

# Rope & Bombs

## Hi there!!

It's Dinah Mite here. Sorry about the smell of explosives, come in! Just don't touch anything here in the hallway, everything here is quite flammable.



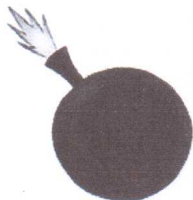
Here's the situation: After a wild pyjama party last night, I seem to have ordered an absurd amount of rope and bombs online, and it'll start pouring in through my mailbox any moment! It's our job to burn and explode all of it, or else we'll drown in all the rope. But don't worry! Blowing stuff up is my speciality!

The rope comes in blocks, that can be either straight, bent or have different connections in several directions. The blocks come in pairs of two, and you need to place them so that they connect as much as possible.

Do you see the small counter labelled "Fire"? When it reaches zero, a small piece of rope connected to a flame will appear. When this happens, we need to connect it to as much rope as possible, as the fire spreads through all connected pieces of rope. We need to get rid of a lot of it, because it could be a while until the next flame appears.



If the fire reaches a bomb, it'll blow up. That'll destroy any nearby blocks. That way, we can get rid of blocks that could be hard to connect to other blocks. Also note that bombs that are close to other exploding bombs will also blow up, so you can cause a chain reaction.



When blocks burn, we get points. The first ten blocks to ignite from a single flame are worth one point each. Any further blocks are worth two points each! So burning many blocks in a single go can be beneficial, but also be careful with waiting for too long to burn the rope!

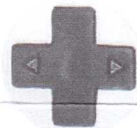
If you burn off all the blocks on one and the same fire, you also get five extra points! Generous, right?

Om Team Lampoil är ett litet lag som sysslar med spelutveckling på fritiden, baserat i Malmö och Lund. Laget består främst av: Martin Ahnabom - AI-forskande småbarnsförälder by day, assembler häcker by night Gunnar Weibull - Saxofonspelande programörare med en förkärlek för pixlar och fyrkantsvågar Besök oss på [www.teamlampoil.se](http://www.teamlampoil.se)

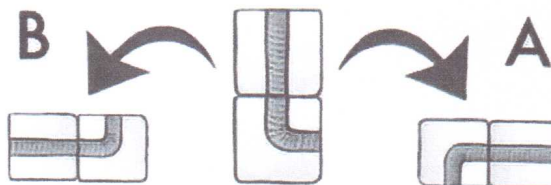
### Om Team Lampoil

Team Lampoil är ett litet lag som sysslar med spelutveckling på fritiden, baserat i Malmö och Lund. Laget består främst av:  
Martin Ahnabom - AI-forskande småbarnsförälder by day, assembler häcker by night  
Gunnar Weibull - Saxofonspelande programörare med en förkärlek för pixlar och fyrkantsvågar  
Besök oss på [www.teamlampoil.se](http://www.teamlampoil.se)

Use the D-pad to move the falling blocks.



Use the A and B buttons to rotate the blocks.



Use the Start button to pause the game, which you'll probably need!

## My best tricks:

I always try to make sure the connected rope pieces have an opening upwards, to always make it possible to connect a falling flame to them.

After we've been doing this for a while, the two blocks will sometimes not be connected to each other. That makes it much harder to connect many blocks.

If we can place the two blocks over an edge, the two blocks can be separated. If two blocks land on an uneven surface, they'll detach and one of the blocks will fall down.

Good luck, and burn well!

*Dinah Mite*

### Stort tack till

Hannes Petri, som hållit lansen uppdaterade under utvecklingens gång  
Johan Åkelius, betatestare  
Mårta & Dojan, betatestare  
Adnan, produktion av boxar och etiketter  
...och alla våra fans :)



Rope & Bombs är utvecklad av Copyright © 2017 till Team Lampoil. Alla rättigheter förbehålls.