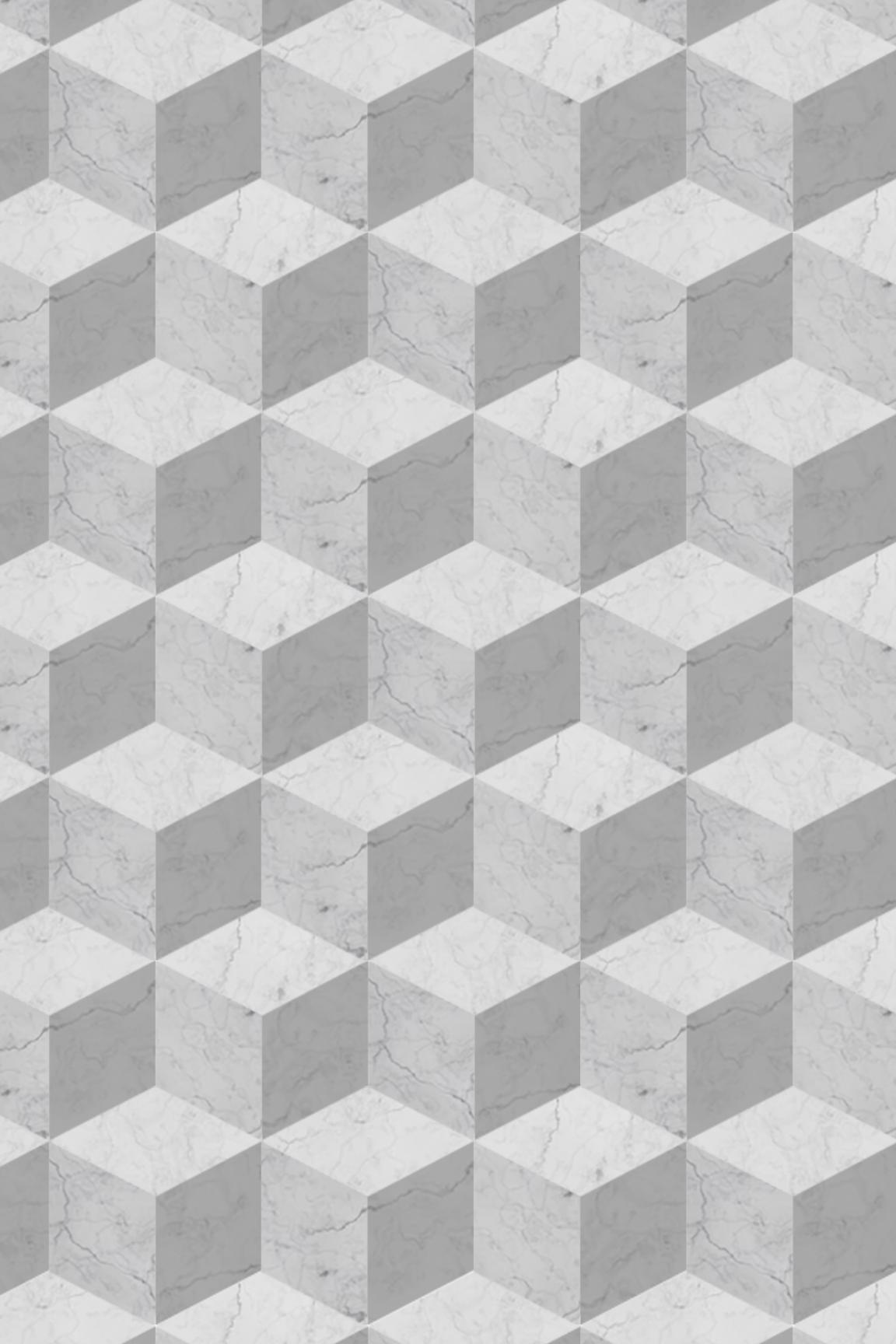


MoonRock Software Inc.

QBOMB REMASTERED



Game Manual



QBob: Remastered

Game Manual

MoonRock Software Inc.



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MoonRock Software Inc.

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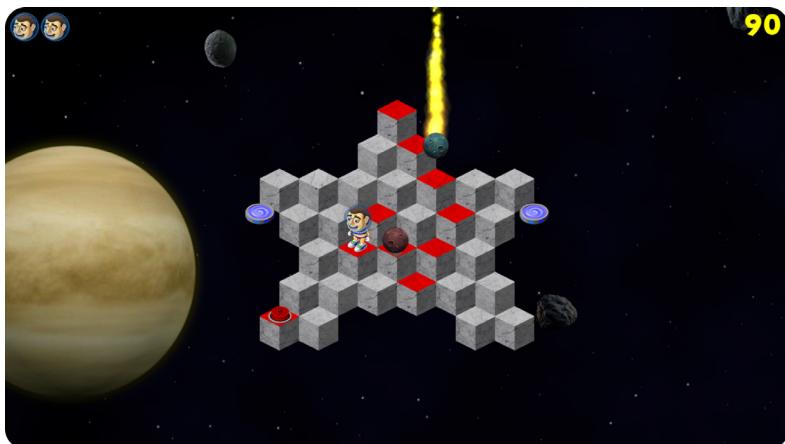
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QBob: Remastered is an action game, filled with strange space landscapes and bizarre, deadly alien creatures. Prepare to have your nerves jangled and your senses overloaded: the only sound you can hear is the beating of your own heart... until you hear your helmet cracking...

