



EXPLOBERS

STRATEGY GUIDE

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INTRODUCTION

Thank you for playing **EXPLOBERS!**

It can be a very challenging game. This guide was written to help you get started, or to guide you through bits where an entertaining challenge slips into a frustrating one!

The first section, “Unlockables,” gives you a peek at some of the surprises and secrets that lie in wait for you as you descend deeper into the digital world of **EXPLOBERS**.

The “Expert Strategies” section gives you tips on how to play the game with precision and style, which will be very helpful for achieving difficult-to-reach expert clear targets!

The guide includes “Select Stage Solutions,” offering tips and walkthroughs on some of the most difficult stages.

And finally, “Secrets Revealed” helps you hunt down the secret diskettes that contain data on special computer and thematic graphics modes, as well as **EXPLOBERS EXTEND**.

Thanks again for playing, and I hope this guide helps you enjoy **EXPLOBERS!**

John D. Moore
Designer of *Explobers*

UNLOCKABLES

EXPLOBERS GEMS

There is a whole separate (but smaller) subgame buried inside **EXPLOBERS**! This is **EXPLOBERS GEMS**, 12 all-new stages in which instead of simply getting an Explober to a goal, you have to collect three gems first.



You can access **EXPLOBERS GEMS** by clearing 40 stages in **EXPLOBERS**. Once you've unlocked it, press one of the [SWITCH] buttons from the **EXPLOBERS** title screen

GRAPHICS MODES

Most things that can be unlocked in **EXPLOBERS** are new graphics modes! By making progress in the game, you will earn red coins. These can be exchanged for access to new graphics modes that completely transform your experience!



Red coins are earned for every 16 stages you clear and every 16 expert clears you achieve. You also get an extra red coin for clearing **EXPLOBERS GEMS**.

When you earn your first coin, the option “GRAPHICS” will appear on the game’s main menu.

At first you'll be able to exchange coins for CGA mode (1 coin) or VGA mode (2 coins), and you can always revert back to the game's traditional 16-color EGA palette.

Once you've exchanged coins for either CGA or VGA modes, three new options open up. You can then unlock the festive "Winter" theme (1 coin), the the moody "Shadow" theme (2 coins) or the funky early 90s-esque "Neon" theme (2 coins).

Two new graphics modes can be made accessible later. "CGA_0," based on an alternate CGA palette, becomes available after you clear Stage 80 of **EXPLOBERS** for the first time. The very different- (and frankly weird-)looking "Port" theme becomes available when you clear Stage 12 of **EXPLOBERS GEMS**. Even after you meet the conditions necessary to unlock these modes, you'll need to exchange a coin each for them.

There are 11 coins, but you will only need 10 to unlock everything.

Additionally, there are four diskettes hidden throughout the 80 stages of **EXPLOBERS**. Each one unlocks a secret graphics mode that becomes instantly available to you when you find it. If you want to know what these are and where to find them, turn to the SECRETS REVEALED section in this guide.

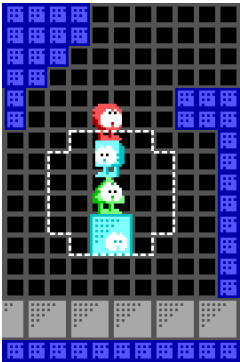
There is also a second subgame, **EXPLOBERS EXTEND**, that can only be accessed by discovering a secret portal. Where might that be?



EXPERT STRATEGIES

STACK ‘EM UP!

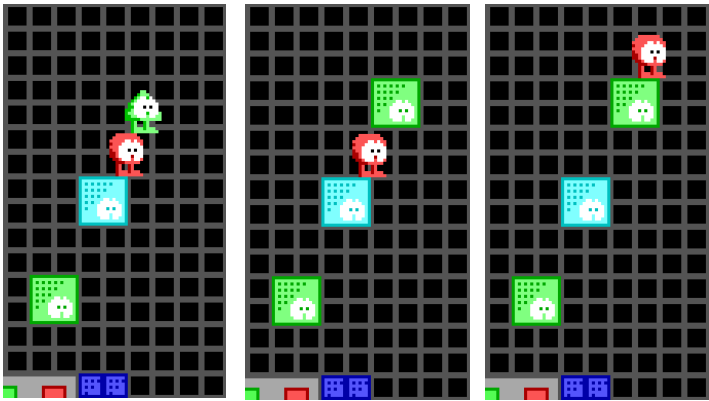
Frequently, the Explobers themselves can be your best bet when trying to climb up high or make long jumps. Two Explobers stacked on top of each other is the same as four squares!



