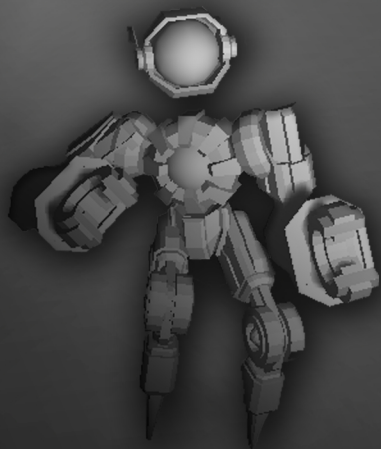# BIONIC BLOCK

J.A.M.B.S.

System Requirements

Windows xp or higher

A graphics card which supports OpenGL 2.0 with at least 256 mb of dedicated GPU memory. Recent cards work best.

1 gb RAM

A keyboard

Installation instructions

Run the installer

Follow on screen instructions

Story

In the year 4002 A.D., an ill-fated meteor collision wiped out almost all biological lifeforms on earth. In the wake of this incident, a race of nomadic robots decided to seize this opportunity to claim earth as their own territory. These robots were once engineered by the now deceased human race in an effort to locate other life-sustaining planets in this vast galaxy. Powered by nuclear energy and rare minerals, they have been granted the ability to create and destroy matter - the power to construct worlds and the power to demolish them. Having lost their human masters, these robots are currently being controlled by a central artificial intelligence unit known as NOA. Under NOA's command, the invasion of earth is imminent.

As a part of this race of robots, you are obligated to carry out your duties. However, you have a dark secret that no other robots know, not even NOA. As the granddaughter of the scientist who pioneered this race of robots, your brain was biochemically fused with the CPU of the robot in whose body you currently reside. As such, you possess a gift no other robot has: the ability to think for yourself. As a consequence, you also possess a strong desire to protect the few remaining biological lifeforms on earth. You know that if your race invades earth, the radiation emitted by your nuclear cores will inevitably kill off all the other lifeforms. Therefore, you must rebel against NOA's commands, break into the command center in which NOA resides, and reprogram NOA's decision tree in order to save life on earth, once and for all.

Gameplay
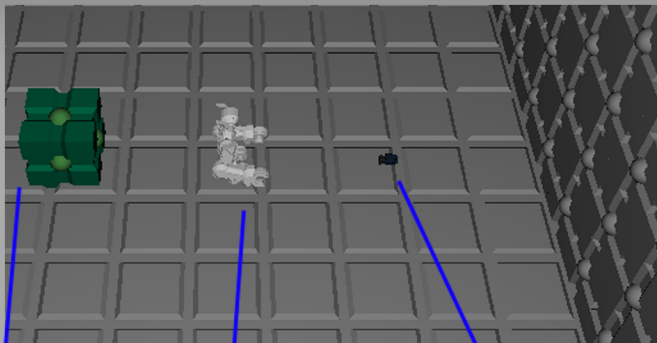
This is you, you have the ability to move around, jump, and to shoot at will.
You must fight and trap enemies and build to reach your objective.

This is one of your shots. If it hits anything, it will create a block. You also have an alternate fire which can destroy blocks of certain colors.

This is a very special cube which will help you out along the way as your companion.

Blocks
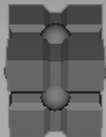
Grey Blocks are walls.
You can build off of
them, but you cannot
destroy them.
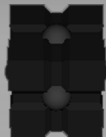
Black Blocks are also
walls in that they cannot
be destroyed; however,
they also do not allow the
player to build off of them.

This is the Goal Block. Touch this and you win the level.

Blue Blocks are what your missiles create. You can build and destroy these.

The Anubis enemy shoots Red Blocks, which your secondary fire can destroy. If the red missile collides with a blue block, or if a blue missile collides with a red block, explosions ensue.
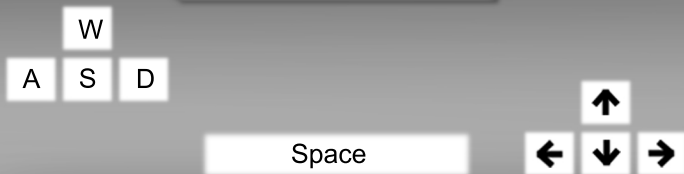

This is your Pet. It will do whatever it can to help you. It follows you everywhere, and if you jump on it, it will give you a boost!