How to Play QBob

In *QBob: Remastered* you assume the role of QBob, a space surveyor charged with marking several strangely shaped asteroids for demolition. In order to complete his survey, QBob must change all of the asteroid's cubes to the level's target color. This is accomplished by having QBob jump on each of the cubes. Every time QBob lands on a cube, that cube's color will change until it reaches the final target color.



On many levels, this target color can only be reached by jumping on the same cube multiple times. The level's target color can be identified by looking at the color of **The Big Red Button's** cube.



Once QBob has successfully colored all the cubes to the correct target color, **The Big Red Button** will begin flashing, announcing that the asteroid is ready for demolition. QBob must then jump on **The Big Red Button** to trigger the self-destruct sequence and drop in QBob's **Rocket-Pad**.

QBob will have ten seconds to jump on to the **Rocket-Pad** and escape the asteroid before it self-destructs. If QBob fails to make it, he will lose a life, but if he succeeds he will be awarded bonus points based on how quickly he finished his job. Mmmm... bonus points! **You can see QBob's current score in the upper right corner of the screen.**



Seems simple enough, right? Unfortunately for QBob, he is not alone. He will be antagonized by a wide array of alien enemies, all of which are bent on QBob failing his task! These aliens have a variety of means to stop QBob: they will chase him down, fire rockets, try to electrocute him, and even attempt to abduct him with a tractor beam.



There is one special enemy named **Agent Roswell Coverup**. He will undo QBob's progress by reverting the cubes' colors back to their initial state. You will learn to *really* hate this guy. Fortunately, Roswell is easily dispelled by simply touching him. However, you would be wise to avoid all of the other creatures on the screen. Any contact, no matter how brief, will cause QBob to lose a life. **You can keep track of how many lives QBob has remaining with the life indicators in the upper left corner of the screen.**

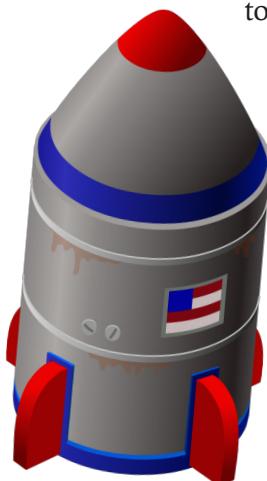
Space can be quite frightening, right? Never fear, QBob has some fancy tricks up his sleeves too! Technically, QBob does not have "sleeves" per se. It is, of course, a figure of speech. But, if he did have sleeves, rest assured they would be filled with a cavalcade of insane trickery! For now he's limited to three or four moderately good tricks and that should be enough for the job.

Firstly, if QBob gets cornered, he can always jump to a nearby telepad and press ACTION to escape to the matching telepad located elsewhere on the asteroid.



Secondly, there are also several power-up items that will magically appear on the asteroid every so often. There's a defensive **Shield**, which prevents enemies from harming QBob. He can pick up **Paint Grenades** which can explode and frighten off aliens with the added bonus of painting nearby cubes. The **Paintgun** can be fired at cubes to change their colors from a distance. Finally, QBob can gain more lives by picking up a **1-up Heart**. All of these items are explained in detail later in the chapter called **Power Ups**.

As QBob progresses further out into the distant reaches of the Solar System he will face increasingly difficult challenges including discovering the unknown source of the mysterious asteroids. Every few levels you will get a break from the action and will be treated to a brief intermission cutscene. These intermissions can be skipped by pressing the ACTION button, but if you do that, you might miss out on some exciting water cooler conversation tomorrow at the office.



If you can survive through nineteen levels, you will eventually face a final boss level. This asteroid will offer a unique challenge, but we will leave it to you to discover what awaits! If you can succeed in this last challenge, QBob will have saved the Solar System and might even get a few days of R&R on the tranquil space beaches of Titan!

Main Menu

Since the dawn of the Space Age every mission outside of the bounds of Earth's gravity has begun in the same manner: with a Main Menu. Even Yuri Gagarin—while awaiting launch, lying in tense repose in his Vostok 1 capsule—was given the choice of borscht or Salisbury steak. John Glenn was said to have chosen the cheeseburger combo, but he asked for his pickles on the side. Pfft! Americans, always with our individualistic demands!

Fun fact: Laika the dog was actually the first Earth creature to fly in space. She was also the first Earth creature to die in space—something you bear in mind if you plan on playing *QBob: Remastered* in hard mode.

