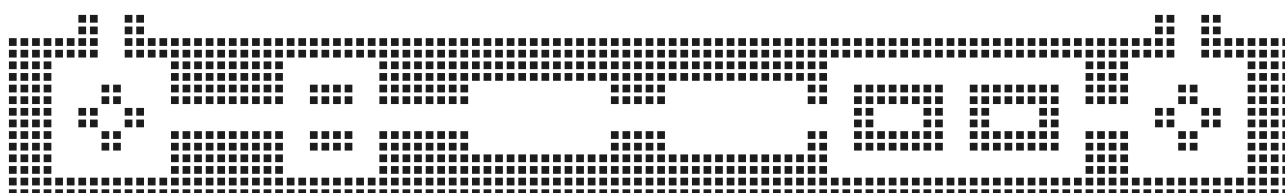


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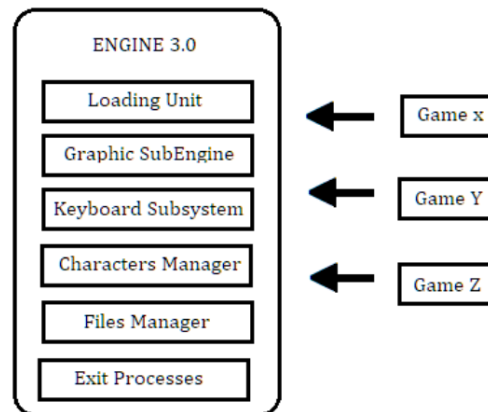
Blocks Master Engine

v6.0 beta

By **Marcos Navarro**
mnavarro.hp@gmail.com

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Blocks Master 50g is a system to create and run 2D games on the hp50g calculators.



In Blocks Master there are two kind of **Games**: **Zone** (or ZxPack), and **Adventure** (or AxPack).

Zones are small games, with its map, enemies, objectives, etc.

Adventures or AxPack is nothing more than a group of Zones in one package. At the beginning of the Adventure you only have access to the first Zone and as you progress you gain access to the following.

1. Instalation.

1.1- Install the Engine (BME)

- Transfer the BME library to your calculator (or emulator).
- Install It in port 2.

1.2- Install the BZ2 file compressor

- Transfer the BZ2 compressor to your calculator (or emulator)
- Put the BZ2 compressor on the stack
- Enter the BME menu and Choose "Configuration".
- and finally "Install Compressor"

1.3- Install games

There are two types of games: ZxPacks and the AxPacks.

Both are installed in the same way:

- Transfer the game to the calculator (or emulator)
- Put it on the stack and choose the option "Instal" in the ENGN menu.

2. Start a game.

- Choose the option "Play" in the ENGN menu.
- Select the kind of game.
- Choose a game from the list.

3. How to play?

3.1 Game Winning Method: It is usually shown when the game start or pressing the O key. It can be, for example, finding the exit or stopping certain events. To do this, the player have to explore the Map, collects objects, solve puzles.

3.2 The Help Menu: Pressing the H key displays a menu with all the game options.

3.3 Collect objects: When you see objects like keys, maps, weapons, etc. standing on them and press the K key. The item will appear in the inventory.

3.4 Maps: To see the map you must press and hold down the W key. The oscillating point indicates your position.

3.5 Weapons:

- Bombs: They can destroy walls.
- Pinch: They can eliminate enemies.
- Scanner: Used to find hidden objects.

3.6 Inventory: To see your inventory press the I key.


3.7 Replay: It is like recording a video or movie of your gameplay.

- 1) To start a replay press the R key.

2) To finish press the R key again.

The next time you start the Zone you will see the option Replay (Rx).

4. Stop the Game:

To exit a game just press the key .

5. Other utilities:

5.1 The T&M system: Allows you to see the memory consumption rate and the speed of its main unit (M1).

5.2 Game data: You can get information about the game by pressing the U key.

KEYBOARD

when playing, the standard keyboard configuration looks like this:

KEYS



H

K

I

B

C

D

V *(Press and hold)*

W *(Press and hold)*

X *(Press and hold)*

N

O

[.]

0

SPC

ENTER

+ y -

z y *

U

R



FUNCTIONS

Move

Help Menu

Pick up objects

Inventory

Bomb

Pinch

Scanner

Map CB

Map MB, PB y AB

Map OB

Help msg

Goal msg

Turn the clock On/Off

Turn T&M On/Off

Turn Eli Animation On/Off

Turn coords On/Off

Adjust Man unit speed

Adjust First Step delay

See some Game Variables

Start/Stop Replay

Exit

