

CONGO CUBE

An addictive real-time puzzle game!



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1 OVERVIEW

This section gives a general overview of the game. For implementation of these features, see Section 2 (the Implementation section).

1.1 DESCRIPTION

Bongo is a simian archaeologist, in search of rare idols! Line up idols combos to collect them for cash, but watch out for the Baboon Cubes – they can smash the idols! Make enough combos to proceed onward toward your ultimate destination – the long lost Temple of Bongohotep! Or have a friend join for fast-paced multiplayer action! Discover crazy combos with wacky results on your way!





1.2 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.
- **Legend** Story and Rules!
- **Quit.** When the excitement gets too crazy!

1.3 PLAYING THE GAME

You are Bongo, and you're making an expedition to find the Long Lost Temple of your ancestor, Bongohotep. But Bad Baboon, your nemesis, is trying to thwart your efforts, and is blocking your path forward. Being clever, you're turning his own efforts against him, and converting his clutter into CASH! But watch out – if he completely cubes your path, it'd curtains for your expedition!

You start with a half-full set of cubes in your "Play Area", which is the area between the two trees. At the start, these cubes fall into and stack up in the play area. Once in the game, you move Bongo around (if using the keyboard) or click on cubes (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 cubes. Press Enter to switch from vertical to horizontal switching. In Mouse mode, click on a cube, then on another cube that is adjacent to that cube. Right click to clear the selection, or simply click on another cube that is NOT adjacent to the previous cube. Once you do click on adjacent cubes, they will switch places.

1.4 COMBOS

A combo is a row of cubes that is at least three cubes in each direction.





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 cubes. To progress to the next area, you must make Idol Combos, which earn you Funding money, which gets you closer to your Funding Goal:

Food Combo. If three food cubes match in a column or row after the switch, they will disappear, and you'll get the money for the food combo, which starts at \$10 for three! They must be of the same color. If you get more than three food cubes in a combo, that's even more money!

You get money because you are keeping your crew fed, which in essence makes some funding money because you're collecting food instead of having to use your funding to buy it!

- **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, which start at \$50 for three! They must be of the same color. If you get more than three idols in a combo, that's even better! And more money!

The game also allows combos in the 2 x 2 shape.

If you make another combo (or falling cubes make another combo) within two seconds, you will make a CHAINED Combo, and it will say "Chain x 2!" and give you double points for that combo! Do it again for triple points and "Chain x 3!" and so on as far as you can go!

So, you want to make combos, and have some cubes 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 cubes on the bottom. This is good, because it gives you more cubes to work with. It is also bad, 'cause if you have a LOT of cubes 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 cubes 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 lifting the playfield of cubes with his Cubelifter – once there's room for a row of cubes, he'll place 'em, and then go back down.) If your play area is getting dangerously full, the cubes will start shaking, and the





Bad Baboon will dash off the screen screaming, as he's almost beaten you!

Some of the cubes on the screen are gray stone cubes called Baboon Cubes. You must be careful to not get these over idols – they CRUSH idols! If you make a vertical combos of four Baboon Cubes, they will plummet off the screen, Crushing ALL cubes in their path. This can be bad, or be great if you need to clear out some room! So in summary:

- **Baboon Cubes.** 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 cubes on the screen for combos, but not so many that you are in danger of filling up the whole area!

You can make the Bad Baboon come up suddenly by clicking on the Baboon Horn on the lower left part of the screen. A horn will sound, and up he'll come!





1.5 GAME MODES

Bongo Cubes consists of two game modes – Normal (Play) and Vs. Play.

NORMAL MODE (PLAY)

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 money by finding “sets” of idols for museum, for which you will be well-rewarded. At the new site, the game will be a little faster, and you will need to earn more money to get to the next site. Make it through all the sites to the Tomb of the Bongohotep, to discover its secrets!

Story Locations:

SITE

- Base camp
- The Waterfall
- Jungle Meadow
- Cursed canyon
- Temple Valley
- Temple Steps
- Grand Hall
- Rope Bridge
- Underground Lake
- Bongohotep’s Crypt (win, and keep going)

If you get to the Crypt and score enough points, you find the expedition. If you get to the third expedition, you will get a treasure. If you are on the high score board, you will see your score, what level you played on, and your highest consecutive chain

Now let’s look at *implementing* this game!