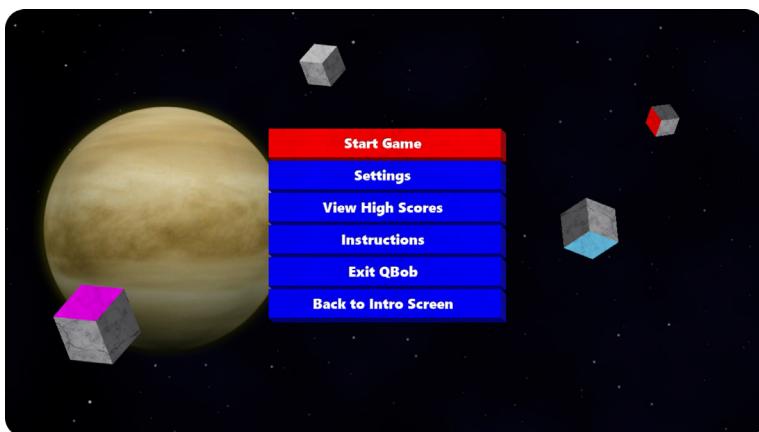
When you first run *QBob: Remastered* you will be greeted with the MoonRock Software Inc. company logo¹ and then the game's title screen. Press any button (keyboard, gamepad or mouse click) to go to the Main Menu. From the Main Menu players can start a new game, adjust game settings, and other actions.

The buttons can be pressed by LEFT CLICKING them with your mouse pointer. You can also navigate the menus using either the keyboard or a gamepad. With a keyboard, use your arrow keys to change which button is highlighted, then press the ENTER key (RETURN key on Mac) to trigger

¹ If the five seconds of logo screen time becomes too much for you to bear, you can press any button to skip past this screen.

the selected button. Gamepad users can use the D-PAD to navigate and the A BUTTON to select an option.

Some menu options like Settings will open up a sub-menu. Menus within menus? It's kind of like that movie Inception but with fewer musical numbers. When in a sub-menu, as a shortcut you can either press the ESC key on your keyboard, the B BUTTON on your gamepad, or your RIGHT MOUSE BUTTON to return to the previous menu.



Start Game

If you want to jump right into the action, hit this button. This starts a new game of *QBob: Remastered*.

As you progress further in the game, you will unlock the ability to start your game at higher levels. The first such checkpoint is at Level 4. When this happens two new arrow buttons will appear to the left and right of the Start Game button. Hit these buttons to change the starting level, then click the center button to start the game at the specified level.



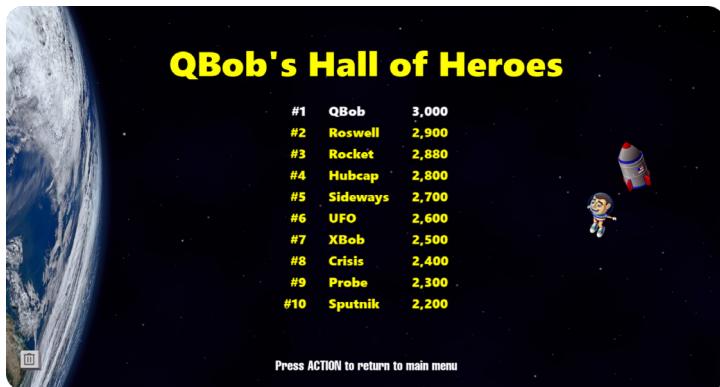
You can also use the left and right keyboard arrows (or your gamepad's D-PAD left and right) to cycle through the starting levels.

Settings

This button will take you to the **Settings Menu** through which you can adjust the game's difficulty, appearance, controls, and sound levels. See the next section for more details (we call this "foreshadowing" in professional game manual jargon).

View High Scores

View High Scores brings up a list of the highest scores reached while playing *QBob: Remastered*.



If you should ever wish to reset the high score tables to their initial values, a tiny trashcan button will appear in the lower left corner on the High Score Page. Clicking it will prompt you to clear the list.

Instructions

Select this to view a truncated, *Cliffs Notes* version of this instruction manual from within the game. On the **Instructions** screen you can press right or left to navigate through the pages or use the buttons at the bottom of the screen. Press ESC or the B BUTTON to return to the settings menu.

Exit QBob

This will close *QBob: Remastered* and return you to your boring old operating system's desktop². Note that upon exiting the game, your current game settings and high score listings will be saved for the next time you run the game.

Back to Intro Screen

If the vast array of choices on the Main Menu seems too overwhelming, you can return to the initial Intro Screen and watch QBob as he floats effortlessly across the glowing horizon of Planet Earth.

The image shows the introductory screen for the game. It features a central text area with a yellow border containing game instructions and illustrations. On the left, there's a cartoon character of QBob in a spacesuit, with a callout 'You control QBob'. Below him is an alien character with a speech bubble 'Avoid the enemy characters!'. On the right, there's a red button labeled 'The Big Red Button' and a circular platform labeled 'The Rocket-Pad'. At the bottom, there are two blue buttons: 'Exit Help' on the left and 'Next' on the right. The central text reads:

QBob is an action game, filled with strange space landscapes and bizarre, deadly alien creatures. Prepare to have your nerves jangled and your senses overloaded: the only sound you can hear is the beating of your own heart... until you hear your helmet cracking...

The goal of the game is to make all of the cubes on an asteroid the same color. You may have to jump on the cubes several times to get them to the goal color. You must then jump on the flashing Big Red Button. This will sound an alarm, and you will have approximately ten seconds to get to your rocket-pad before the asteroid explodes!