PERFECT STAIRWAYS

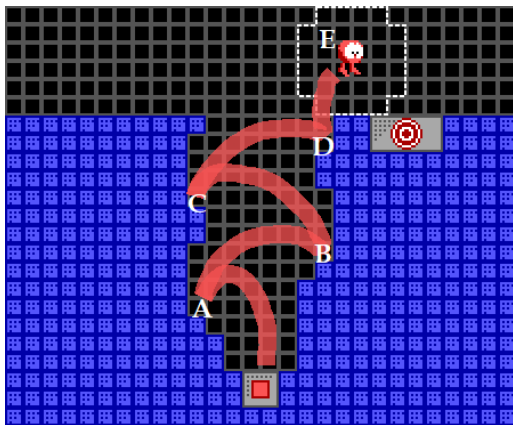
If you want to make optimal stairways with blocks, remember that your Explobers can jump high enough to clear four squares. What this means is that if one Explober stands on top of an Explober standing on the ground and becomes a block, the Explober standing on the ground will be able to jump on top of the new block without a hitch!

Similarly, since the top of an Explober’s jump is six squares from the ground, when an Explober becomes a block at the top of its jump, an Explober either standing on top of another Explober or on another platform two squares above that same ground, getting to the top of the new block will be easy!



WALL JUMP

Find yourself at the bottom of a narrow pit with no Blue or Green Exploders to spare? If Exploder A blows up one side of a wall while at the top of its jump, then Exploder B will be able to jump up to the spot Exploder A cleared out. Then Exploder B can jump to the other side of the pit, exploding against the wall. Then Exploder C should be able to jump up from Exploder A's hole to Exploder B's hole and so on.



DON'T JUMP THE GUN

Running out of Exploders? Missing your Expert targets? Think about whether the Exploders you're transforming into blocks could instead. If the block you're creating is only going to be used as a stepping stone once, consider whether you can get away with just using an Exploder as a temporary stepping stone and save its power for later (or increase your score!).

SLOW IT DOWN

Slow motion is your friend! If you're having trouble timing your explotions and block transformations, don't be afraid to slow things down and get the timing *juuuuuuust* right.

WARNING!

Beyond this page lie spoilers for how to
beat stages and find hidden
secrets! Only look if you
don't want to find out for yourself!



