

 XBOX 360

de blob²

INSTRUCTION BOOKLET

THQ

Vimm's Lair

! WARNING Before playing this game, read the Xbox 360® console and accessory manuals for important safety and health information. Keep all manuals for future reference. For replacement console and accessory manuals, go to www.xbox.com/support.

Important Health Warning About Playing Video Games

Photosensitive seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms, including lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures. The risk of photosensitive epileptic seizures may be reduced by taking the following precautions: Sit farther from the screen; use a smaller screen; play in a well-lit room; do not play when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

PEGI ratings and guidance applicable within PEGI markets only.

What is the PEGI System?

The PEGI age-rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE it is not a guide to gaming difficulty. Comprising two parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:



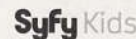
The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age-rating of the game reflects the intensity of this content. The icons are:



For further information visit <http://www.pegi.info> and pegionline.eu

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Vimm's Lair

Xbox LIVE

Xbox LIVE® is your connection to more games, more entertainment, more fun. Go to www.xbox.com/live to learn more.

Connecting

Before you can use Xbox LIVE, connect your Xbox 360 console to a high-speed Internet connection and sign up to become an Xbox LIVE member. For more information about connecting, and to determine whether Xbox LIVE is available in your region, go to www.xbox.com/live/countries.

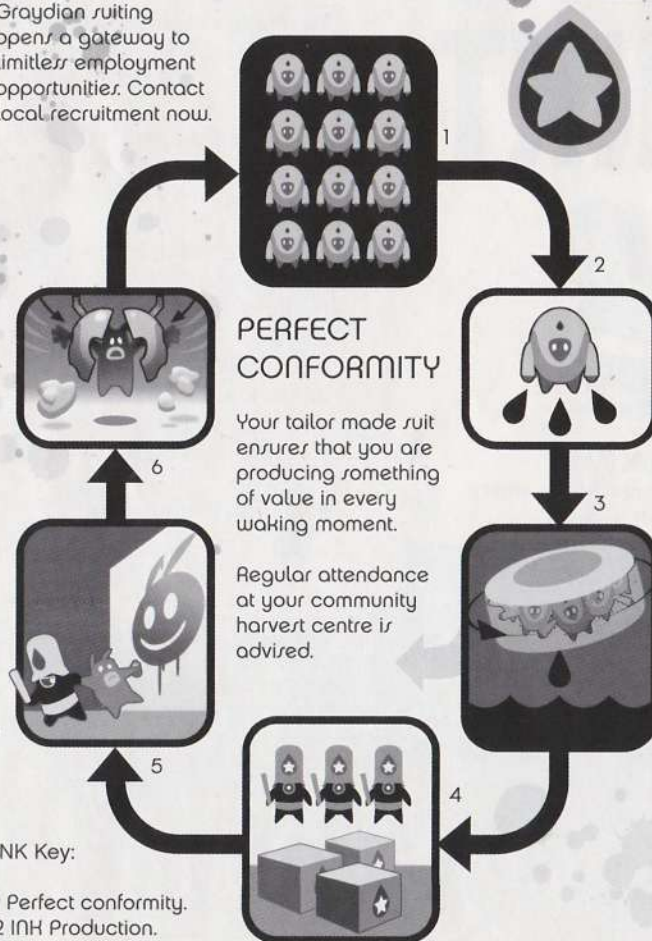
Family Settings

These easy and flexible tools enable parents and caregivers to decide which games young game players can access based on the content rating. Parents can restrict access to mature-rated content. Approve who and how your family interacts with others online with the Xbox LIVE service, and set time limits on how long they can play. For more information, go to www.xbox.com/familysettings.

INKT Corporation

Making the
world a more
ordinary place

Graydian suiting
opens a gateway to
limitless employment
opportunities. Contact
local recruitment now.



INK Key:

- 1 Perfect conformity.
- 2 INH Production.
- 3 INH harvest.
- 4 INHT manufacture.
- 5 Social control.
- 6 Graydian employment.

Under new ordinance, breakdancing is now a capital crime.



Vimm's Lair
3

Welcome to the INKT Corporation

INKT



COMRADE BLACK

Our leader knows what's best for you.



BLOB

Dangerous colour criminal. Do not be fooled by his easy-going appearance.



PINKY

Blob's flying robot accomplice. Careful, she is armed and 53% dangerous.



COLOUR UNDERGROUND

Illegal colourist organisation.

