

S O L E A U S O F T W A R E

presents

** B L O C K - M A N **

v1.0

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Requires: EGA/VGA (Hard Disk Strongly Recommended)

Files Needed: Bman1.ov0 Bman1.ov1
 Bman1.ov2 Bman1.ov3
 Bman1.exe

Objective

The objective of Block-man is to reach the doorway in each room. Block-man must lift and place blocks which are located in each room to accomplish his goal.

Introduction

Once upon a time, there was a kingdom named Bentangle ruled by king Triangulos. The king loved to play with blocks ever since he was introduced to them in his childhood. When his daughter, Princess Pentagwin, came of age to marry, King Triangulos devised a brilliant plan to select a worthy husband.

The king called all the best masons to his castle in order to construct 10 rooms. Blocks were placed in each room to help suitors reach the doorways, but the rooms were constructed in such a way that great ingenuity would be required to complete them.

Block-man, a commoner in Bentangle, was in love with the princess so he went to the castle to win her hand. After entering the king's very first room, Block-man became overwhelmed by the challenge ahead of him. Maybe you can help Block-man overcome his challenge and meet his true love.

Game Key Commands

A-J Type the letter of the level you wish to play.
 (Levels are sequential. Therefore to reach level B
 you must first solve level A)

1-6 Type the number of the skit you wish to view.

- V Type 'V' to view the IQ chart which shows your current Block-Man rating.
- S Type 'S' to switch the sound between on and off.
- X Type 'X' to exit Block-Man.
- ? Type '?' to view instruction screens.

BASIC COMMAND DESCRIPTION

KEY: DESCRIPTION

LEFT	BLOCK-MAN turns left and then attempts to move left
RIGHT	BLOCK-MAN turns right and then attempts to move right
CLIMB	BLOCK-MAN attempts to climb up one block in the direction he is facing
GET/DROP	If BLOCK-MAN is not already holding a block, he will attempt to pick one up in front of him If BLOCK-MAN is already holding a block, he will attempt to drop it in front of him
HELP	<?> Display these help screens
EXIT	<X> Exit the level

ADVANCED COMMAND DESCRIPTION

COMMAND	KEY:	DESCRIPTION:
FAST LEFT	SHIFT	BLOCK-MAN turns left and moves left as far as possible
FAST RIGHT	SHIFT	BLOCK-MAN turns right and moves right as far as possible
FAST CLIMB	SHIFT	BLOCK-MAN climbs up as many blocks as possible in the direction he is facing
UNDO	U	Undoes last command
BOSS	ESCAPE	Clears screen in case your boss comes by
SOUND	S	Toggle sound between on and off
REDISPLAY	R	Redisplay the screen
PRINT SCREEN	P	Sends current screen to a file (BMAN.OUT). After quitting Block-Man, just type 'PRINT BMAN.OUT'.

Note: These advanced commands are only for convenience. The basic commands are all that are needed!!!