2 GAME FLOW

This describes in detail each bit of the game's flow not detailed in the overview.

2.1 TITLE LOOP

Starting Congo Cube, you see the Monkeystone splash screen, and ooh ooh, then the Congo Cube main menu, with Bongo standing there, smiling. The high scores scroll on the left.

2.3 MAIN MENU

The Main Menu presents you with four options:

- **Play.** This starts up a game with the current settings.
- **Vs. Play.** This allows multiplayer. See below.
- **Options.** This allows you to change parameters of the game.
 - Sound Volume. For silent play.
 - Music Volume. For silent play.
 - Player Name. For Internet High Scores.
- **Legend Story and Rules!**
- **Quit.** When the excitement gets too crazy!

USING THE MENU

Selecting a menu item will slide that item up to the top, and its subitems will slide quickly down from under the top item once it is in place.

PLAY

You just select play to start the game. Pressing ESC also backs out of any or all menus, and toggles between the game and main menu if you are playing.

The game adjusts to the player's speed. The more the Baboon Horn is used, the faster the game gets.

OPTIONS





You are presented with three subitems:

Sound Volume. A sound slider appears below this. Simply drag the slider Left and right... or move to this item with the arrows, then use the Left and right arrows to adjust it.

Music Volume. Same as above.

Player Name. This is for Internet scores, and is only for registered users.

“LEGEND”

This is the Story and Rules section. When you select this, you will see page by page of the story, with rules on how to play as well. There will be arrows to move forward and backward, and an “X” exit button to leave this section. ESC will also work. (Obviously, on the first and last page, one of the arrows will not be there!) Text for this section is in Appendix B.

QUIT

When you quit, the Quit banner slides up like a menu item, and the game asks for verification y/n (in the dark field where submenu items appear), then quits out through a credits screen. Otherwise, it returns to the Main menu.

2.4 GAMEPLAY

Before entering each level, in the play area, you will see:

SITE X
Name of Site

<two lines of
intro text>

GET READY
3

The 3 will count down to 1, then the number will disappear, and you'll see “GO!”

The play area is filled with 6 wide x 3 high cubes. (The whole area is 10 high.) Cubes are chosen randomly with the following distribution:

Banana Cube	15%
Orange Cube	15%
Coconut Cube	15%
Leaf Cube	15%





Baboon Cube	7%
Purple Idol	11%
Red Idol	11%
Blue Idol	11%
Rotten Cube	<i>(appears in later levels, takes 1% each from idol</i>

pcts.)

Linked Cubes *Whatever type, happens 5% of time on those levels.*

The grid-making code must choose the cubes such that no combos exist when the player starts. For multiplayer games, the grid of cubes must be exactly the same, to be fair. When a new row of cubes is added later, these percentages MUST hold given all the CURRENT active cubes, so if idols combos have been made, more idols will tend to appear to make up for the missing cubes. Just choosing by percentage SHOULD make this work, but we need to pay attention if it needs to have prejudice when many combos have been made.

Game play begins, the player can click cubes like in Bejeweled. Once one is clicked, a rotating selected outline appears. If the player clicks on a cube that is not vertically or horizontally adjacent to that cube, then the outline simply appears around the new cube, and the one around the old cube disappears. Also, you can clear a selection by right-clicking. If the user clicks on two adjacent cubes, they switch as follows:

If it is a left-right switch, the left cube slides right and the right one slides left – smoothly, but as fast as possible. The last-selected-cube passes over the previously selected cube.

If it is an up-down switch, the last-selected-cube passes over the previously selected cube.

Once a combo is made, the combo cubes disappear with a poof, and the cubes fall downward as far as they can. If they make a combo when they land, they trigger of that combo, then the cubes above this new combo fall as well.

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

PLAYTIME INFO

Player info shown on the right side, is as follows:





SITE 3
Jungle Meadow

FUNDS
\$0002000

GOAL
\$0002500

GAME OVER: CLOSE AND OVER

If the cubepile between the trees fills up, the game ends! All the cubes explode outward and GAME OVER cube slams down the screen, smashing all your cubes. A sad Bongo rides it down.

