

EXPLOBERS **GO**

INSTRUCTION BOOKLET

EXPLOBERS and **EXPLOBERS GO**
and all related characters are trademark and
© 2017-2020, John D. Moore

Presented by
WHATNOT STUDIOS

Contact
johndmoore5@gmail.com
whatnot.bombdotcom.net

CONTENTS

License	1
Story	2
Cast of Characters	4
Gameplay	7
A Few Notes	12
Credits	15

LICENSE

Thank you for playing **EXPLOBERS!** Under no conditions is the game allowed to be sold for profit by any third party.

Publication of derivative works in the form of software are not permitted without permission of the author (John D. Moore). Fan art and so on is, on the other hand, encouraged.

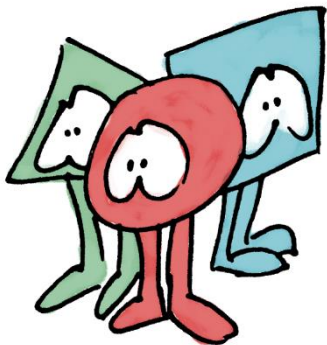
STORY

Deep in the recesses of the digital world live numerous little creatures called Explobers. Anxious in disposition, they possess special powers that serve to make their treacherous habitat more navigable. Some possess the power to explobe, clearing the territory around them with a blast. Others can transform themselves into floating blocks that will aide their successors in crossing impossible chasms.

Problems here are many. Dispatched into precarious situations, the Explobers must work together to reach targets in order to resolve issues that threaten the

stability of reality. Selfless,
they stake their little lives
on ensuring prosperity for
all Explobers!

Guide the Explobers to
their targets!

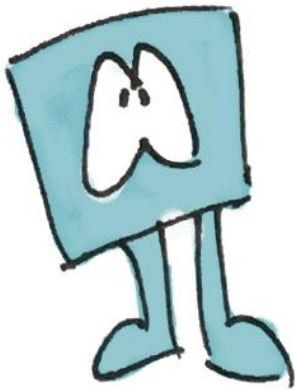


CAST OF CHARACTERS

Red Explober

The Red Explober was, in fact, the first Explober. Its ability is the power to explode, creating a small explosion that destroys the terrain around it. Red Explobers are skilled at making the impassable passable.



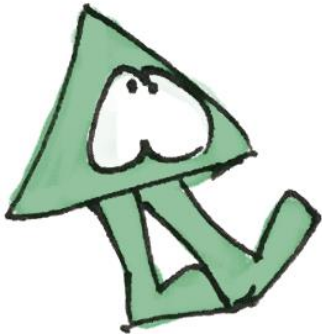


Blue Explober

The Blue Explober's cubic shape is evocative of its sole power—the ability to transform itself into a large floating block that other Explobers can use as platforms. Blue Explobers tend to be sleepy.

Green Explorer

Green Explorers possess the powers of both the Red and Blue Explorers. They can choose to either explode or become blocks. Perhaps it is this ambiguity about their fates that make them the most nervous Explorers.



GAMEPLAY

Your goal in each stage is to guide an Explober to the target platform.

The number and type of available Explobers varies from stage to stage. Each Explober type has a set number of lives available in each stage. Only one of each Explober type will be available . When an Explober explodes, becomes a block, or dies, if there are one or more remaining Explobers of that type, a replacement will appear on the starting panel.

Explorers

You control these!

Lives

These information panels show you how many lives are remaining for each Explorer type.

Explorer Fields

These fields appear around each Explorer to show the range of their effects.

Starting Panels

Your Explorers begin each stage here.
New Explorers spawn here.

Blue Blocks

Standard blue blocks disappear when an Explorer explodes.

