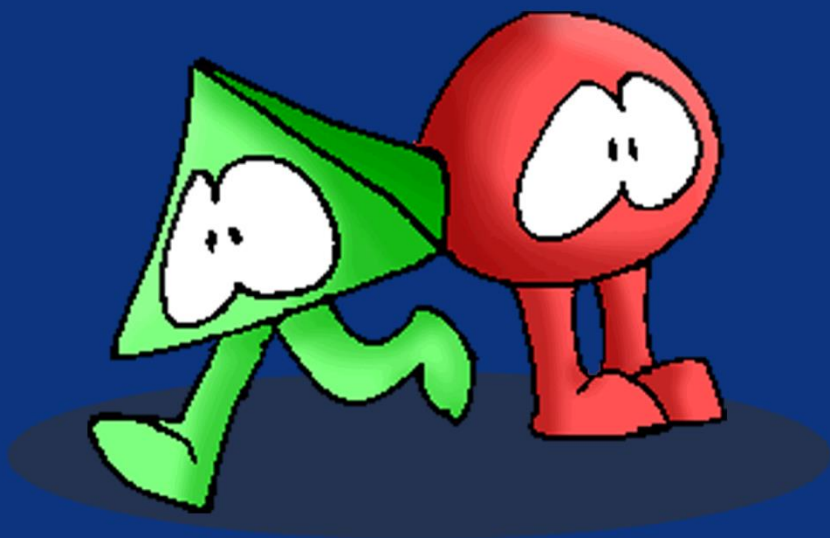


EXPLOBERS



Instruction Manual

EXPLOBERS

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	3
Gameplay	4
A Few Notes	7
Credits	8

LICENSE

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

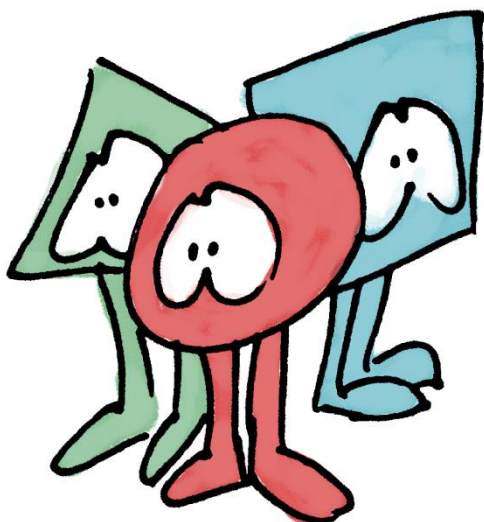
Publication of derivative works in the form of software are not permitted without permission of the author (John D. Moore). Fan art and so on is, on the other hand, encouraged.

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!

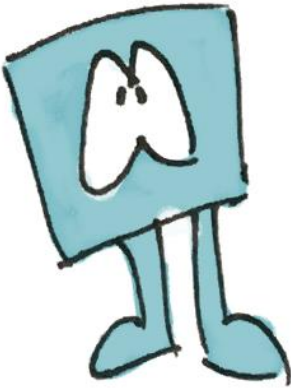
Guide the Explobers to their targets!



