Bad Baboon.** This troublesome fella will periodically run by and toss some more items at the bottom of your play area. Keep up the pace or it'll all come tumbling down! (The Bad Baboon slowly rises from the bottom of the screen – one you see all of his eyes, you know he's about to dash across!)

Some of the blocks on the screen are gray stone blocks called Baboon Blocks. You must be careful to a) not get these over idols and b) watch out for vertical combos of them, as they fall downward and will crush ANYthing that is below them!

- **Baboon Blocks.** These will crush idols if they are right above them, so be careful! And vertical combos of these will destroy anything beneath them!

So, the idea in the Normal game is to keep a balance of blocks on the screen for combos, but not so many that you are in danger of filling up the whole area!

There are other combo bonuses you should know about:

OTHER COMBOS

- **Food Combo.** If three foods match in a column or row after the switch, they will disappear, and you'll get the Food Combo Bonus!
- **Side Block Combo.** If three Blocks match in a row, they will disappear, and you'll get the Block Combo Bonus!
- **Stacked Block Combo.** If three Blocks match in a column, they will disappear, and you'll get the Block Combo Bonus! If you make four or more, they will destroy everything below them in that column, and you'll also get the Block Combo Bonus!

If you are playing against an opponent, whatever you make as combos slam down on them, and *in the same columns that you made them*. So, if you connect





a “T” of blocks, then a T of blocks will fall on your opponent, one in the first column, three in the second, and one in the third column.

This means you can control where things fall. If your opponent’s left side is very tall, then you will want to move your blocks over to the left side of your screen before you make the combo!





STORY MODE

You start in a dense jungle, and as you go through the game, you progress to new Sites. To get to the next site, you must make Ten Idol Combos. At the new site, the game will be a little faster. Make it through all the sites to the Tomb of the Bongohotep!

(Also, once you reach a new site, that site is “unlocked” for Forever mode.)

Story Locations (*italics are ones to add in after five are finished*):

- Base camp by the sea
- The Waterfall*
- Jungle Meadow
- Scary canyon*
- Valley of the Temple (done)
- Steps of the Temple*
- Grand Hall*
- The Rope Bridge
- Underground Lake*
- The Crypt of Bongohotep

FOREVER MODE

Choose any sites that are unlocked by playing story mode (site 1 is always available) and try to stay alive as long as you can! If your Idol Meter fills, the game gets faster!

COMBO BONGO MODE

It's possible to get all of the Idol combos on screen – but how? That's what you have to figure out in the special combo puzzle mode. Don't crush any idols!

BONGO'S BASH MODE

You must line up Bongo Blocks vertically to smash all the other blocks. The Bad Baboon will bring more Blocks in once you have less than three. In multiplayer, the fastest to bash five screens of blocks wins!





VS. PLAY

In competitive games, you play to survive AND to get to a certain number of idol combos first! This is where Bongo Blocks really shines – when you're battling against an opponent!

If you make a Food Combo or Idol Combo of 4 or more, it will toss a set of Baboon Blocks down on your opponent! Make Ten Idol combos first, or just survive the longest!

Otherwise, other combos throw the same number of blocks in the same columns that you make them, except down into the other player's play area!

Watch the right side of the screen to see how your opponent's stack is faring.

Of course, you can play on the same computer (one player uses the keyboard, and one the mouse, or both use keyboard). Otherwise, everyone plays the same.

CONCLUSION



That's it for Bongo Blocks! Throw me the Idol! I'll throw you the banana!





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SCREEN ELEMENTS

Here's some screen elements of the PC version explained:



In two-player, screens are side-by-side, so you can see the other player playing, though they are remote. Players can play on the same computer with AWDS (c or LeftCtrl for switch) and arrows with RightCtrl for switch.





