

BLOX MANUAL

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BLOB

Blobs' Addiction:

This is our hero, savoir and main protagonist: Blob ->



Blob is a simple being at heart, who enjoys the simple pleasures we all do in life such as; long rolls in the forest, launching himself into fans in order to try to fly, squirrel "tipping" and of course the wonders of deep space exploration. Blob also has the uncontrollable urge to search for and find these strange "End" signs in as quick a time as he possibly can.



Oh in case we forgot to mention, Blob quite enjoys the odd bit of fancy dress...



GETTING STARTED

System Requirements:

TBC

Installation:

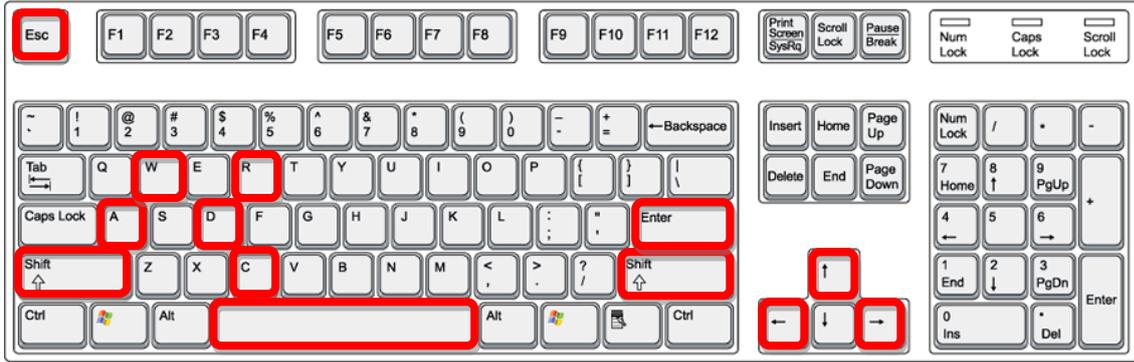
For Windows users:

Close all other running applications and double click the BloxSetup.exe, follow the onscreen instructions and you'll be ready to play in no time!

CONTROLS

A full table can be found on the next page.





Action	Keyboard	GamePad
Pause/ Exit Level Select	Esc	Start/Back
Roll Left	A/Left Arrow Key	Left Joystick X-axis
Roll Right	D/Right Arrow Key	Left Joystick X-axis
Jump	W/Up Arrow Key/ Spacebar	A
Dilate Time	Left Shift / Right Shift	LT/RT
Enter Level or Zone	Enter	Start
Place Checkpoint	C	X
Reset Level	R	Y

CREATURES

The Good, the Bad and the Useless:

In Blobs' travels across the world of Blox you (and Blob!) are more than likely going to come across some of the local wildlife and that exist within the world. Some of these creatures have no interest in such a small being as Blob, others find that Blob's species actually tastes of blueberry chewing gum and may try capitalise on the situation! Here you will find a complete collection of all the beasties you may run into.

The Good:

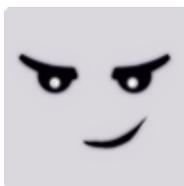
Bears:



Blob will encounter two types of Bear in his adventures, the hibernating Brown Bears and the wandering Polar Bear. Brown Bears will happily sleep until the end of time given the opportunity but have a nasty tendency to roar at anyone that touches their honey, sending that person (or Blob) flying!

Polar Bears unlike their Brown cousins aren't happy to simply sleep all day and night, and have to wander their frozen wastes for food. Luckily, Polar Bears haven't put Blob on the menu just yet, but still don't take too kindly to Blob encroaching on their personal space!

Ghosts:



Ghosts inhabit the haunted mansion, and whilst they may not be called "Casper" and not entirely happy with Blob jumping up and down on their heads, they can be used to help out Blob as he explores the mansion. Be wary though, ghosts can't stay solid in the face of direct light!!!

The Bad:

Squirrels:



Squirrels and Blob have had a long term running feud, it began when our inquisitive Blob happened to roll into a Squirrel tipping him over and forcing the poor thing to become stuck lying on its' side. Ever since then all Squirrels have made it their life mission to obstruct Blob and launch all of their precious winter nuts at it.

Spiders:



These horrid little arachnids regularly catch Blobs and take them back to their webs to feed to their young. Make sure they don't get a hold of Blob! With that said it's not unknown for a Blob to break free of their grasp if it struggles hard enough!

Bats:



Since the Squirrel incident, Bats and Squirrels have formed ABA (the Anti Blob Alliance) in which all Bats are obliged to block and ruin Blobs' adventures! These pests will regularly try to block Blob in and knock him around in order to slow Blobs' progress, however, Bats hate direct light and will always flee from it. Perhaps there's a way to use this to Blobs' advantage?

Walrus:



It is a well known fact that Walruses love the flavour of blueberry chewing gum, it just so happens that Blob tastes of blueberry chewing gum! There is only one defence against a hungry Walrus, and that is to get on top of him. A brave Blob even might find a way to surf atop a Walrus, but who knows?

The Useless:

Penguins:



Penguins have no interest in the slightest in Blob, nor his adventures. However, that doesn't mean that their pointless existence and wandering won't get in your way!

OBSTACLES

Hindrances and Helpers:

As with creatures, Blob will find Blox on his adventures that can get help him get to the "End", however, just not all Blox are in a position that will help you! Here are the two most common Blox you will come across, it's up to you and Blob to figure out how the rest work!

Pushers:



Pushers launch Blob skyward, in most cases to help him get over obstacles. However, some pushers are in place to launch Blob off solid ground and out into the abyss.

Entering a pusher closer to its' base will cause it to propel Blob ever further skyward, this may be necessary in order to progress through certain levels.



Pullers catch Blob and hold it at the fan of the Puller. These Blox are useful for holding Blob to the ceiling of areas in order to cross chasms and the like. Be wary of horizontal pullers however, as they can hold Blob to a wall while he plummets to his death!

CREDITS

Core Programmers:

Steven Batchelor-Manning

Tim Leader

James Humphries

Simon Batt

Henry Stratton

Level Design:

Steven Batchelor-Manning

Simon Batt

Henry Stratton

Lead Artist:

Henry Stratton

Head of Bacon:

Antony McKane