Metal Blocks

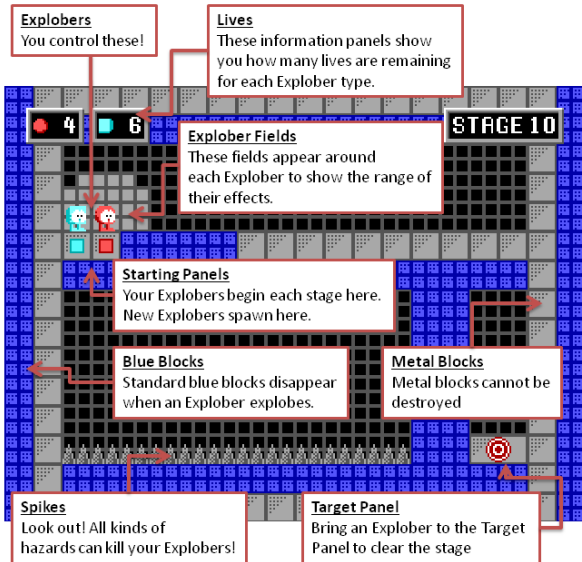
Metal blocks cannot be destroyed

Spikes

Look out! All kinds of hazards can kill your Explorers!

Target Panel

Bring an Explorer to the Target Panel to clear the stage



Clearing a Stage and Expert Targets

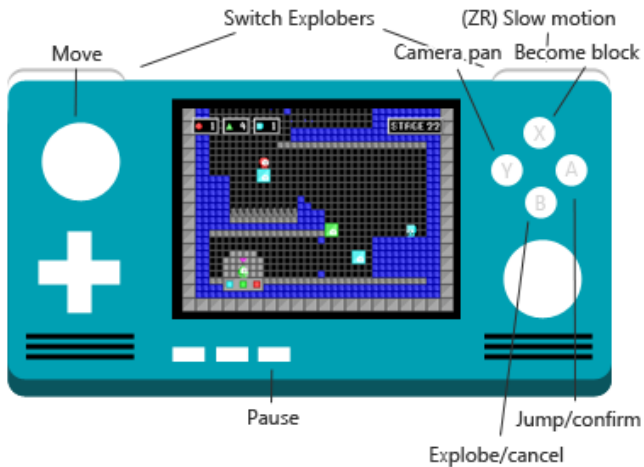
To successfully clear a stage, you simply have to get one Explober to the target platform, regardless of how many you have left.

The game keeps track of your best score for each stage. Each stage has an Expert Target. That is, a set number of Explober lives you must have remaining to earn an “Expert Clear.” These Expert Targets add an additional challenge for more seasoned players. Also, getting a large number of Expert Clears might give you a bonus.

Controls

The default controls are on the following page. These can be changed between three control schemes in the main settings menu.

To bypass the in-game pause menu, hold down **R**, the camera pan button (default **Y**), and press **Start**.



A FEW NOTES

Your Explobers can stand on top of each other! This is essential to their successful cooperation.

Pay attention to the gridlines in the backgrounds of stages. They can help you plan your jumps and where to use your abilities!

You can toggle gridlines on and off. You can also choose Explober field display style or toggle the grid on and off.



Making progress through the game will give you access to special bonuses.

You can skip up to six stages. Clearing a previously skipped stage will allow you to skip another stage. Access the stage skip function from the in-game pause menu.

If you access the stage select screen from the in-game pause menu, you will lose all progress on your current stage, even if you return to that stage.

Once you have cleared forty stages, you will have access to a second game mode, ***EXPLOBERS GEMS***.

There are secret unlockable graphics modes and another hidden game mode, ***EXPLOBERS EXTEND***. See if you can find them!

CREDITS

Game Design/Programming John D. Moore

Musicz Bright Reedwell

Graphics/Animation John D. Moore

Testing Jane Allred, Paul
Allred, Mark Andrus

Special Thanks

Rachel Anderson

Eugene Area
Game Developers

Bwak Buddies

Shoryuken League

Tools

Game Maker Studio 1.4, by Yo Yo Games

BeepBox, by John Nesky

Bfxr, by increpare

Fonts

Manaspace, by codeman38

Silkscreen, by Jason Kottke



whatnot
STUDIOS