SELECT STAGE SOLUTIONS

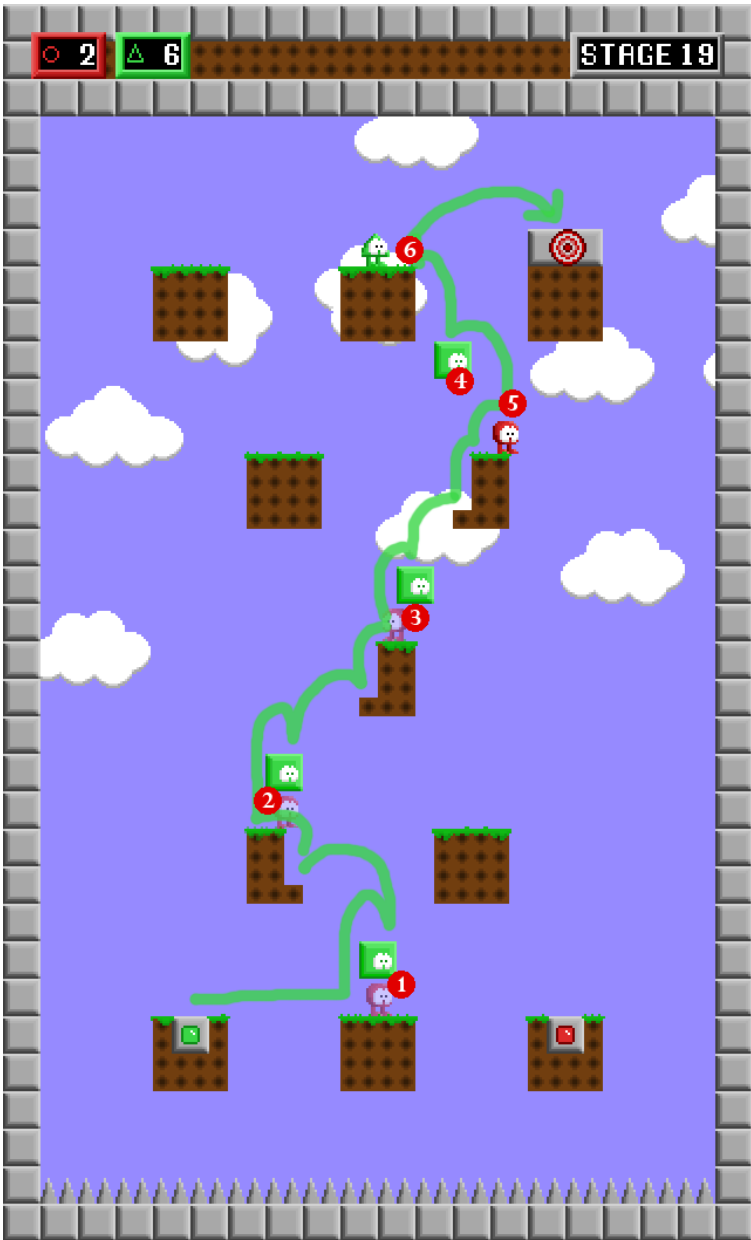


If you need help getting through one of the following five stages (19, 45, 69, and 72, as well as Gems Stage 8), the following maps and solutions should prove useful. Not only will they show you how to beat the stages, they provide solutions that meet the targets for expert-level completion.

If you're getting stuck on other stages, consulting the techniques used in these solutions may also be illuminating.