If the cubepile is close to the top, the cubes will start shaking randomly, as if under pressure. They will oscillate randomly 1-2 pixels in any of the four directions. Not all the cubes will move every frame, but enough so they look uncomfortable and shaky! Experimentation on movement frequency will be required to get this to look right without disturbing the ability to play. Try moving at most three to four times a second, and go from there. It would show excellent attention to detail if Linked Cubes would shake in the same direction as one unit, of course. Once the Cubes are vibrating, the next time and all cube levels above, the Bad Baboon will scream and dash across the screen.

There is one more way to end the game, which is with Rotten cubes. See below!

The other way to end the game is by *winning*. If you finish Expedition 3 Site 10, you see "FOUND BONGOHOTEP'S SCEPTER!", the screen pauses and his scepter sparkles there... then play continues until you get a normal game over. However, it then says "YOU WIN!" and the scepter hovers sparkling over those words...with little wisps of energy flying around it.

After this, if you got a high score, it says, "HIGH SCORE!" and you are allowed to enter in up to a nine-letter name. Then it displays the High Scores. With a mouse click it returns to the main menu.

SPECIAL CUBES

Rotten Cubes. Rotten cubes start appearing after level 6. These cubes are rotten fruit, and start changing cubes into more rotten cubes... you can only get rid of them by crushing them with Baboon cubes. A rotten cube will sit there for 8





seconds, then it will reach a sprite-snake out slowly toward a nearby cube. Reaching out takes one second. Once it touches the center of that cube, the cube will toggle between its graphic and a rotten cube. After three seconds, that cube becomes a rotten cube. If you switch that cube out, it will break the rotten snake attachment, and reset the cube's "reach out" clock to -8 seconds. If all cubes become rotten cubes on the screen (except for Baboon Cubes), the game is over. You get 10 points per rotten cube destroyed. They disappear with a pop like comboed cubes. You cannot select rotten cubes. Rotten cubes do not spread to Baboon Cubes.

Snake detail: the "sprite snake" that reaches over is a set of five sprites (more if that's not enough), each animating through three frames of "steaming". These are drawn equidistant from each other on a line that starts from mid-cube-to-edge-of-rotten-cube and extends from mid-cube-of-rotten-cube to mid-cube-of-new-host-cube. So, at the start, the sprites are bunched together, and by the end, they are spread out in a line between the midpoints of the cubes.





2.5 CHOOSING “PLAY”

This is the single player 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!

Story Locations:

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

When playing normal mode, the right play area is obscured with a bamboo wall (or whatever is contextual to that screen), and the current stats info is displayed in that area. In Multiplayer, only a “games won” digit is in that person’s “corner”.

2.6 NORMAL GAME DETAIL

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

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

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

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

You get a mid-game bonus of 100 for clearing all cubes from the screen.

You move onto the next level once you reach your funding bonus.





2.7 ALL COMBOS AND THEIR AUDIOVISUAL 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, drawing the poof animation.
- **Food Combo.** If three foods match in a column or row after the switch, they disappear with a pop-pop-pop.





3 CONCLUSION

That's it for Congo Cubes! Throw me the Idol! I'll throw you the banana!





Appendix A BETWEEN SCREENS Text

SITE 1

BASE CAMP

Bongo sets up camp
At Banana, on the shores
of the South Atlantic,
Southwest of Matadi.

SITE 2

THE WATERFALL

Northeast of Kikwit,
Bongo stops to check his
Bearings and drink the
Fresh, flowing water...

SITE 3

JUNGLE MEADOW

South of Bumba,
Bongo knows somewhere
Near is Cursed Canyon,
The way to the Temple!

SITE 4

CURSED CANYON

The sun streams down
In amber splendor,
yet Bongo feels each
step could be his last!

SITE 5

TEMPLE VALLEY

Bongo found it! The
Valley of the Temple
of Bongohotep! What
dangers lie ahead?

SITE 6

TEMPLE STEPS

The bodies of
Bongohotep's enemies





Tumbled down these
Very steps!

SITE 7
GRAND HALL

Here Bongohotep
held court, and
his servants shook
at every word...

SITE 8
ROPE BRIDGE

A secret passage leads
to a rope bridge behind
the temple... where
Could it lead?

