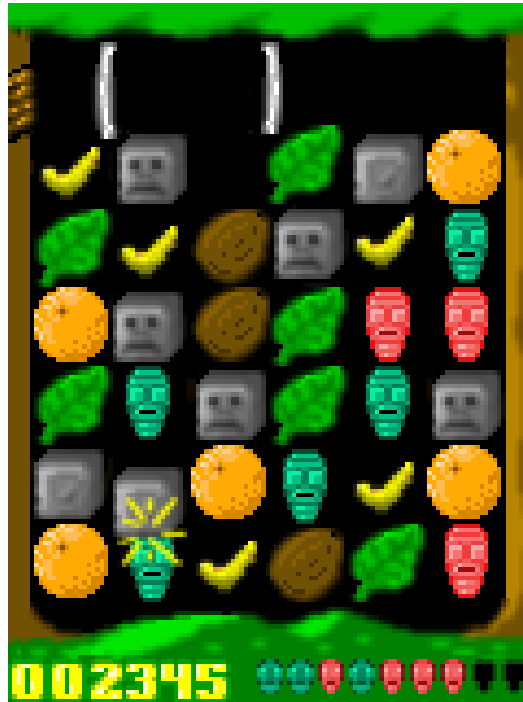


BONGO blocks

An addictive real-time puzzle game!



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DESCRIPTION

Bongo is a simian archaeologist, in search of rare idols... and a quick snack! Line up three of the same food for munching, or line up three idols to retrieve them, but watch out for the Baboon Blocks – they can smash the idols!

STARTING A GAME

The Main Menu presents you with four options:

Play. This starts up a game with the current settings.

Vs. Play. This allows multiplayer. You must sync up the Infrared ports or online connection to play. (Would it be cool to play iPaq vs. PC when it's docked?)

Options. This allows you to change parameters of the game.

Sound On/Off. For silent play.

Invert Keypad. This lets you use your phone upside down.

Credits. See who made the game!

Quit. When the excitement gets too crazy!

PLAYING THE GAME

Once in the game, you move the CursorBoneBox around. You are trying to set up combinations of three similar items. You move the CursorBoneBox around a pair to switch. Press A, and Bongo will switch the selected pair.

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!

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!

Bad Baboon. This troublesome fella will periodically run by and toss some more items between the trees. Keep up the pace or it'll all come tumbling down!

Baboon Blocks. These will crush idols if they are right above them, so be careful!

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!

MULTIPLAYER

In competitive games, you play to survive AND to get to a certain number of idol combos first!

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 Nine Idol combos first, or just survive the longest!

Watch the meter on the right side tree to see how your opponent's stack is faring.

CONCLUSION

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

GFX DETAIL

Blocks:

Banana
Orange
Palm Leaf
Coconut
Baboon block

Green Idol
Red Idol
Blue Idol

Other:
CursorBox
Background
Title screen
Menu plaques

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

Cool-looking font for name entry

NORMAL GAME DETAIL

The game starts with one row of blocks resting on the bottom of the gap between the two trees. The player begins to switch blocks.

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.

Points for a combos:

NORMAL

3	10
4	25
5	50

IDOLS

3	50
4	100
5	200

For destroying normal block by alternate means: 5.

For turning Baboon Block into normal block: 10.

For destroying Baboon Block with large combo: 25.

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 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.

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"

Stinger for "Lose"

Move Menu cursor sound

Select sound

Back out sound

MUSIC LIST (IF NECESSARY)

Normal

Panicked

Title