Yellow Blocks are elevators. Jump on one and it will lift you straight up. They only work for you.

Controls

W

A	S	D

Space

↑

← ↓ →

Arrow Keys - Move Player
Shift or Ctrl - Hold while pressing WASD to turn in place
Space Bar - Jump
Z or Enter - Primary fire
X - Destroy missile fire
C - Red Block fire
F12 - restart level

Camera Controls:
A - Rotate camera right
D - Rotate camera left
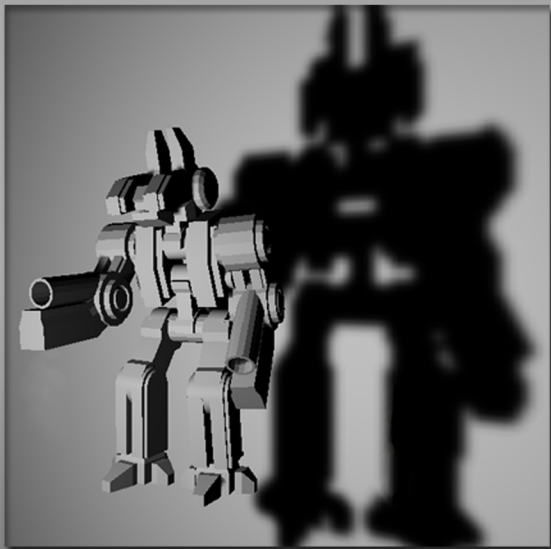W - Zoom in camera
S - Zoom out camera

M - Pause music
N - Go to next song
9,0 - Change Sound Effects Volume
+,- Change Music Volume

Codename: Anubis

Basic enemy with ranged missile attacks that
creates a block upon collision.
(Hint: If you have limited ammo, lure the enemy
into shooting you and use its missiles to construct
blocks in desired areas)

Codename: Wraithblade

Basic enemy that attacks the player with a quick dash
attack that has a delay after every use.
(Hint: Trap it while it is immobile.)

These are only 2 basic enemies. As you play you will
encounter more. You must be prepared for anything!

Tips and Hints

Resource Management
- You have a limited amount of energy with which you can create blocks, so you must build and destroy with caution.
- Sometimes it is better stock up on resources scattered around in easy to access areas before trying a difficult task.

Combat
- Each enemy in this game behaves in a predictable pattern, so make sure you observe their strengths and weaknesses in order to defeat them efficiently.
- Some enemies have attacks that you can channel to your advantage. For example, you can lure the Wraithblade into making a hole in a wall for you.

General tips
- Build intelligently. You can create blocks far away from your current location with ease.
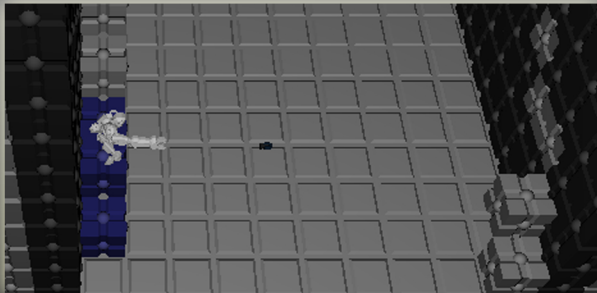
Credits

J.A.M.B.S. Production Team:
Andy Zhao: Gameplay Prototype, Level editor, AI
Himanshu 'Bart' Bhatia: HUD, Menu, Worked on Physics
Jonathan Hirschberg: Choreography, Sounds, Explosions
Shyam Lenna: Project Leader, Level Design, Manual
Mark Wang: Graphics and Art, Physics, Architecture

Music:
Your Destiny - Brian Holmes (thatcomposerguy)
Brass <3 for Passion Strings - LLPhase
Day Dream - DenVessidence
May the Light Take Me - DenVessidence
Midnight Ride - DenVessidence
Above the Clouds - DenVessidence
Open My Eyes - DenVessidence
Nostalgic Memories - DjRocALot
Grey Raindrops - Nayhan
Heroes March - Phyrnna (HalcyonicFalconX)
Chaotic - Waterflame
The rise of - Tommy Forsback (Tomppah)
Dream Among the Stars - Erik McClure (Blackhole12)

Sounds:
SFX kit: http://www.sound-ideas.com/sfx-kit.html