STAGE 19

Expert Target: 8 remaining • This solution: 8 remaining

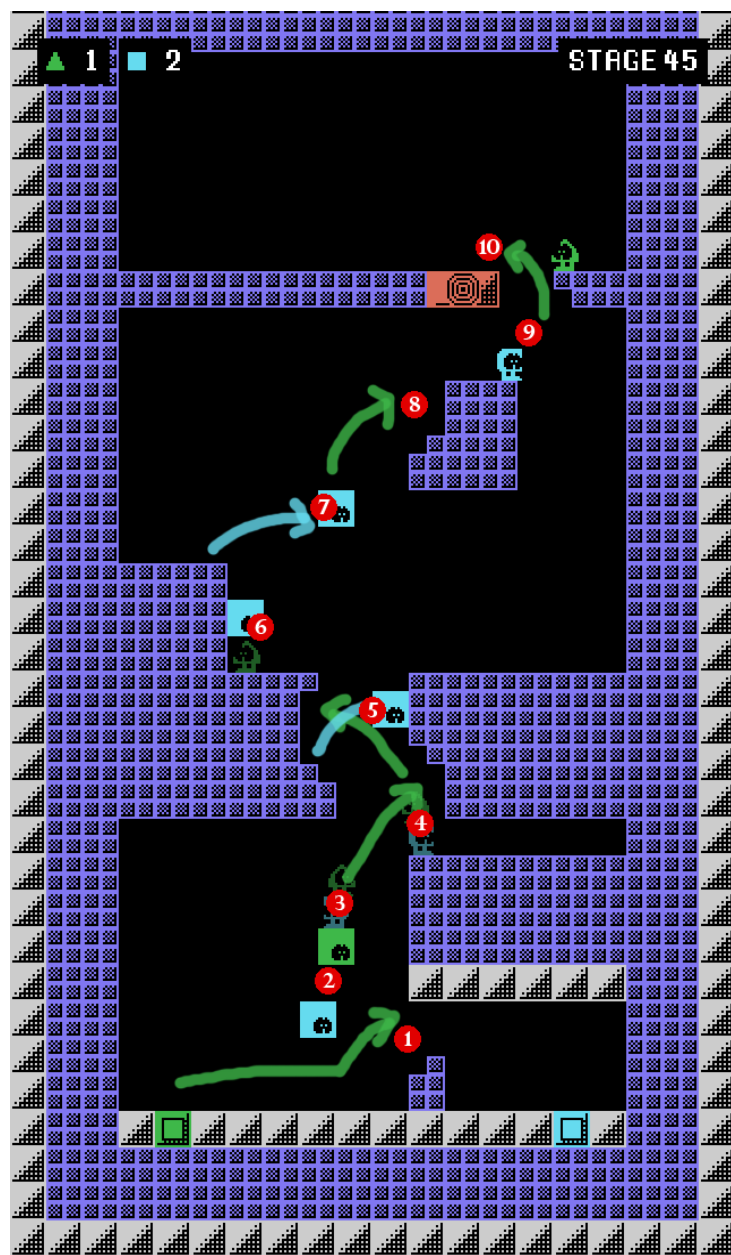


The green lines in this solution trace the path the final Green Explober will take to reach the target platform.

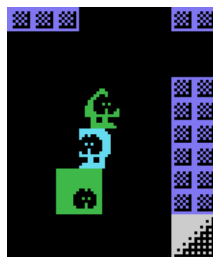
1. Position a Red Explober on the middle floating square. Have a Green Explober stand on its head and turn into a block. Then have a Red Explober jump up and to the left against the block and explode at the top of its jump.
2. Have a Red Explober stand into the middle of the block you just exploded and have a Green Explober stand on its head and turn into a block, as you did in step 1. Then have a Red Explober jump to the right from this new green block and explode at the top of its jump.
3. Effectively repeat step 2, but have a Green Explober do the explosion against the square.
4. Rather than repeating the transform-explosion pattern from the last three steps, have a Green Explober jump from the top of the square you just exploded and turn into a green block at the top of its jump, which should put the top of new block flush with the bottom of the squares in the row of this stage. Make sure to leave at least the equivalent of two blocks' width between the green block and the floating square with the target platform.
5. Position a Red Explober on top of what remains of the right-hand square in the second row of floating squares from the top. Then have a Green Explober jump from its head onto the last green block you created and then onto the middle square in the top row.
6. Jump to the target platform.