SITE 9
UNDERGROUND LAKE

Luminescent lichen
light the way. No one
has seen this cavern
in a thousand years...

SITE 10
BONGOHOTEP'S CRYPT

The Long Lost Tomb!
Bongo carefully makes
His way down stone steps
To the sarcophagus...





EXPEDITION 2

SITE 1

BASE CAMP

Bongo returns to Banana,
ready to explore
Bongohotep's mysteries.
Wow, lotsa fruit flies...

SITE 2

THE WATERFALL

At these falls near Kikwit,
The blue water reminds him
Of the idols he first
Encountered here...

SITE 3

JUNGLE MEADOW

South of Bumba,
Bongo seeks out
Cursed Canyon path--
This time with confidence!

SITE 4

CURSED CANYON

It feels like the Canyon
Recognizes Bongo...
And it prepared for him!
Watch out!

SITE 5

TEMPLE VALLEY

The Valley of the
Temple of Bongohotep!
The Meso-american
Architecture still confounds!

SITE 6

TEMPLE STEPS

The bodies of
Bongohotep's enemies
Tumbled down these





Very steps!

**SITE 7
GRAND HALL**

Bongo thinks he
Hears whispers in this
Long-abandoned room.
Must be the wind...

**SITE 8
ROPE BRIDGE**

The bridge creaks with
Each step. Bongo reflects
That he Should lay off the
Fried bananas.

**SITE 9
UNDERGROUND LAKE**

Water drips into the
Forgotten lake. Is
Bongohotep's ghost
Floating over it?

**SITE 10
BONGOHOTEP'S CRYPT**

Though Bongo has been
Here before, the presence
of the sarcophagus
is still impressive...





EXPEDITION 3

SITE 1

BASE CAMP

Wow, the shores of Banana!
Bongo's been here before.
But say, those non-indigenous
Parrots weren't here last time....

SITE 2

THE WATERFALL

Lifting cupped hands
To his mouth,
Bongo drinks the
Fresh water wearily...

SITE 3

JUNGLE MEADOW

Near Bumba,
Bongo looks across
The meadow, feeling
Strangely fearful!

SITE 4

CURSED CANYON

The canyon is still, but
Bad Baboon and his
Baboon Cubes are
Busier than ever here!

SITE 5

TEMPLE VALLEY

There is the temple again.
Why does Bongo feel
Such dread, such horror.
Will he ever come back?

SITE 6

TEMPLE STEPS

Bongo makes his way
Up the Temple steps.
What is causing such





Fears in his mind?

**SITE 7
GRAND HALL**

The very walls
Of the Grand Hall
Seem to be
Closing in...

**SITE 8
ROPE BRIDGE**

The bridge once
Strong seems to
Weaken as Bongo
Walks across...

**SITE 9
UNDERGROUND LAKE**

So close to his final
Destination, he feels
More and more fear!
Was that a voice?

**SITE 10
BONGOHOTEP'S CRYPT**

The soul of Bongohotep
Floats above the crypt!
It wants to possess
Bongo and live again!





EXPEDITION 4

SITE 1

BASE CAMP

Bongo cannot believe
That he left his car keys
Somewhere along the way
In his last expedition....

SITE 2

THE WATERFALL

Bongo really hopes
His keys did not fall
Into the cold, blue depths.
He weeps openly.

SITE 3

JUNGLE MEADOW

Bongo reflects that
Next time he will not
Purchase special
grass-colored keys.

SITE 4

CURSED CANYON

The wind whirls through
The canyon, blasting at
Bongo's face and making
The twins raise anchor

SITE 5

TEMPLE VALLEY

Did he leave them inside?
He curses under his breath
And wishes he had selected
The keyless entry option.

SITE 6

TEMPLE STEPS

Nope, not here.
Guess they could have
Tumbled off the side.





Bongo sighs and poots.

**SITE 7
GRAND HALL**

Bongohotep's throne
Stares at him, as if
To mock his lack of
A belt-clip keychain.

**SITE 8
ROPE BRIDGE**

Oh man, if they fell
Down there, they are
GONE. Bongo shakes
His monkey head.

**SITE 9
UNDERGROUND LAKE**

The keys would surely
Sparkle in the watery
Lake here, especially
The "Monkeys Rule" fob.

