

SUPERVISION™

HASH BLOCKS

Game Objectives

The objectives of this game are as follows :-

- (1) to test your flexibility.
- (2) to test your organizational skills.
- (3) to test your ability to make quick decisions under pressure.

The main aim of this game is to win a place in the top players' score chart.

Game Description

This is an I.Q. game, one of its aims is to test your sensitivity and appropriate response. Your task is to arrange the falling blocks such that groups of 4 or more identical block pieces are formed. These identical block pieces will disappear once they are formed. You may group these blocks horizontally, vertically, and in either of the two diagonal directions. When these groups are formed, the block pieces concerned will be removed. If you fail to arrange these groups, the block will pile up and the game will be over when the top row is occupied.

Game features

There are two Game Modes (Normal and Flash). There are 3 Game Levels (3 different levels of Beginner, Average and Advances). Each level has 7 stages.

Normal Mode

Eliminate the blocks in the empty chambers. After clearing 100 blocks, you enter the next stage immediately. The block group will also fall at a faster rate at higher levels. When all 7 stages are passed, you enter into the next level. In Level 2, the game will start with scattered blocks already inside the chamber. In Level 3, the block groups will rotate as they fall onto the bottom of the chamber.

Flash Mode

You start off a game with a partially filled chamber at the bottom rows. One of the blocks will be flashing, you must arrange a grouping to eliminate this flashing block in order to enter the next stage. You can also enter into the next stage by eliminating 200 blocks.

Game Scoring

Each block eliminated	3 points
Bonus for passing a stage	1000 points

(No bonus if passing a stage by eliminating 200 blocks or more in the Flash Mode game)

Key Assignments

START	start / pause a game.
SELECT	not used.
A	swap position of blocks in the chain.
B	Rotate the chain of blocks.
UP	not used.
DOWN	move chain of blocks down.
LEFT	move chain of blocks left.
RIGHT	move chain of blocks right.