While completing this task, various aliens will attack you or otherwise try to stop you. You must not touch these aliens unless you have a shield! One character, Agent Roswell Coverup, will attempt to reverse your coloring of the cubes. You may jump on him to send him away (even without the shield).

Note: This cube indicates the goal color of the level.

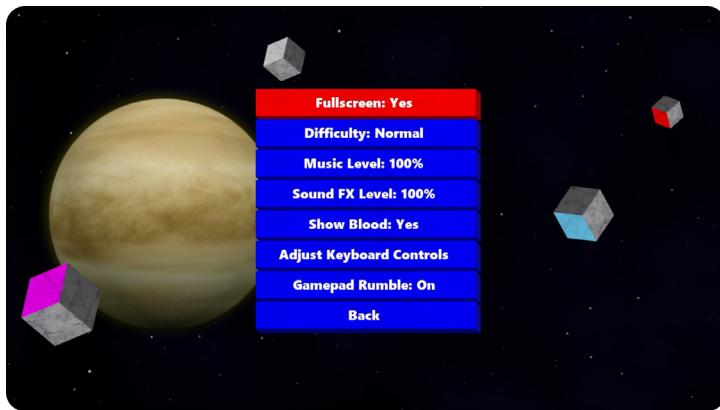
This is Roswell. He's super annoying but he won't kill you if you touch him.

The short attention span version of this manual

2 This option is not available on mobile versions of the game. If that's the case, use your device's default method for closing down applications.

Settings Menu

Activating the **Settings** button from the **Main Menu** will take you to the Settings Menu. The items in this menu will adjust the look, feel, and sound of *QBob: Remastered*—catering your unique personal preferences. Your settings choices will be saved and remembered next time you open *QBob: Remastered*.



Each of these items can be toggled by hitting the buttons. You can also use left and right to adjust many of them.

Fullscreen: On/Off

This toggles whether *QBob: Remastered* will take up the entirety of your screen or whether it will appear within a window. If you are playing in windowed mode you can drag the window smaller or larger by clicking and dragging the edges of the window.

Difficulty: Easy/Normal/Hard

I don't know if you know this, but video games can be tough. I get it. We're all geezers here at MoonRock Software Inc. and sometimes the old reflexes ain't what they used to be. To help us old fogies out, there are three levels of difficulty in *QBob: Remastered*. But because nothing in life is free, if you choose an easier setting, you will not be awarded as many points for your accomplishments!

Easy: In this mode QBob moves faster and the enemies are slower and fewer in number. Also, QBob is not allowed to jump off of the asteroid.

Normal: Good old vanilla QBob with an average player speed, average enemy speed, and an average amount of threats. Middle America would be proud! Be warned: QBob will die if he jumps off the asteroid.

Hard: QBob moves even slower and the enemies are faster and more abundant in number. Recommended only for those with a strong constitution!

Music Level

Here you can adjust the volume level of the in-game music from full volume (100%) to no music at all (0%). But let us ponder: is a life without music even worth living? Well, if that music is The Dave Matthews Band then perhaps so.

Fun Fact: If you are enjoying the music of *QBob: Remastered* consider buying the soundtrack album! Available as a digital download on both Steam³ and Bandcamp⁴.

With this setting, you can also use the Left and Right keys and gamepad D-PAD buttons to adjust the volume level.

³ https://store.steampowered.com/app/3799850/QBob_Remastered_Soundtrack/

⁴ <https://martianlaw.bandcamp.com/album/qbob-remastered-ost>

Sound FX Level

Adjust the overall volume level of the various sound effects in the game from 0% to 100%. These SFX include all the bleeps and bloops and screams and explosions and oh, the humanity!!... ahem. But I digress... You can also use the Left and Right keys and gamepad D-PAD buttons to adjust this level.

Show Blood: Yes/No

Show Blood toggles the display of tasteless violence that, in the tradition of many modern video games, adds "nothing" to the game play, whatsoever. We put it in anyway, though. Just in case.



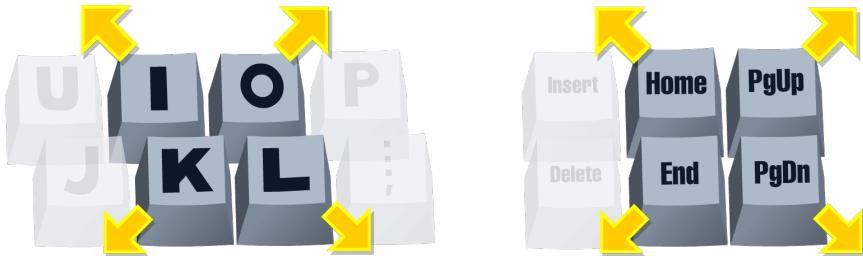
Adjust Keyboard Controls

If you are using a computer keyboard to play *QBob: Remastered* (and we highly recommend that you do!), you can change which keys control QBob's actions. Activating **Adjust Keyboard Controls** will take you to another sub-menu in which you can change your controls.

In this sub-menu there are five buttons: four for QBob's diagonal jumping directions and one for QBob's ACTION key. Hit a button and you will be prompted to enter the new key that you wish to assign that action. The default configuration is I, O, K, L for movement (Up Left, Up Right, Down Left and Down Right, respectively), and SPACE for QBob's ACTION button. If you decide not to change the key, press ESC to abort.