STAGE 45

Expert Target: 10 remaining • This solution: 12 remaining

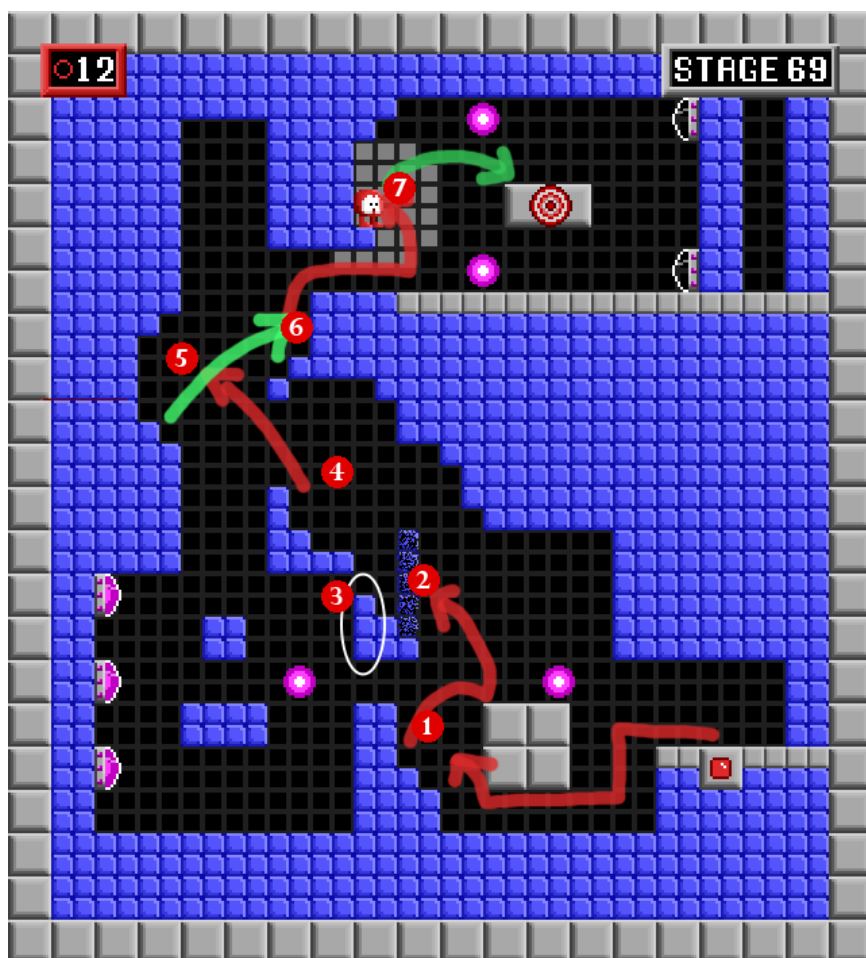


1. Use your first Green Explober to explobe the top of the barrier imprisoning the Blue Exploders
2. Create a stairway with two blocks. One of the blocks should be blue and one should be green. The first step should be at the top of an Explober's jump.
3. Place a Blue Explober on the second block in your stairway as depicted here. Then have your Green Explober jump from the top of its head to the ceiling of the little hallway on your right. This explobion shouldn't damage the floor of the hallway. This creates room to jump to the other side.
4. Place a Blue Explober on the edge of this. Then have a Green Explober stand on top of the blue one's head and wall jump to the opposing wall, creating a hole in the wall you can stand on.
5. Have a Blue Explober jump to the other side, creating a block reachable from the hole created in the last step.
6. Create a blue block against the platform.
7. Have a Blue Explober jump into the space between the platform and the floating blocks.
8. Have a Green Explober blast the upper left side of the floating blocks, making a path to jump onto the top.
9. Position a Blue Explober below and to the right of the target platform. Stand a Green Explober on top of its head and explobe the thin ceiling.
10. Have a Green Explober use the Blue Explober to jump up.



