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Welcome to Block Hole! If you’re reading this, that means you have decided to take up the challenge that this game has to offer. The game has only one main objective; push blocks into the matching colored, circular victory squares.

Sounds easy right? We think so too, until you factor in obstacles, and a large variety of enemies flying all over the place. Then it might get a little challenging.
How To Play: The Game

This is your ship. While playing, you are restricted to moving around a circular track. However, you can shoot in any direction you would like to.

Your ship has a health bar, and when it drain completely it is game over. You lose health from enemy bullets and from crashing into enemy ships.

Your ship’s weapon can only push blocks, not pull them towards you.
How To Play:
THE GAME (Cont.)

Now, I know what you are probably thinking. “Oh great game master, how ever will I get these magical blocks?” Oh, you weren’t thinking that. Well, this is kind of awkward. I’m telling you anyway.

Blocks come from one of two ways, either they are there at the start of the level, or they are spawned when you destroy enemy ships. The color of the block that spawns is the same of the ship that was destroyed. For example, a red ship spawns a red block.
How To Play:
The Game Screen

1 – Your ship
2 – The victory square. The color is the same as the color of the blocks that are required. The number inside is the number of blocks needed to win.
3 – Your health bar. If it turns completely red then it’s game over.
How To Play:
Controls

Movement

• Default Controls
  – Left Arrow / A = Clockwise
  – Right Arrow / D = Counter-clockwise

• Alternate Controls
  – Arrow Keys / WASD = Move around the ring towards the key pressed. Doesn’t change direction until a new key is pressed

• Controls for both modes
  – Shift = Hold to slow down
How To Play: Controls (Cont.)

Shooting

• Basic Shots
  – Click the left mouse button to fire a shot
  – Hold the mouse button for rapid fire

• Power Shots
  – Hold the Space button and the left mouse button, or just hold the right mouse button to charge up a power shot
  – Once your cursor is red, release the mouse button to fire the shot
Blocks

Basic Block
The standard block. Has no special properties. Can either be magenta or cyan.

Exploding Block
These blocks explode when hit by a power shot. They can be moved by regular shots. These will always be red.

Spawnning Block
This block will respawn the enemy that dropped it after a period of time, unless the block is in a victory square of the same color. They are green.

Immovable Block
These blocks cannot be destroyed or moved. They are yellow.
Enemies

Wanderer –
An enemy that just wanders around the screen. They can be destroyed by bullets and explosions.

Rammer –
An enemy that tries to crash into your ship. They can be destroyed by bullets and explosions.

Shooter –
These enemies chase you down, and then try and shoot you. They can be destroyed by bullets and explosions.
**Enemies (Cont.)**

**Agile Shooter**
Similar to the Shooter, however these enemies don’t stop to shoot, and instead try to crash into you like the Rammer. They can be destroyed by bullets and explosions.

**Teleporter**
These enemies teleport to a random location, and then try and shoot you. They can be destroyed by bullets and explosions.

**Looper**
These enemies move in a circular pattern. They can be difficult to shoot, so if Exploding Blocks are available, use them to help destroy these.

**Turret**
A stationary enemy that shoots you. They can be destroyed by bullets and explosions.
ENEMIES
(Wait, There’s More?!) 

**Sturdy Wanderer**
Same as the Wanderer, except these can only be destroyed by explosions.

**Sturdy Rammer**
Same as the Rammer, except these can only be destroyed by Power Shots or explosions.

**Sturdy Shooter**
Same as the Shooter, except these take three hits to destroy.
Saving The Game

When you exit the game, you will get an option to save the game. This saves your level progress and high scores.

If you want to load a save file, use the option in the main menu.
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