Press the **Return to Settings** button when you are satisfied with your changes.

If you are using an extended keyboard that includes a number pad, we highly recommend setting your movement keys to HOME, PAGE UP, END, and PAGE DOWN. These keys form a nice little square layout that is perfect for the diagonal movements of QBob.



Alas, these days many modern computer keyboards do not include these extra keys. Yes kids, we had it good back in Ye Olden Days! I remember spinning up the Victrola, sipping a sarsaparilla phosphate, and tapping away at the numpad to our heart's content?

Gamepad Rumble: On/Off

QBob: Remastered uses gamepad rumble at various points of the game to help heighten the immersion of the experience. When rumble is on, you will feel the raw, unbridled power of a rocket launch, the thrilling boom of a grenade explosion, or the slight bloop of a button press! For some, this level of intense realism might be too much. If that is the case, turn **Gamepad Rumble Off**!

Fun fact: While in-game, you can hit the SELECT button on your game controller to toggle rumble.

Controls

QBob can jump in the four diagonal directions: Up left, Up right, Down left and Down right. He also has an ACTION button which will allow QBob to use teleporters, fire the Paintgun, or drop Paint Grenades (see the next section). You can control QBob with either the keyboard, the mouse, or a gamepad.

Keyboard

Pressing the appropriate keys on your keyboard will make QBob jump in the assigned direction. **By default, the jump keys are assigned to I, O, K and L.** This may seem odd to players who are used to using WASD controls in other games, but it makes perfect sense if you think of the key layout as a box with four diagonally oriented corners rather than a cross.

If the default layout doesn't work for you, remember the keyboard can be reconfigured from the SETTINGS menu (see **Adjust Keyboard Controls** in the previous section).

The default key to trigger ACTION is the SPACEBAR. This can also be reassigned in **Settings**.

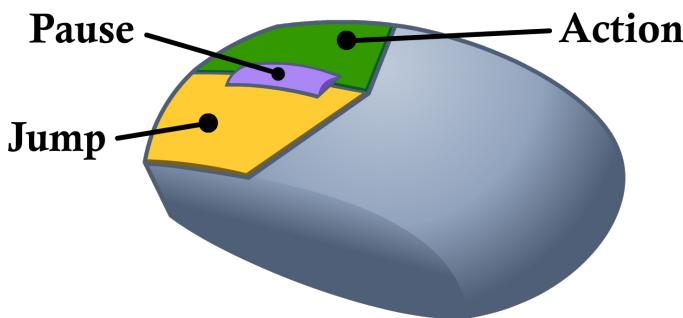


Anytime during a game you can press the ESC key to bring up the in-game menu and pause your game.

Mouse

Players can also use their mouse to control QBob. Pressing the LEFT MOUSE BUTTON will cause QBob to jump towards the location of the mouse cursor. The mouse cursor will indicate the direction that QBob will jump based on its position relative to QBob. If your cursor is below QBob and to the right, the cursor arrow will point down right, and QBob will jump down and to right when you press the button.

With a mouse, you can trigger QBob's ACTION by pressing the RIGHT MOUSE BUTTON.



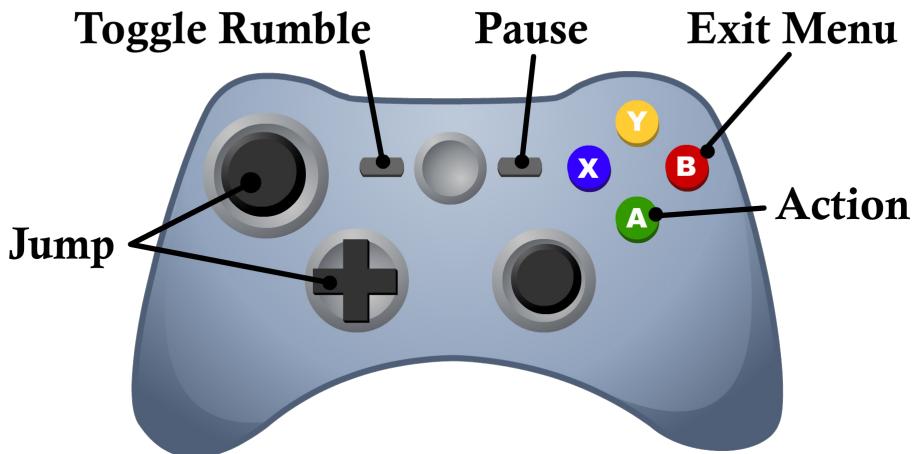
You can also trigger QBob's ACTION by clicking QBob's belly. This patent-pending "Belly Click" technology is useful if your mouse has only one button. When hovering your mouse pointer over QBob's belly, the cursor icon will change to reflect the specific ACTION that will be performed.

Finally, if you are so lucky as to have a MIDDLE MOUSE BUTTON, aside from reveling in the transcendent joy of mouse button abundance, you can also use it to bring up the in-game menu and pause the game.