GFX DETAIL

Blocks	
Banana	32 x 32
Palm Leaf	32 x 32
Orange	32 x 32
Coconut	32 x 32
Baboon block	32 x 32
Green Idol	32 x 32
Red Idol	32 x 32
Blue Idol	32 x 32

Other	
CursorBox	8 x 48
Background	640 x 480
Title screen	640 x 480
Menu plaques	Appropriate Size for right side of screen
Full-Character drawing of Bongo the Simian Archaeologist	
Bongo from side (normal, push)	64 x 64
Bongo from top (normal, push)	64 x 64
Full-Character drawing of Bad Baboon	
Multiplayer block-meter lines	
Trees background	
Baboon foot for left tree	
Baboon dash across screen	
Anim of block "popping"	
Whoof of dust as a block slams down	
Cool looking 0-9 digits	
Whoof of dust as a block slams down	
Cool-looking font for name entry (whatever size appropriate 16 x 16, 24 x 24, 32 x 32...)	

NORMAL GAME DETAIL





The Bad Baboon meter ticks down on the left tree (you see a foot around the side of the tree). Once it hits bottom, the Bad Baboon races across the bottom of the screen and adds a row of random blocks to the bottom. Sounds are made at each block, going up in tone, so it sounds like the columns are “bubbling up”.

Once a combo is made, the blocks fall downward as far as they can. If they make a combo when they land, they trigger of that combo, then the blocks above this new combo fall as well. As mentioned above, Vertical Combos of 4 or more destroy everything below them.

You can switch blocks with an empty space if you wish. If the block is now over a gap, it will fall downward.

If you swap two blocks of exactly the same type, the Baboon will instantly fill the bottom row with more blocks.

If the stack fills the gap in the trees, you lose.

You get a mid-game bonus for clearing all blocks from the screen.

You move onto the next level once you survive for 2 minutes.

You can set the game to Easy, Medium, and *Bongotic!* This adjusts the speed of the Bad Baboon meter.

ALL COMBOS AND THEIR RESULTS

Here are ALL the combos and what happens when they happen!

- **Idol Combo.** If three *idols of the same color* match in a column or row, they disappear with a pop-pop-pop.
- **Food Combo.** If three foods match in a column or row after the switch, they disappear with a pop-pop-pop.
- **Side Block Combo.** If three Baboon Blocks match in a row, they will disappear with pops, and the trees above will shake, and leaves will fall down. If it is on a stone level, little rocks will fall off the upper column.
- **Stacked Block Combo.** If three Baboon Blocks match in a column, they will disappear, and go pop pop pop! Lots of eaves will fall,. If it is on a stone level, LOTS of little rocks will fall. As this happens, gameplay will continue.

If you make FOUR or more, they blocks will destroy everything below them in that column, leaves will fall, and a bird will fly out of the trees (On stone levels, lots of rocks will fall, and a spider will descend down the left or right pillar.) Gameplay continues during this.





If you make a T or L combo with food blocks, a big version of that fruit is “tossed in the air” up from the bottom in an arc, and goes off the screen.

If you make a T or L combo with idols, you get TWO idol combo credits, and you see what looks like an ancient RUNE letter where the blocks were. Just to look cool!

If you make a T or L combo with Baboon blocks, Bad Baboon pops up quickly in the center and howls briefly (using his normal two frames).

If you make a combo, blocks fall and make ANOTHER combo, this is a “chain”. Here is what happens at each “chain” (multiplayer results shown in “Multiplayer Detail” below). All chains show “Chain x NUM” as they pop, NUM being 1-6 as the chains keep doing combos:

CHAIN	WHAT HAPPENS
1 st	Note BUUUM! Plays, one bird (or inside, insect) flies from the bottom of the screen upward in an arc offscreen.
2 nd	Note Bum BUUUUM plays. Two birds/insects fly up.
3 rd	Bum bum BUUUUM plays, three birds/insects.
4 th	Bum bum bum BUUUM plays, three birds/insects, and Bongo flies up into the air in an arc and back down.
5 th	All of 4, plus an elephant rises and trumpets!
6 th	All of 5, then Bad Baboon goes crazy and dashes left and right, and some blocks explode randomly (3-5). This freezes all gameplay while the spectacle happens.

