

# Blastorama™

Produced by Satellite Moon – [www.satellitemoon.com](http://www.satellitemoon.com)

## Instruction Manual

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## Introduction

### The Concept

A pile of blocks stands before you. You place a bomb on one of them and watch the fuse burn. The bomb ignites, taking the block, and nearby blocks of the same color with it. Unsupported blocks quickly fall to fill the void. The pile comes to rest, only to await your next move.

### The Logic

...But that is only the beginning. As you progress through the 63 mind-bending levels, a tidal wave of new blocks is unleashed, each adding a unique twist to the way you play. Use a fan to push blocks over an edge, or blast a hole through a log to allow blocks to pass through. The possibilities are almost endless.

## Features

- Experience something **NEW** in puzzle games!
- An **original** and **entertaining** game **for the whole family!**
- 63 mind-bending levels for **hours upon hours of fun!**
- 22 **unique** blocks and items keep the challenges **fresh** from beginning to end!
- 2 Status Effects change the way blocks work and interact!
- 7 beautifully realized **hand painted** backgrounds!
- A gradual learning curve delivers **fun to gamers of all ages!**
- Accelerated 2D graphics for **sharp, fast** animation **packed full of special effects!**

## Getting Started

### Running Blastorama for the First Time

When you run Blastorama for the first time, two things must happen before you can begin playing. First, you must enter your Registration Information to verify that you have purchased the game. Second, you must choose the hardware settings you would like to use while playing.

To begin, launch Blastorama.exe, which is in the same folder as this manual. Register.exe will be launched automatically. Enter the Registration Name and Registration Code you were supplied when you purchased the game, and press the Okay button. If you enter the correct information, registration will be instantaneous.

Next, Setup.exe will be launched automatically. Here, you select the graphics card you wish to use while playing, and choose whether you would like to play in a window, or full screen. Press Okay once you have chosen your settings.

Once the above two steps are complete, Blastorama.exe will begin.

## Starting Blastorama

Launch Blastorama.exe, which is in the same folder as this manual. You will be presented with some introduction screens. Next is the Blastorama title screen and main menu. In the main menu, you are presented with four options. Start, Erase, Controls, and Quit. Each of these is explained in detail below.

To begin a game, select Start, and then select a File from the File Menu. The game will begin immediately after.

### Start

Use Start to begin a new game, or continue a previous game.

Selecting Start opens the File Menu. Next, select a file to start. Each file displays its current level next to it. This is the level you will start at. Your progress is saved to this file automatically as you advance through the game.

### Erase

Use Erase to erase a previous game that you no longer want.

Selecting Erase opens the File Menu. Next, select a file to erase. Each file displays its current level next to it. Erasing a file will return it to level 1-1. Once a file has been erased, you will be returned to the Main Menu.

### Controls

Use Controls to review the gameplay controls.

### Quit

Use Quit to leave the game.

## How to Play

The objective is simple: Destroy all of the Colored Blocks before you run out of Bombs. If you are successful, you will advance to the next level. Otherwise you have to try again.

Place Bombs on Colored Blocks to blow them up. If blocks of the same color are near each other, they will form a group and blow up with a single bomb! Use this to your advantage, and create the largest groups possible in order to conserve your valuable bomb supply. This is the key to success!

As you play, your progress is automatically saved, so you can quit and return to where you left off at any time.

## Blocks

Blocks are the main element of any level. There are many different types, and each works in its own unique way.

**!!!WARNING!!!** We think it's more fun to discover for yourself how each block works as it is revealed. However, we've listed each block below, along with a description in case you've just "gotta know!"

### Colored Blocks



Colored Blocks are the main focus in Blastorama. All Colored Blocks must be blown up in order to win a level. These are the only blocks with this requirement, aside from the Wild Block.

The main way to blow up a Colored Block is to use a Bomb, but certain types of blocks are also capable of creating explosions.

You can make groups by placing multiple Colored Blocks of the same color near one another. A group can be blown up with a single explosion!

### I-Beam



I-Beams are a type of indestructible platform for other blocks to rest on.

### Item Block



Item Blocks usually hold Items, but they can also be empty. When you pick up an Item Block, its contents are added to the Inventory.

### Fan



Fans are used to push blocks across a platform. Fans can only push one block at a time. If there are multiple blocks next to each other, or there is a block stacked on top of another, the fan will not be able to push it.

### Switch



Switches are used to turn Fans on and off, and open and close Trap Doors. Toggle a switch by creating an explosion near it.

## Log



Logs are another type of platform. They act similar to I-Beams, but with one major difference. If an explosion goes off near a Log, it will blow a hole through it, allowing blocks to pass through.

## Wild Block



Wild Blocks act like Colored Blocks, slowly flipping through each of the 4 colors. Wild Blocks are treated like normal Colored Blocks and included in groups of a given color. Since Wild Blocks are treated like Colored Blocks, they must also be blown up in order to win the level.

## H-Bomb



H-Bombs are pressure sensitive explosives. When dropped, or hit from above, they are detonated, sending out a horizontal blast, destroying any group that the blast touches. This explosion can only travel through Colored Blocks and Wild Blocks, so it will stop at gaps, or other block types.

## V-Bomb



V-Bombs are pressure sensitive explosives. When dropped, or hit from above, they are detonated, sending out a vertical blast, destroying any group that the blast touches. This explosion can only travel through Colored Blocks and Wild Blocks, so it will stop at gaps, or other block types.