Gamepad

QBob: Remastered's gamepad support was designed with Xbox controllers in mind. Playstation type controllers should also work fine but some of the button names are different. Use this handy translation guide for reference:

Xbox Controller Name	PS Controller Name
A Button	Cross Button
B Button	Circle Button
Start Button	Options Button
Select Button	Press the Touchpad Down



The LEFT ANALOG STICK or D-PAD will control QBob's movements.

The A BUTTON will trigger QBob's ACTION.

The START button will bring up the in-game menu and pause the game.

The SELECT button will toggle rumble while in-game.

The B BUTTON exits out of various menu screens.

Action Button

QBob, being a man of action, also has an ACTION button. This button will trigger teleportation pads, fire the paint gun, drop paint grenades, and, most importantly, allow the player to skip cutscenes!

Teleportation

Pressing ACTION while QBob is standing on a telepad will cause him to be teleported to the matching telepad elsewhere on the level. This is a great way to evade enemies and impress your neighbors.



Note that due to cross-dimensional interference, you cannot drop **Paint Grenades** or fire the **Paintgun** while standing on a telepad.

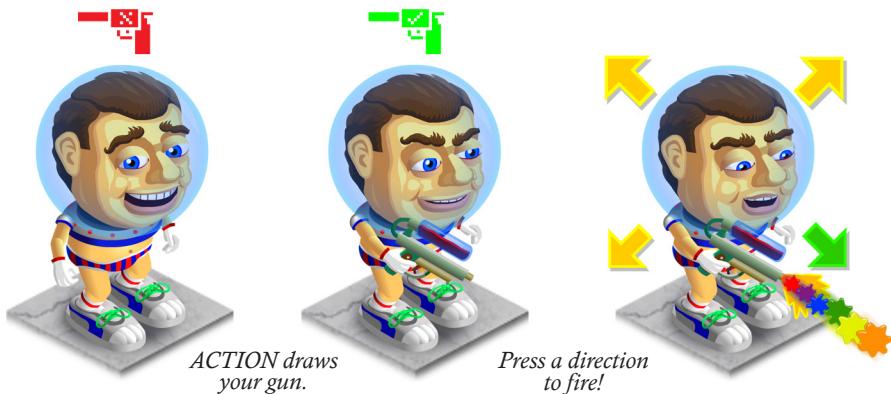
Dropping Grenades

If QBob can manage to grab a pair of Paint Grenades, you can press ACTION to drop two grenades towards any enemies below! When QBob is holding **Paint Grenades** a small grenade icon will hover over his head. If you manage to hit an enemy, the grenade will explode into a cloudy mist of color causing nearby cubes to change to their next color. As an added bonus, the explosion will also frighten the enemy away! Don't worry, they'll be fine. You're just sending them to a farm upstate for a little quiet time.



Firing the Paintgun

Firing the **Paintgun** is a two-step process. First press ACTION to draw your gun, then press a direction towards which to fire your gun. A magical paint pellet will shoot out in the chosen direction and color any cubes it passes to their goal color.

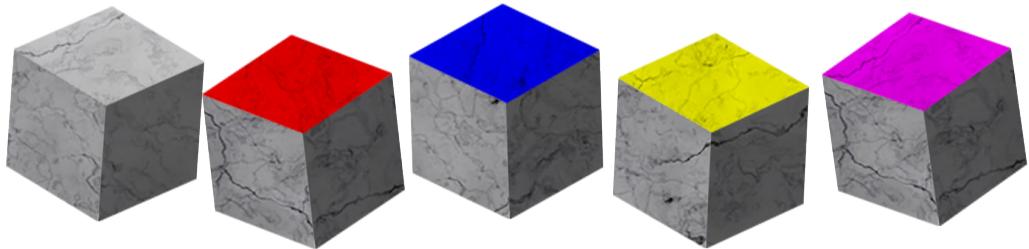


While your gun is drawn, if you press ACTION again, QBob will holster his gun for later use. However, don't wait too long because if you lose a life while carrying the **Paintgun**, you will no longer have it when you respawn. You will know that QBob has the **Paintgun** when the gun icon appears over his head.

Environmental Objects

Cubes

The asteroids QBob has been assigned to demolish are divided into small cube-shaped pieces. That seems rather odd, wouldn't you agree?



During his survey, QBob marks each cube one or more times. Once he has surveyed the entire asteroid, you must demolish it by pushing **The Big Red Button**. It's the scientific way!

The Big Red Button

This button is what QBob uses to trigger the demolition of the current asteroid. Initially it is disabled and will do nothing if QBob jumps on it. However, once all the cubes on the asteroid have been surveyed and changed to the level's target color (as indicated by the color of the cube on which The Big Red Button is attached), the button will



begin flashing. At that point QBob must hurry to the button to trigger the self-destruct sequence. An alarm will sound and he will have ten seconds to evacuate the area before the explosion. No dawdling!

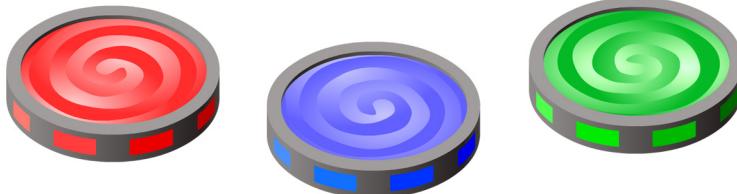


Rocket-Pad

This spinning platform will take QBob away from the soon-to-be demolished asteroid and to the next asteroid for him to survey. The **Rocket-Pad** will not arrive in the area until he calls it by pushing **The Big Red Button**.

