

Gobble Studios Presents:

BackFire

Game Manual

Written by:
Steven van Beelen,
Martijn Broekstra,
Marius Waldhorst
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Introduction

Backfire is a 2D platformer, in which you take the role of “The Dude” as he shoots himself through collection of environments with his massive gun, G.L.O.R.I.A.¹

But there is a catch: He can’t walk, nor jump. Dude never drops his gun and when asked why, he just replies:

“I will NEVER leave my sweet G.L.O.R.I.A. behind!”

The environment has many types of objects, both classical and non-classical for 2D platform games. You’ll be expected to do simple and hard actions to overcome these objects to reach the end.

Don’t be ashamed if you die, because, you will.

Be prepared for a challenge!

¹ G.L.O.R.I.A. :

Grand Loaded Overly Ridiculous Instant Annihilator

How to install

Getting the installation

The game is distributed via our website at:

<http://www.gobblestudios.com/backfire/publish.htm>.

By clicking on Install you will get a setup file for the game.

Requirements

- **Windows XP/Vista/7**
- Windows Installer 3.1 *
- Microsoft .NET Framework 4 Client Profile (x86 and x64) *
- Microsoft XNA Framework Redistributable 4.0 *

** Component will be downloaded and installed automatically when the installation is started.*

How to start Backfire

After installation the game will start automatically.

When you want to play the game you can find it in:

Start Menu -> All Programs -> Gobble Studios (or equivalent depending on you operating system)

How to uninstall Backfire

The game can be uninstalled via the Windows software repair/removal center in your Control Panel.

Extra installed components, mainly the Microsoft XNA Framework Redistributable 4.0 (not a default Windows feature), can also be removed in this manner.

Gameplay Elements

The game is centered around reaching the end of a Level by using your gun to move toward the 'end door'. In doing so, you will encounter obstacles and enemies which will try to stop you and G.L.O.R.I.A.

The Dude

Health

In the game you will have a certain amount of health depicted in the Health Bar. When your health drops to zero, you will lose a life and need to restart the level.

Lives

You start the game with 10 Lives. Every time you die, you will lose a live from your Live Counter.

There are two ways to die:

- Your health drops below zero
- You fall in the water

When you have no lives left to lose you will be Game Over and will have to start from Level 1.

Heat

Every time the Dude fires his G.L.O.R.I.A., G.L.O.R.I.A. will heat up until it gets overheated.

When this happens, the time between shots will be much greater. This might cause you to fall down.

After a while G.L.O.R.I.A will cool down, which will get her

in her old state again. Hence, it pays off to wait for a while, if G.L.O.R.I.A.'s 'too hot to handle', so you can control her on her best.

Scores and High Scores

In every level a certain amount of coins can be collected, which will translate itself in the increasing of your Score. This Score will be saved if you've completed a Level and every time you come back to that Level, you can see the Highest Score you've had in that Level.

Collectibles

The world is filled with treasures, in the form of coins and health packs. Coins can be picked up by the Dude, and will add up to the Score in the Level. Health packs add Health to your Health Bar, or a Live to your Live Counter.



Environment

Rubber



These platforms are like regular platforms, except the fact they are very bouncy. But be aware, rubber platforms also bounce bullets back.

You don't want to shoot yourself right?

Spike

Do spikes need explanation? Dude doesn't like them, they are pointy, mostly bloody and they sting! What would you think they do huh?



Ice



Dudes friction on ice is very low, so you will slide far. This might seem fun, but not if you fall of the edge in the freezing water.

Switch

There are two ways to trigger the switches, either shoot them or hit them with the Dude. The switch makes a platform in the level disappear, which mostly will be a door.



Bullet Redirector



It doesn't matter from which side you shoot these Redirectors, they'll always redirect the bullet in the direction of the arrow depicted.

Portals

Portals are instant travel holes, if you go through them you will instantly be teleported to the other side. Portals work both ways.



Enemy's



Walkers

These are the most common enemies you will encounter. Don't touch them, they will hurt you.

Turrets

Turrets won't move but they will shoot Dude if you come to close. The best strategy is to shoot them before you enter their range.



Ceiling Crawlers



These nasty buggers move on the ceiling and shoot down when the Dude is beneath them.

Watch out!

Special

During the game you might encounter other types of enemies. These you will have to figure out for yourself.

Controls

The controls of Backfire are fairly easy. The only keys that will work are the arrow keys. These keys are used to fire in the specified direction. Shooting right will propel the Dude to the left, shooting down will launch him in the air and so on. The controls are therefore in that aspect reversed. Beware this might be a bit confusing at first, you will get the hang of it though.

***Tip:** When propelling yourself into the air for example if you want to get to the other side of gap, it is best to use controlled bursts, shooting too fast will give you less control and reaction time. Furthermore the heat will get high fairly quickly.*

The HUD

The HUD consists of two components the Player gauge and the Level scores.



Health Bar and Lives (Nr. 1&2)

The health bar shows you your current health. When this bar drops to zero, a life will be taken from you and you will have to restart the current level.

Heat Bar (Nr. 3)

When you shoot your gun you gain Heat, this is shown in the heat bar. If the heat bar fills up you will have to wait every time you shoot until you heat drops down.

Level scores (Nr. 4)

In the right lower corner of the screen the current score in the Level is shown on the left. On the right the High score for the current level can be seen.

Support & Feedback

If you experience any problems or have feedback with/on Backfire or related topics, you can reach us in the following manner:

Website:

<http://www.GobbleStudios.com>

Mail:

blog@gobbelstudios.com

Thank you,

The Gobblers