Welcome citizen to your new life under the **INKT Corporation**. Our leader **Comrade Black** has ensured that you need never worry again. In fact, now that you are part of the grand Inky plan, you need never think at all.

This is a **classified document**. It details the activities of an illegal colourist organisation. Reading this handbook is **NOT RECOMMENDED**. If you have already done so, please report to your nearest Inky police station for immediate inkwashing.



Have a gray day.

Getting started



3D Settings

PLAY DE BLOB 2 IN 3D.

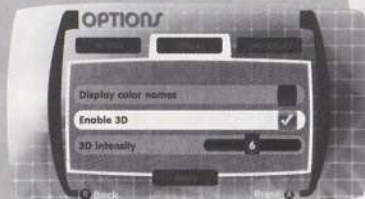
de Blob 2 supports game play in stereoscopic 3D. You must have a compatible television.

Changing display to 3D. To enable 3D display, go to the Options menu from the Main Menu and select the Visual Options tab. Check the "Enable 3D" box.

Note: This setting is not saved, and must be reenabled with each game session. You cannot change to 3D display from the in-game Pause Menu.

COMPATIBLE TVS

In order to play Blob in stereoscopic 3D on your Xbox 360, you must have a compatible television that is capable of side-by-side 3D stereoscopic display.



INKT will erase all of your worries, cares and independent thoughts.



Menus

Main Menu

PLAY

Single player story levels.

BLOB PARTY

Split screen co-op levels.

UPGRADES

Buy upgrades for Blob and Pinky in the story mode.

OPTIONS

Change Audio, Visual and Gameplay settings.

EXTRAS

View unlocked Movies and Galleries.



Pause Menu

CONTINUE

Resume play.

GOAL

Your current mission.

PROGRESS

Check Awards and Collectibles.

OPTIONS

Audio, Visual and Gameplay options.

QUIT CHALLENGE

Quit current bonus challenge. (You cannot quit a story challenge.)

RESTART

Restart the current level

QUIT GAME

Go back to the main menu. You can resume your game from your last save point.



Map screen

This is Prisma City. The flashing Pinky icon indicates your next level. You can also replay previous levels.

The **Level Select screens** show your previous high scores and awards. You can also select **Blob's Mood** for the level you are about to play which changes the music soundtrack.

How to play

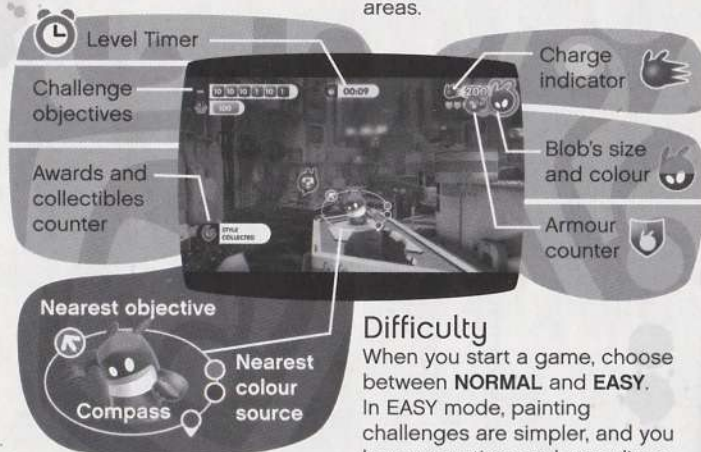
Blob's mission

Blob and Pinky are on the trail of Comrade Black. They must find him and stop him before time runs out. Complete the red story challenges in each level to unlock transform engines. Target and slam the transform engine to open the way forward.

Finishing a level

Once the main mission in each level is complete, Blob can do bonus challenges, or he can exit the level and continue his search for Comrade Black.

Roll up to the Pinky icon and press **A**. Select exit to finish the level. Pinky can also fly Blob to previous areas.



Difficulty

When you start a game, choose between **NORMAL** and **EASY**. In **EASY** mode, painting challenges are simpler, and you have more time and more lives.

Saving your game

de Blob 2 automatically saves your progress at key moments. Do not press the Power button during an autosave or your current progress will be lost.

If you lose all of your lives or if the level timer runs out, you can continue from your last save point. If you quit the game you can reload from your last save point by selecting the same level. If you choose to play a different level, your save progress in your existing level will be overwritten.