Telepads

These glowing platforms have been placed among the asteroids to help QBob move around when surveying for demolition. Telepads will teleport QBob to the other telepad of the same color. To activate a telepad, jump on it and hit the ACTION button. Telepads offer QBob a quick escape if he's ever cornered or if the asteroid is overwhelmed by a meteor shower.



Power Ups

Shield



Every once in a while, a care package from QBob's employers may appear on the asteroids. When picked up, this package will give QBob a life-saving portable force field which can protect him from the dangers surrounding him. In fact, many other characters will be intimidated by the glow: try to scare them off the asteroid. Be careful, though; the energy pack for the shield doesn't last very long. Also, the Shield cannot help QBob if he falls off the asteroid!

1-up Heart



When QBob reaches certain levels of accomplishment, some unknown force sees fit to reward him with the opportunity for extended life! A mystical symbol will appear which will give QBob an extra life when collected. These are rare gifts indeed. Grab them when you can!

Paintgun



QBob can use this item to help him survey the asteroids. When the gun is fired in some direction, all the cubes along the diagonal are painted to the goal color. You can draw and holster the gun by pressing the ACTION key. Once QBob has drawn the gun, press the key corresponding to how you would normally jump, and QBob will fire the gun in that direction.

Paint Grenade



After picking up these, QBob will pull the pins and throw two paint-filled grenades when you press the ACTION key. These grenades cause a harmless explosion when they collide with aliens, but it is enough to intimidate them into leaving. The resulting explosion will paint any adjacent cubes with their next color.⁵

⁵ Unlike the Paint Gun which changes cubes to the target color, Paint Grenade explosions only advance the cubes one color forward.

Enemies

UFO

(a.k.a. Top Secret USAF Case XJ-605B5)

This alien lifeform is very curious, and not shy, so watch out! It may want to see what QBob looks like with his helmet off! **UFO** will leisurely patrol the asteroid looking for QBob. If QBob gets too close, **UFO** will quickly start to zero in on his prey.



Probe

(a.k.a. Top Secret USAF Case FG-874C3)

Probe is quite an ingenious alien and has an affinity for mechanical gadgets. Don't get too close to it and its toys though, or you might be "shocked" by what you see! It moves much like **UFO**, but its reach can extend to the left and right of its current location.



Fun Fact: Both **UFO** and **Probe** cannot harm QBob when they are flying towards the asteroid. It is only after they land that they pose an active threat.



Agent Roswell Coverup

A former FBI agent specializing in UAP⁶ reports, Roswell is devoted to his job. Unfortunately, his job is so top secret that even he doesn't know what he's doing. Roswell emerges from nowhere and when intimidated, quickly vanishes without a trace.

NOTE: Roswell is the only enemy who won't hurt you if you touch him.

Meteors

Chance of showers today: 100 percent! Meteor showers, that is. Be careful! One hit on that Plexiglas helmet and QBob is people pâté!!



Sideways Twins (a.k.a. Top Secret USAF Cases ZT-731K0 & ZT-731K1)

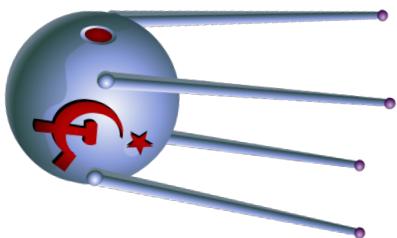


What can one say about two disgruntled alien twins who disregard all evidence of gravity and throw silent but lethal tantrums when anyone gets in their way? Not much more than that, really.



Sputnik

When it was launched in the late fifties, **Sputnik** became the first man-made object to be shot into space...if you're not careful it could be the last man-made object you see! Be mindful of its large splash damage radius when it strikes the side of the asteroid!

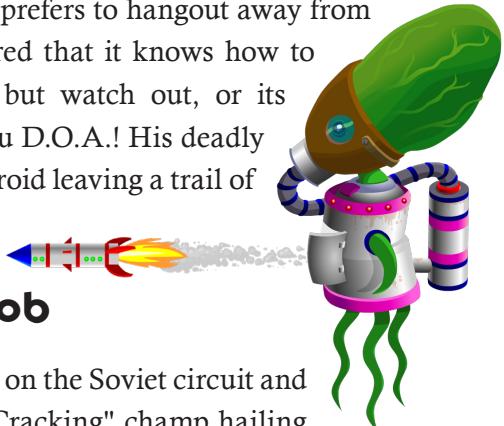


6 Unidentified Anomalous Phenomena

Crisis

(a.k.a. Top Secret USAF Case XM-12TR25)

Never the socializing type, this alien prefers to hangout away from the bustling crowd. However, be assured that it knows how to handle a long-distance relationship... but watch out, or its C.O.D. "care" packages might make you D.O.A.! His deadly missiles zip horizontally across the asteroid leaving a trail of smoke and destruction in their wake!