## H-Link



H-Links are used to create groups over large distances. If two Colored Blocks of the same color are separated horizontally, with an H-Link somewhere in between, any explosion will travel from one of the Colored Blocks, through the H-Link, and into the other Colored Block.

## V-Link



V-Links are used to create groups over large distances. If two Colored Blocks of the same color are separated vertically, with a V-Link somewhere in between, any explosion will travel from one of the Colored Blocks, through the V-Link, and into the other Colored Block.

## Magnet



Magnets are at least somewhat similar to Fans, but with a couple of major differences. Magnets pull blocks instead of push them. Like Fans, Magnets can't pull a block that has another stacked on top of it. However, unlike Fans, they can pull blocks that are laying next to each other in a row.

## Dynamite \ Magnet-Bomb



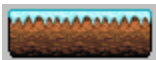
Dynamite is another type of explosive block, but alone, it is useless. Position Dynamite next to a Magnet to create an explosive combination - the Magnet Bomb. Once you've created a Magnet Bomb, just about any type of block will set it off, destroying the Magnet Bomb itself. The detonating block will only be destroyed if it is a Colored Block.

## Icy I-Beam



Icy I-Beams are like normal I-Beams except for one difference: They are coated with a layer of ice, making them very slippery. If an explosion occurs on an Icy I-Beam, the block on both sides of the explosion will be pushed away if there is nothing blocking their path.

## Icy Log



Icy Logs are like normal Logs except for one difference: They are coated with a layer of ice, making them very slippery. If an explosion goes off on an Icy Log, the block on both sides of the explosion will be pushed away if there is nothing blocking their path.

## Trap Door



Trap Doors are basically platforms that can be opened and closed at the flick of a switch. Trap Doors are always linked to a Switch. When closed they allow blocks to pass over, or rest on top, and when opened,

allow blocks to fall through.

## Sand



Sand is one of the most unique blocks in Blastorama. It is usually arranged in large piles. Similar to a Log, when an explosion goes off next to Sand, it blasts a hole through it. The Blast will travel all the way through the sand, horizontally, or vertically, until it hits a gap, or another block within the Sand.

## Iron Block



Iron Blocks are heavy, indestructible blocks. Fans can't push them, but Magnets can pull them. They can often get in the way in some very inopportune times.

## Rust Block



Rust Blocks are just like Iron Blocks, but not quite as strong. If an explosion goes off near a Rust Block, it will be damaged. If a Rust Block endures 3 explosions, it will be destroyed. Rust Blocks DO NOT have to be destroyed in order to win a level - they just get in the way.

## Items

Items are contained within Item Blocks. When you pick up an item, its contents are added to the Inventory.

## Bomb



Use Bombs to blow up Colored Blocks.

## Water



Use Water to apply the Wet Status to Colored Blocks.

## Feather



Use Feathers to apply the Float Status to Colored Blocks.

## Status Effects

Status Effects change the way Colored Blocks interact with their environment. They are applied to a block by using a special Item. Once a Status Effect has been applied, the only way to remove it is by blowing up the block.

### Wet Status

The Wet Status will stop a block from being damaged in an explosion, unless a Bomb is placed directly on it. This is useful when you need to make a block survive an explosion so it can be used elsewhere.

### Float Status

The Float Status makes a block float, basically turning it into a sort of platform that can be pushed and pulled horizontally through the air, but not vertically.

## Troubleshooting

### Problem

When starting the game, a “Desktop Color Depth” message pops up, and the “automatically change the color depth” option fails.

### Solution

Your 3D accelerator can't render 3D graphics in windowed mode using the current Desktop Color Depth. Blastorama attempts to change the color depth but the operation failed. You can make the change manually by right clicking on the desktop and choosing the Properties. On the Display Properties dialog box choose the Settings tab and change the Color Quality to 16 bit.

### Problem

Some of the graphics have rendering artifacts such as gaps or “hanging pixels” along the edges.

### Solution

Try turning off Full Screen Anti-Aliasing (FSAA). The game attempts to disable FSAA automatically, but depending on your graphics card settings it may not be able to.

### Problem

The game runs too slow.

## Solution

If you are running the game in a window, try switching to full screen. Full screen mode is faster than windowed mode. To do this, run Setup.exe, which is in the same folder as this manual. Uncheck the Windowed option and press Okay. Then run Blastorama.exe to begin playing in full screen.

## Support

For technical support, please visit the Satellite Moon website at [www.SatelliteMoon.com](http://www.SatelliteMoon.com), or send an e-mail to [Support@SatelliteMoon.com](mailto:Support@SatelliteMoon.com)

In any correspondences, please reference the version number displayed in the lower right hand corner of the Copyright Notice Screen. The Copyright Notice Screen is the first thing displayed when Blastorama.exe is launched.

## Requirements

- Windows 95, 98, ME, 2000, or XP
- 350mhz Processor
- 15MB Free Disk Space
- 3D Accelerator w/ Alpha Blending
- DirectX 8.0

## Credits

### Design

- Isaac Vanier

### Levels

- Isaac Vanier
- Zoey Ball

### Backgrounds

- Brian Anderson

### Art

- Nick Robalik
- Zoey Ball

### Programming

- Isaac Vanier

### Beta Testers

- Zoey Ball
- Malc Adams
- Tom Moss
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- Seth Moore
- Zack Moore
- Geoff Howland
- Vivian Sylvestri

**Sound Effects**

- Castles Music Productions