Controls

Blob (Player 1)



Move Blob	Left stick
Air-steer	Left stick (when Blob is in mid-air)
Jump	A
Wall run	Hold A (when jumping on walls)
Wall jump	A while wall running
Target	Hold LT
Slam attack	Target and A
Charge attack	Target and RT
Change target	Right stick
Change target type	RB
Brake/Fall	RT
Shrink in water	RT in water
Increase to max size	RT in colour pool
Avoid hypnodisc	Hold RT
Move camera	Right stick
Centre camera	Click the Right stick button or LB
Compass	Y
Pause menu	START
Resume play	BACK
Confirm (in menus)	A
Back (in menus)	B

Pinky (Player 2)



Aim	Left stick
Fire	A or RT
Paint the ground	X and RT

How to succeed

GETTING COLOUR

Blob needs **colour** for everything he does. **Paint points** allow him to paint buildings, defeat enemies and enter landmarks. If he is hit by an enemy, he will lose paint points. **If he reaches zero, he will die!**

Colour pools

Roll into a colour pool to get paint. Press **RT** to absorb paint quickly.

Paintbots

Target a Paintbot and attack it to absorb its colour. Each Paintbot gives Blob 10 paint points. Hit different-coloured Paintbots to mix Blob's colour. Blob often needs to be the right colour to complete challenges, operate colour switches, and defeat certain enemies.



SPECIAL MOVES

Charge attack

Target with **LT** and then press **RT** to charge attack through enemies and destructibles. Charge attacks cost 80 paint points.

Wall running

Hold down **A** when you jump against a wall to wall-run for a limited time.

Wall jumping

When wall running, press **A** to jump away from the wall. Direct the jump with the Left Stick. You can also drop off a wall by pressing **RT**.



UPGRADES

Collect Inspiration to give Blob ideas about how to upgrade himself. You can select Upgrades in the main menu, or look out for the upgrade icons in each level. Blob can spend Inspiration on the following:



Size

Add 20 points to Blob's maximum size.



Charge

Reduce the cost of the charge attack by 20 points.



Armour

Increase Blob's armour capacity by 1.



Life

Add 1 to Blob's lives.



Pinky

Increase Pinky's paint capacity.

Game objectives

RAINBOW

Let the good times roll! Use with maximum efficiency to be the correct color in painting challenges.



PICKUPS



Armour – Each armour pickup protects Blob from an enemy attack.



Colour Atoms
These give a bonus to the colour energy score.



Gallery
Gallery pickups unlock artwork in the Extras menu.



Inspiration
Use Inspiration to purchase upgrades in the Shop. If you replay a level, any Inspiration you have already collected will not reappear.



Life
Blob gains an extra life.



Styles
Every style adds a new pattern when painting.



Time
Earn time pickups by rescuing Graydians, completing story challenges or defeating enemies.

POWER-UPS

Target and slam a power up to give Blob a special ability for a limited time:



Transform engine
Blob changes the world around him and opens the way ahead.



Supercharge
Blob can charge attack at no cost.



Rainbow
Blob has unlimited paint and is automatically the correct colour for any challenge.



Haz-Mat
Blob can cross hazards and water without losing his colour. However, he is not immune to enemy attacks.



Wrecking Ball
Blob can crush enemies and sinks in water.



Graviton
Blob drags in everything around him.



Regen
Blob's paint points increase constantly over time.

AWARDS

Paint trees, rescue Graydians and smash INKT objects to increase your score and earn bonus awards. Awards status is listed under the **Pause Menu**.

Multiplayer



PINKY

A second player can join in as Pinky to assist Blob in any story level with her shooting. Player 2 can join in at any time with a second controller.

Use the Left Stick to aim. Press **A** to fire.

Pinky uses paint points as her ammunition. Shoot at Paintbots and colour pools to stock up. Like Blob, she can be upgraded to carry more paint.

Pinky can shoot enemies, smash crates, paint trees, collect time pickups, liberate Graydians, change Blob's colour, rescue him if he is inked, and more.

Pinky can also paint the ground. Hold down **X** or **LT** and move her cursor around the screen.

BLOB PARTY

Two players can join in to play Blob Party and complete special missions against the INKT Corporation. This is a split-screen mode. Player 1's Blob appears on the left side of the screen; Player 2 is on the right.

Time is limited, so finish each challenge in sequence quickly to keep the clock running.

Pressure switches – Pressure switches require one Blob to sit on them.

The player with the highest colour energy score at the end of the mission is the winner. Either way, **INKT loses**.



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