BLOCKIE (Regenerated version)

Introduction
This is a Tetris game, but weirder, written back in 1991 as a playable preview. It was released into the Public Domain, but it turned out to be an unfinished playable preview. The original game had no working score, bonus or breaks counter (originally spelled as brakes) and there was no presentation. The music was pretty much mashed up.

Move forward 31 years, the playable preview has now become a full game. It features a front end with a full hi score table, and also JCHs working music. The game is also fully functional and features a working score and also bonus counter. It is not known who originally created this PD game, but I first saw it on the double-cassette Commodore Format issue 37 Power Pack cover tape. The tape featured a lot of Public Domain content, and a special feature printed in the magazine about PD. I assume it was a Public Domain game. Just for fun, I reverse-engineered the code of the game preview using DISASM and then converted it into an assembly source file for working inside C64Studio. I then examined other bits of the preview, and completely transformed it into a working game. There may be a few bugs still left in the game, but on the plus side, the game is much more playable and fun.

Playing instructions

The object of this game is to place falling stacks of 3 blocks onto the game screen. While the blocks are falling at a slow speed, you can alternate between the three colours which each stack has. The idea is to match three or more blocks of the same colour either horizontally or vertically. If you successfully stack 3 or more blocks of the same colour, breaks are formed. After you complete all breaks, you will be awarded bonus points based on the bonus counter. If blocks collapse and you get a new set of three or more blocks of the same colour in a row. These will collapse on your next move.

BEWARE. There is a limited height in which you can place your stack of blocks. If any of the blocks reach the danger zone (The first top three rows of the playing field) then the game will be over.

Keep on scoring as many points as you possibly can as this could gain a position in the hi score table.

Controls:

Use Joystick in Port 2
Left / Right – Shift stack of 3 blocks
Down – Instant drop of stack
Fire – Alternate between the three colours

Credits:

Code: **Unknown**
Graphics: **Unknown/TC?**
Reverse-engineering, additional programming and logo graphics: **Richard/TND**
Music: **JCH/Vibrants**

Finished off exclusively for **Games That Weren't 64** (gtw64.co.uk).