STAGE 69

Expert Target: 10 remaining • This solution: 12 remaining

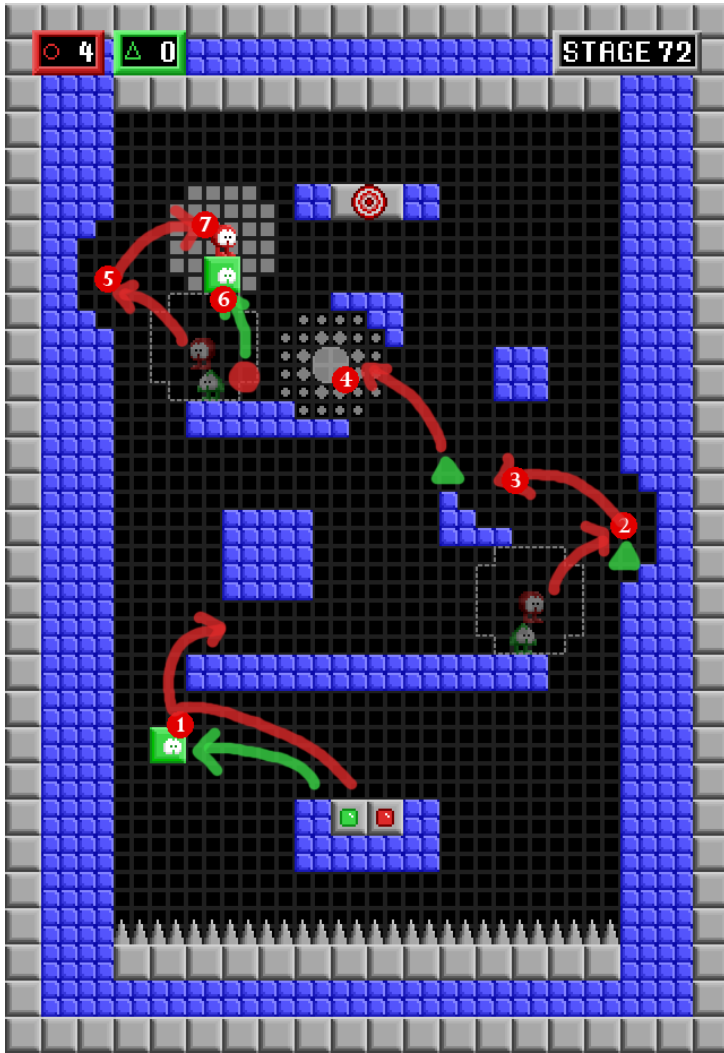


1. Go under the steel blocks, jump against the left well and explode at the high point of your jump. All future Explorers will follow this route.
2. From the ledge created by the last Explorer, jump onto the steel blocks and jump up against the wall to your upper left, exploding at the high point of the jump.

3. You'll need to make a pathway up through the ceiling here, but be sure to leave a block here in order to keep the bullets from getting through to your path.
4. Use a series of Red Explobers to tunnel up and left through the ceiling. Make you're going more up than left.
5. Once you've cleared a way into the narrow chute, jump to the left side and explode. Use your next Explober to wall jump to the other side, exploding the upper left corner of the opposing ledge.
6. Wall jump to crevice the your last Explober just created. From that spot, wait for a bullet to pass overhead. Once it does, jump up and run right. The target platform is too high to reach with a normal jump. Instead, jump up and to the left, creating a hole in the overhang, leaving a small ledge to stand on.
7. With your next Explober, jump up to the ledge you created near the target platform. Wait for a bullet to pass overhead, then jump safely to the target platform.

STAGE 72

Expert Target: 1 remaining • This solution: 4 remaining



In this stage, you can't afford to misuse a single Green Explorer

1. Have your first Green Explober jump to the left as far as possible and turn into a block in the exact position illustrated. Slow motion may come in handy here. You'll use this

platform as the step necessary to move upward with each Explober from here on out.

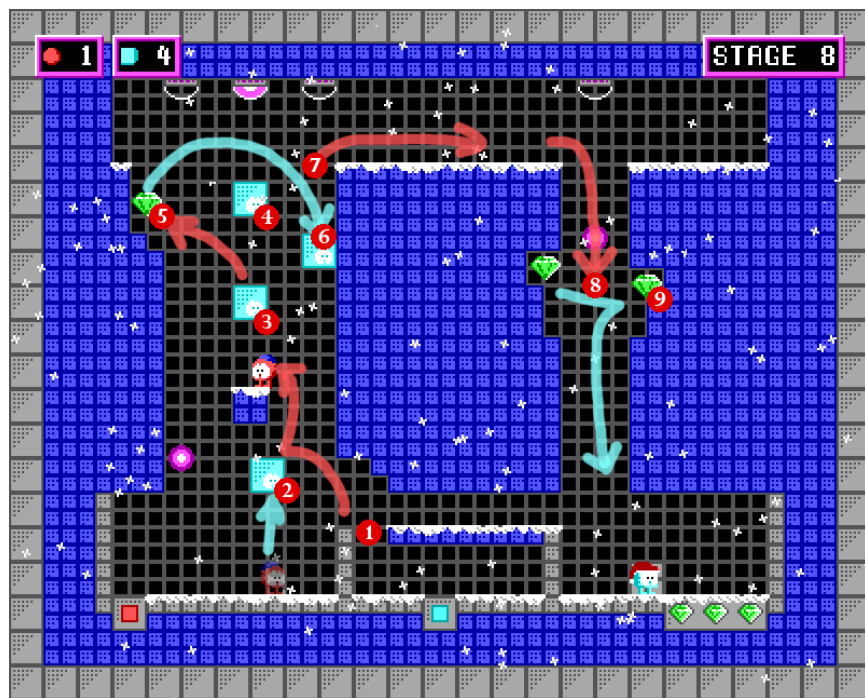
2. Have a Green Explober stand at the far end of the long platform. Make a Red Explober stand on its head, jump to the right, and explode against the wall at the height of its jump.
3. Have a Red Explober stand on the Green Explober inside this new wall-crater, jump to the left, and explode, making a platform reachable from the wall-crater.
4. Using the Green Explober, make a Red Explober jump up to the upper left platform under the 4x4 square. In the small space, have the Red Explober jump and explode, making sure not to damage the bottom layer of blocks (see



5. Have your remaining Green Explober stand at the far end of the upper left platform. From the top of this Explober, have a Red Explober jump up and to the left, exploding against the wall at the height of its jump.
6. Back on the same upper left platform, have a Red Explober stand slightly right of the left end. Have a Green Explober stand on its head, then jump up, turning into a block at the height of its jump.
7. Using both the wall-crater created in step 5 and the block made in step 6, have a Red Explober jump to the target platform.

