

**COLECO
VISION™**

CARTRIDGE INSTRUCTIONS



by **COLECO VISION**



A really explosive Tetris-like game!!

COLECO



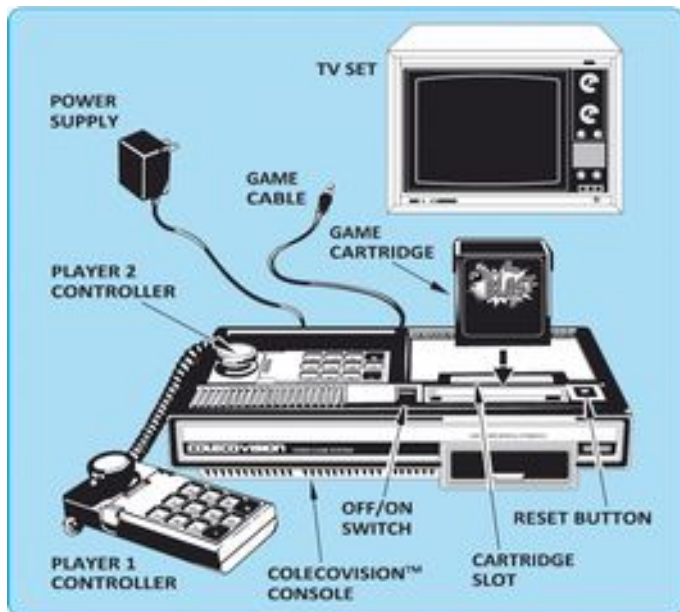
GAME DESCRIPTION

A random sequence of shapes falls down the playing field. The objective of the game is to manipulate these shapes, by moving each one sideways and rotating it by 90 degree units, with the aim of creating a horizontal line of blocks without gaps.

When such a line is created with at least a bomb in it, it explodes and destroys surrounding bricks, and any brick above the deleted lines will fall. The more bombs you get in your lines, the bigger the explosion is by chain reaction.

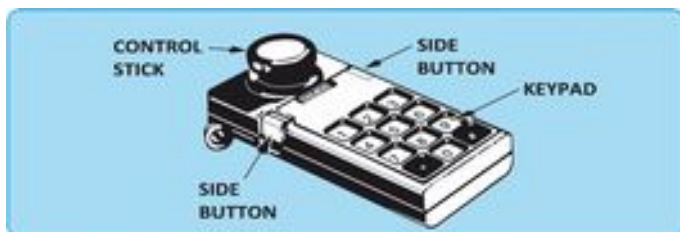
As the game progresses, each level causes the shapes to fall faster, and the game ends when the stack of shapes reaches the top of the playing field and no new shape is able to enter or when you succeed in clearing the 25 levels.

GETTING READY TO PLAY



- Make sure the COLECOVISION™ console is connected to TV. Make sure power supply is plugged into console. Then plug power supply into a 110/120 volt AC outlet.
- TV should be on and tuned to same channel as the Channel Select switch on the console.
- To play Bomb'n Blast, use the controller in Port 1 (the rear jack).
- **ALWAYS MAKE SURE COLECOVISION™ UNIT IS OFF BEFORE INSERTING OR REMOVING A CARTRIDGE.** Turn **Off/On** switch to **On** after cartridge is inserted.

USING YOUR CONTROLLERS



1. **Keypad:** You can pause the game by pressing *.
2. **Control Stick:** Pushing the Control Stick right or left, will move the shape in that direction. Pushing it down will drop the shape downwards.
3. **Side Buttons:** Depending on which Config Type you selected from the menu, the action changes.

Config Type 1: Shapes rotate clockwise.

Config Type 2: Shapes rotate counter clockwise.

HERE'S HOW TO PLAY

Before Starting

You have to choose your options by moving your controller up and down to move the arrow.

Press side button to modify an option.



→ START
CONTROL CONFIG : TYPE 1
DIFFICULTY : NORMAL

There are two control configuration types to swap the function of the side buttons. One button turns the shapes clockwise while the other one turns counter clockwise.

Then you can choose between 4 difficulty modes: easier, normal, harder and hardest!

When you've finished with options, you can move the arrow on start and press button to run the game.

Game Screen

The remaining number of shapes to complete the level is displayed on top right of the screen. The shape coming next is showed in the box below.

Score and current level are displayed on top left of the screen.



Goal

Shapes are made of blue bricks. Sometimes, some of the bricks are replaced by red bombs. You have to make lines with no gap and with at least one bomb in order to get an explosion.



If you manage to make several lines at a time, the blast is more powerful. Moreover, when 4 bombs form a square, a MegaBomb is created and of course, destroying a MegaBomb generates a huge blast.



Finally, keep in mind that if a bomb is touched by the blast, it will explode making chain reaction!!

NOTE: The Reset Button on the console “clears” the computer. It can be used to start a new game at any time, and can also be used in the event of game malfunction.

SCORING

The fewer shapes you use to clear a level, the higher score you get. For example, if you used only 4 shapes to clear a screen, your score will be $100-4=96$ points.

LEVEL OF DIFFICULTY

EASIER: every shape contains 2 bombs, so it is easy to create MegaBombs! When 98% of the screen is cleared, you get 3 shapes full of bombs.

NORMAL: same as EASIER, but shapes contain only one bomb.

HARDER: Same as NORMAL but with no help when 98% of the screen is cleared.

HARDEST: same as HARDER, but you don't see the shape coming next.

THE FUN OF DISCOVERY

This instruction booklet will provide the basic information you need to get started playing Bomb'n Blast, but it is only the beginning! You will find that this cartridge is full of special features that make Bomb'n Blast exciting every time you play. Experiment with different techniques and enjoy the game!

HOW TO REACH US

Blog GamePassion

<http://gamepassion.over-blog.com>

CollectorVision

www.colecovision.dk/collectorvision.htm

CREDITS

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Package ©2011 CollectorVision

Made in Canada by CollectorVision

Montreal, Quebec. Printed in Canada

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