XBob

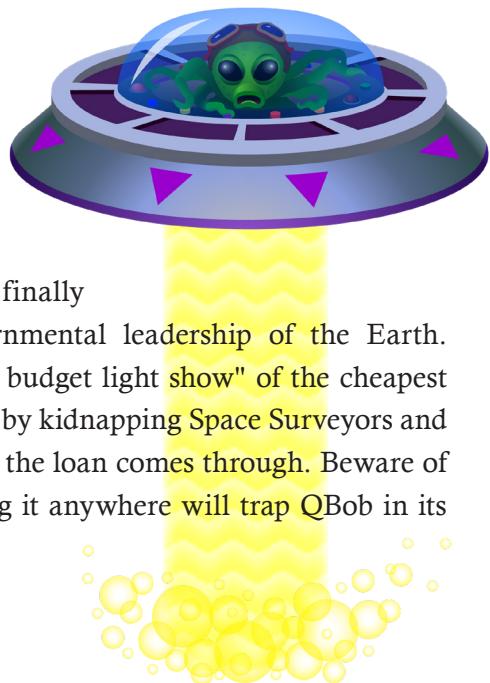


A professional wrestler on the Soviet circuit and "Heavyweight Helmet Cracking" champ hailing from Dimension X, **XBob** was brought into our universe through a teleporter mishap. He matches QBob in his ability to use **telepads** but far surpasses him in his capacity for evil. **XBob's** sole goal in life is to wrestle QBob into submission, which wouldn't be all that bad, except in Dimension X professional wrestling is real!

Hubcap

(a.k.a. Top Secret
USAF Case ID-444444)

Having run out of vagrants and untrustworthy loners to use in their experiments, the crew of this vessel have finally turned their efforts towards the governmental leadership of the Earth. Unfortunately, unable to match the "big budget light show" of the cheapest of B-movie flops, they've decided to start by kidnapping Space Surveyors and work their way up to the President when the loan comes through. Beware of **Hubap's** glowing tractor beam. Touching it anywhere will trap QBob in its inescapable grasp!





No, you're not battling punctuation. There are reports of a massive gravitational disturbance just beyond the rings of Saturn. We have yet to identify the source. Proceed with extreme caution! This final enemy is cunning, relentless, and "armed" with more than just tentacles.



About MoonRock Software Inc.

MoonRock Software Inc. was formed in the mid-nineties by John Burgess, Robert Gomez and Craig Link. A few years earlier the three were all roommates at University of Illinois at Urbana-Champaign.



QBob began development as a side project that John had started in order to teach himself object oriented programming and C++. His idea was to start by creating a video game using the simple mechanics of a classic arcade game. He enlisted the help of Robert to create graphics and music assets and *QBob* began to emerge. The program moved a little beyond being a simple side-project and that was when Craig was brought in with his more advanced knowledge of Windows programming and professional development.



Over the course of a year or so we managed to finish *QBob* and decided to release it to the world at large. We incorporated as MoonRock Software Inc., set up a Website (which remains largely unchanged to this day), and began selling *QBob* on this new thing called The Internet.

QBob was distributed as shareware. Players could get the first six levels for free and then pay us for a registration code that would unlock the remaining fourteen. The shareware version was distributed on various FTP sites and eventually even made it onto some of those pack-in CDs that would come bundled with computer magazines.

Notably, a full-version was released in Germany on CD called *Fun Price Games Vollversion - QBob* from which we probably never made much money, but it's the closest thing to a physical version of *QBob* that exists. Most of the time we would package the game onto two 3.5" floppies and mail them out to customers. This continued until the early aughts when the sales dwindled down to a trickle. *QBob* registration codes can still be purchased, but getting the game to run on anything after Windows XP can be a bit of a challenge.

Since the release of *QBob* we toyed around with a couple of game ideas, but they never quite went anywhere. Our lives went on. History became legend. Legend became myth. And for two and half decades, *QBob* passed out of all knowledge. Until, when chance came, Robert learned to code.

Over the intervening years, Robert would occasionally suggest that, now that he had all these advanced tools for graphics, animation, and music, MoonRock should create an updated version of *QBob* that ran on modern



computers. This never took off, but ever undaunted, Robert started tinkering with the program *Gamemaker Studio* to see if he could handle some of the programming duties that would be required for an updated game. Much to his own surprise, by using old *QBob* graphics and music he managed to get a decently working version of *QBob!* At that point he decided to just go ahead with what would become *QBob: Remastered*.

Development took about nine months and involved creating all new graphics and animations using vector-based illustration tools. The old MIDI music was rewritten in a modern DAW (*FL Studio* if you're interested) with more robust arrangements and higher quality instrumentation. All of the sound effects were updated and John even went back in the booth to record more dialogue for the final boss battle (which, admittedly, is our favorite part of the game). Much of the game-play was revamped: everything moves faster, the enemies are smarter, and there are other fun additions. In the final few months of development Craig and John were brought back into the fold and we've been working on multiple platform support, testing, refining, and lots of tweaking.

As of this writing, we are getting set to release *QBob: Remastered* in a few weeks. We hope you will enjoy the game as much as we have enjoyed creating it. Thanks!