**SITE 10
BONGOHOTEP'S CRYPT**

Bongo recalls with
Growing horror that he
Left the keys on the table
At camp. He belches angrily.





EXPEDITION INTRO TEXT

EXPEDITION TWO

Bongo had left the
Congo with more
questions than answers...

EXPEDITION THREE

Bongo must find
Bongohotep's
Lost treasure!





APPENDIX B LEGEND Selection text

LEGEND (in big font above page)

You are Bongo, the simian archaeologist! You are on a quest for the Tomb of your long lost ancestor, Bongohotep! Fund your expedition by collecting sets of idols to sell to the museum back home. The more money, the farther into the Congo you can go! Collecting food as you go saves money too!

[Pic of Bongo, three red idol pix moving around on bottom]

[Big arrow for going on]

[Big X for exiting section]

Keep your expedition funded! Make combos!

Idol for museums \$50 +

Food for crew \$10 +

Collect sets of more than three, and you get more dough!

[pic of three idols next to each other]

[pic of three horizontal banana cube]

[X and arrow to go forward or back] (same on rest of pages, except for last)

Click on a cube to select! (Keyboard people, see the next page for controls.)

[Pic of selected cube]

Then choose an adjacent neighbor cube to switch the two! (On the keyboard, pressing a Movement key will switch with the block in that direction.)

[pic of four legal cubes highlighted, and four illegal corner cubes Darkened]

[X and arrow to go forward or back] (same on rest of pages, except for last)

----- KEYBOARD USERS!

You have can move the cursor around with any of three different sets of movement keys.

[Three movement key pictures]

Hold DOWN any of these keys, then press a MOVEMENT KEY to move a block in a direction.

[two Select gfx]

Whichever you like!

[X and arrow to go forward or back] (same on rest of pages, except for last)

Watch out for the Bad Baboon! He's trying to block your path! If the screen fills up, it's over! And his cubes CRUSH idols!





[Bad Baboon with cubelifter]
[Pic of idol getting crushed]

Make double combos for more dough! Making combos quickly after each other earn you CHAIN bonuses!

[Pix of Double Combo]
[pix of "CHAIN x 2"]

[Big arrow for going forward]
[Big arrow for going backward]
[Big X for exiting section]

Once you make a Combo, then Chain Clock starts.
You have about two seconds to make another combo.

[pic of chain clock counting down with number underneath]

Your highest current chain will be shown under the Chain Clock.
Each chain multiplies your score by more!

That's about it! Can you find the Long Lost Tomb?

[Big arrow for going backward]
[Big X for exiting section]





APPENDIX C Bongo reward anims

For all these animations, Bongo starts by simply standing on the bottom of the screen where the central pillar is.

WAIT ANIMS(if player hasn't done anything for a while)

- Bongo walks toward screen, peers out – head twice as big as normal – walks back
- Bongo looks left, looks right
- Bongo takes out metal detector from behind himself, and scans ground
- Bongo climbs up middle, hangs off top with one arm monkey-dangling, jumps down.

RANDOM (during play)

- Bongo kneels, taking a whiskbroom from his pocket, and brushes away dirt in ground
- Bongo leans to the side, goes “ooh”.
- If in range of his torso, Bongo grabs butterfly in swiping motion and eats it
- Bongo takes off hat and scratches head, puts hat back on
- Bongo takes off hat and scratches head, *butterfly flies out of hat*, puts hat back on
- Bongo picks up something off ground examines it, flips it away
- Bongo takes out canteen from behind him and takes a swig, wipes mouth

REWARD

DURING A SLABOON, Bongo covers his head.

DURING A 2x2 Combo, Bongo makes a square with his hands (like a director).

[When you press the Baboon horn, Bongo squints the eye on the hornside.](#)

[When Bad Baboon comes up, Bongo watches him with a frown.](#)

FOR PROGRESSIVELY BETTER CHAINS:

- 10: Bongo does apey jump on middle bottom of screen, with arms forward
- 25: Bongo does apey backflip
- 50: Bongo rocks back and forth hitting head with hands
- 75: Bongo beats chest and screeches
- 100: Bongo races offscreen then brachiates left to right across top of screen, returns to start spot
(repeat for 110, 125...)