GEMS STAGE 8

Expert Target: 5 remaining • This solution: 5 remaining



It may go without saying that each of these steps will require patience and waiting for your path to be clear of bullets. Timing can be tricky!

1. Have your first Red Exploder blow up the left side of the roof of the little chamber containing the Blue Exploder.
2. Position a Red Exploder slightly off-center beneath the 2x2-block square. Have a Blue Exploder jump off its head and turn into a block at the top of its jump.
3. Jump from the left steel barrier onto the new blue block. Wait until the middle gun's bullet hits the 2x2-block—then immediately jump onto it and then again into the air directly under the middle gun. Turn into a block at the height of the jump.

4. Make a Red Explober hang slightly off the 2x2 square to the right. Have a Blue Explober stand on it (see illustration on right), then immediately after the next middle-gun bullet hits the blue block above it, immediately jump up onto the blue block and then jump straight up and turn into a block at the height of the jump to block the middle gun.
5. Have a Red Explober jump off a Blue Explober onto the blue block made in step 3. Jump to the left and explode, freeing the gem.
6. Have a Blue Explober grab the gem, then when the timing is right, jump right, over the top blue block, and then create a block against the right wall at a distance where an Explober can jump onto the top of the wall.
7. Have a Red Explober jump from the blue block made in step 3, onto the blue block made in step 6, and then onto the top of the wall. Walk to the right and wait until the rightmost gun fires a bullet.
8. Follow the bullet down and explode in a spot that will free both gems. Slow motion will be useful here.
9. Have a Blue Explober follow the path of the last Red Explober and collect the gems. Then after a bullet fires, fall to the floor and go to the target platform.



SECRETS REVEALED

THE FOUR DISKETTES

The four secret diskettes are located behind blocks in the stages described below—you'll have to blast to find them. Search inside terrain in parts of stages you might not otherwise think to blast when normally trying to solve the stage.



NSX

Unlocking a graphics mode inspired by the classic MSX computer, the red diskette can be found in Stage 25



1-Bit

The black “1-bit” monochrome graphic comes on a black diskette found in Stage 32



Grass

If you're looking for a familiar sort of platformer setting, search for the green diskette in Stage 44



Dungeon

You can find the blue diskette in Stage 61—in a filled-in spot that might only occur to a faerie.

EXPLOBERS EXTEND

Want to peek into the future of **EXPLOBERS**? An expanded sequel/remake is deep in development as of summer 2020. Hidden inside **EXPLOBERS** is a peek at some features you can expect to find in this new game, including two new types of Explobers!

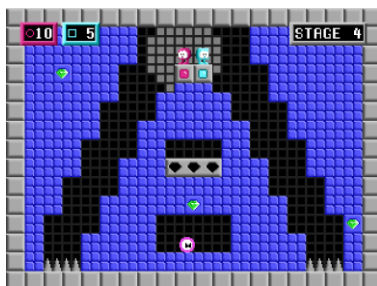
It's a new subgame called **EXPLOBERS EXTEND**.

Here's how to access it:

- 👤 Go to Stage 28 (that's the one that looks like a giant Explober)
- 👤 Explode both of the giant Explober's eyes
- 👤 You'll see a portal of sorts open up in the lower right-hand corner of the stage
- 👤 Guide any Explober to the portal

Note that completing **EXPLOBERS EXTEND** will not unlock any red coins or other features.

Once you've visited **EXPLOBERS EXTEND** for the first time, you can access it by hitting the [SWITCH] keys, just as you would **EXPLOBERS GEMS**.



Follow @jdm0079 and @Explobers on Twitter for updates on future developments in the world of **EXPLOBERS**

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