MULTIPLAYER DETAIL

Goal: survive, and either kill off your opponent, or make nine idol combos before they do.

Combining 4 or more like blocks, baboon blocks drop on your enemy, one per column. If a person makes a combo that touches a Baboon Block, it turns into a normal type block (random). If you make a 4 or more combo touching a Baboon Block, it disappears too!

The meter on the right shows the height of your enemy’s stack.

When playing, if you have over four idol combos, you can press a panic button to lose half your combos, but lose three rows of blocks, off the bottom. You can only use this once.





If you are playing against an opponent, whatever you make as combos slam down on them, and *in the same columns that you made them*. So, if you connect a "T" of blocks, then a T of blocks will fall on your opponent, one in the first column, three in the second, and one in the third column.

This means you can control where things fall. If your opponent's left side is very tall, then you will want to move your blocks over to the left side of your screen before you make the combo! Here's how all the combos fall....

COMBOS DURING MULTIPLAYER

The best way to mess over your opponent is making insane combos and dumping blocks into their play area. Here's how you do just that!

If you make a combo of FOUR Baboon blocks or more, they blocks will destroy everything below them in that column, (the stuff happens with trees etc), then leaves shake above the other player's playfield, and that many baboon blocks dump on them, one in each column.

If you make a T or L combo with food blocks (the stuff happens), then that T or L of blocks (but with random blocks) falls in the same columns as it was on your side!

If you make a T or L combo with idols, but nothing happens to the other player.

If you make a T or L combo with Baboon blocks, Baboon Blocks drop in the same L or T, just like food blocks.

If you make a combo, blocks fall and make ANOTHER combo, this is a "chain". Here is what happens at each "chain" (multiplayer results shown in "Multiplayer Detail" below). All chains show "Chain x NUM" as they pop, NUM being 1-6 as the chains keep doing combos:

CHAIN	WHAT HAPPENS
1 st	Note BUUUM! Plays, one bird (or inside, insect) flies from the bottom of the screen upward in an arc offscreen. Leaves fall above the opponents' screen, and one random block falls in their side.
2 nd	Note Bum BUUUUM plays. Two birds/insects fly up. Leaves fall above the opponents' screen, and two random blocks fall in their side.
3 rd	Bum bum BUUUUUM plays, three birds/insects. Leaves fall above the opponents' screen, and three random blocks fall in their side.
4 th	Bum bum bum BUUUM plays, three birds/insects, and Bongo flies up into the air in an arc and back down. Leaves fall above the opponents' screen, and four random blocks fall in their side.
5 th	All of 4, plus and elephant rises and trumpets! Leaves fall above the opponents' screen, birds fly out, and five random blocks fall in their side.





6th All of 5, then Bad Baboon goes crazy and dashes left and right, and some blocks explode randomly (3-5). Leaves fall above the opponents' screen, birds fly out, and SIX random blocks fall in their side. This freezes all gameplay while the spectacle happens.

6th+ B If the last Combo, the sixth, is a Baboon Block combo, then all of 6 happens, then the Bad Baboon races back and forth along the bottom, and 8-10 random blocks blow up on the maker's side, and their opponent's side gets two random blocks dumped in EACH column.

SOUND DETAIL

SOUND LIST

- Move hand-cursor-box
- Switch two blocks
- Block "pop" (disappear)
- Block slam down
- Baboon Block slam down
- Bad "can't do that" sound
- Foot move down tree sound
- Stinger for top getting close – play once a second
- Stinger for bonus received
- Normal combo sound
- Cool combo sound
- Bad Baboon grunt before he does something to you
- Bling "Paused" sound
- Stinger for "Win" (could fall under music, depends on sound system used)
- Stinger for "Lose" (ditto)
- Move Menu cursor sound
- Select sound
- Back out sound

MUSIC LIST (all music should have a fun, funky jungle theme to it, with, of course, bongos in it)

- Normal
- Panicked
- Title





- Chilled menu song