CAST OF CHARACTERS

Red Explober

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

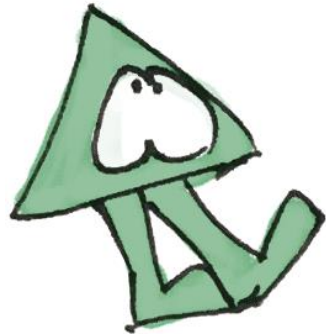


Blue Explober

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

Green Explober

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

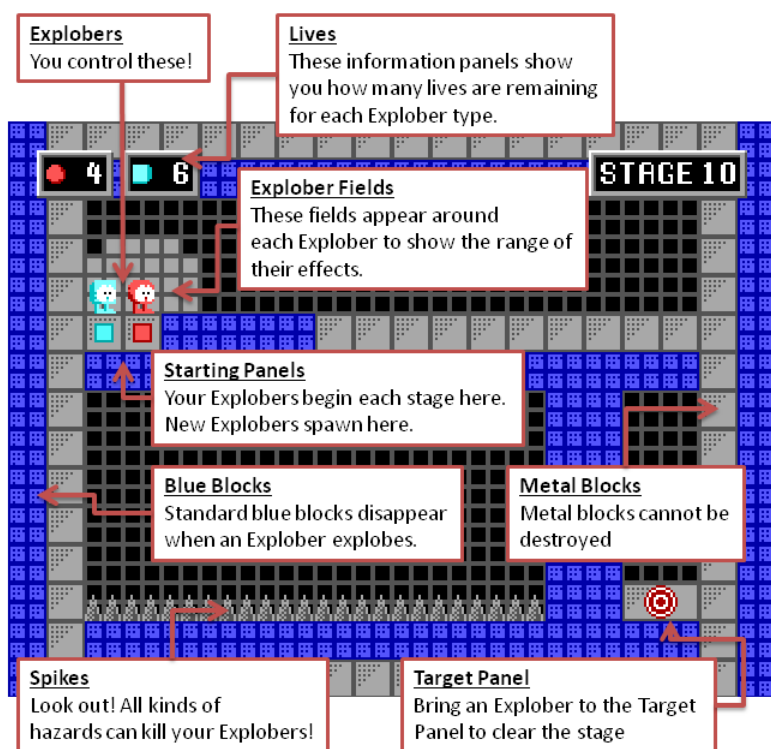


GAMEPLAY

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

The number and type of available Explorers 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 Explorers of that type, a replacement will appear on the starting panel.

Anatomy of a Screenshot



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.

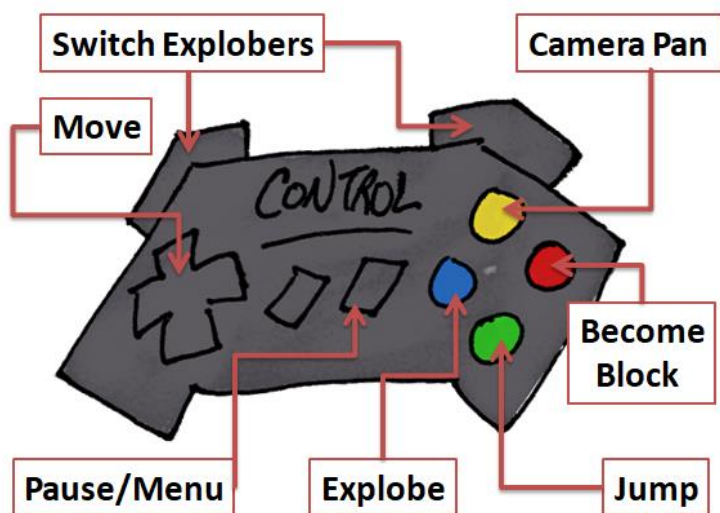
The game keeps track of your best score for each stage. Each stage has an Expert Target. That is, a set number of Explober lives you must have remaining to earn an “Expert Clear.” These Expert Targets add an additional challenge for more seasoned players. Also, getting a large number of Expert Clears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

Controls

The keyboard controls can be remapped to your liking from the Settings menu. The functions and default keys are as follows:

Arrow Keys	Move Explober	Move your Explober character left and right around the stage.
X	Jump	Jump. Also, make selections on main menu and level select screen.
Z	Explobe	Explobe (Red and Green Explobers only). Make an explosion. Also functions as a cancel button in menus.
C	Become Block	Turn your Explober into a block (Blue and Green Explobers only).
Enter	Pause	Call up the pause menu. Also, make selections from game menus.
Shift	Switch Explobers (Backward)	Cycle through available Explobers.
V	Switch Explobers (Forward)	Cycle through available Explobers.
Ctrl	Slow motion	Hold for 25% speed slow motion.
Space	Pan	Hold this key and press the arrow keys to pan around the stage.

EXPLOBERS also supports gamepads. The buttons can be remapped. A Microsoft XBOX 360 controller is specifically recommended and the default layout is described in the illustration below:



Also, press RT for slow motion!

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 style or toggle it 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.

Press **F5**, **R**, or **HOME** to instantly retry a stage.

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***.



NOTES

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

.....

CREDITS

Game Design and Programming

John D. Moore

Music

Bright Reedwell

Graphics and 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, by Yo Yo Games

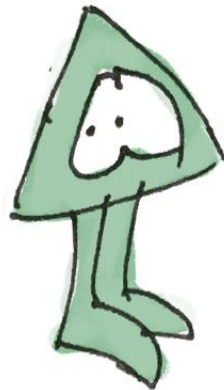
BeepBox, by John Nesky

Bfxr, by increpare

Fonts

Manaspace, by codeman38

Silkscreen, by Jason Kottke



Manual v. 1.42
October 15, 2020



whatnot.bombdotcom.net
explobers.bombdotcom.net

© 2017, John D. Moore