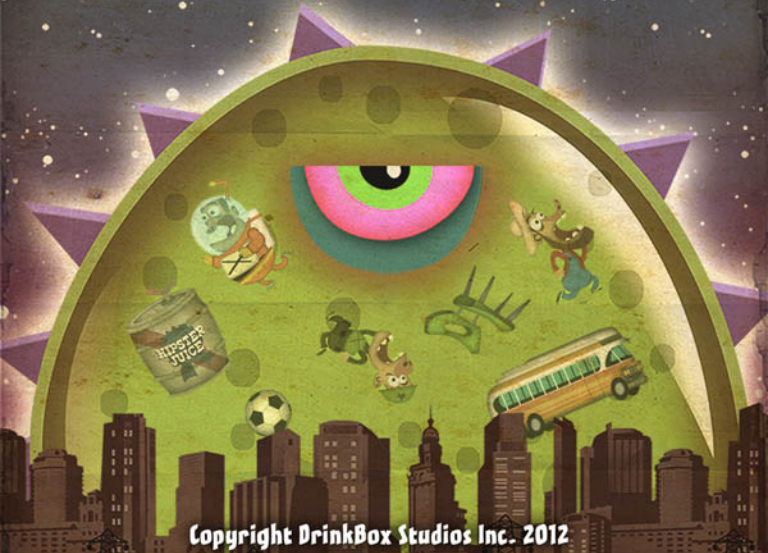


TALES FROM SPACE:

MUTANT BLOBS ATTACK!!!

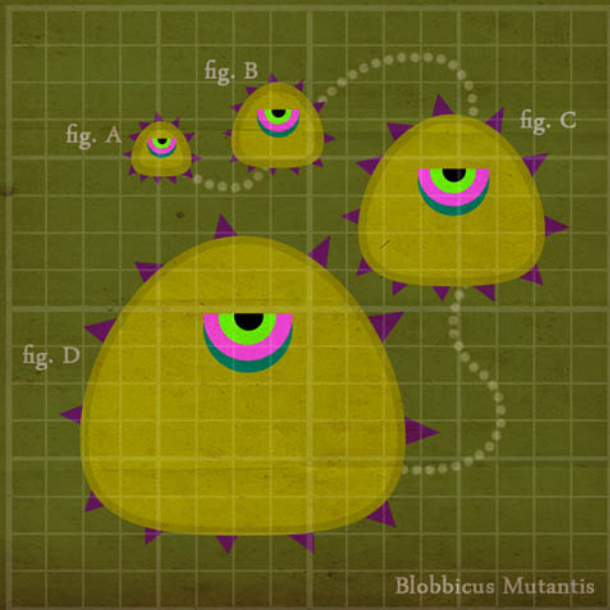


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Description

Tales From Space: Mutant Blobs Attack is a side-scrolling puzzle-platformer about a hungry Mutant Blob that escapes into the world and starts eating everything around him. Defeat and consume the pathetic Humans!



Scoring System

LEVEL SCORE:

Players earn score points by collecting **OBJECTS**, **POINT ORBS** and **BLOB FRIENDS** within each level. The score determines the type of medallion awarded on level completion.

Score points are earned as follows:

Absorbed object = 100 points

Point orb = 100 points

Blob friend = 1000 points

RANKING SCORE:

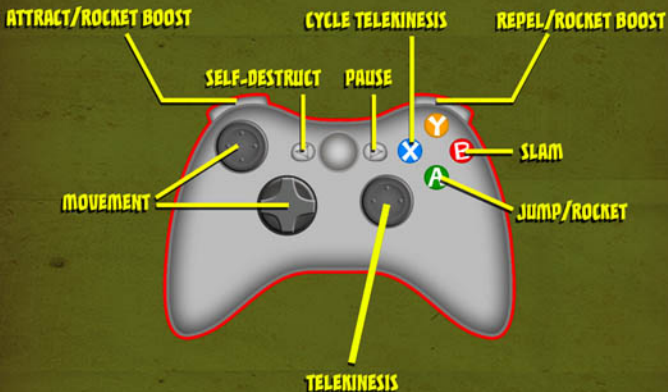
Online leaderboards track players based on their "Ranking Score" for each level.

A player's Ranking Score is defined as their Level Score PLUS a time bonus for fast level completion:

**Ranking Score time bonus
= 30 points per second ahead of
par completion time**

Controls

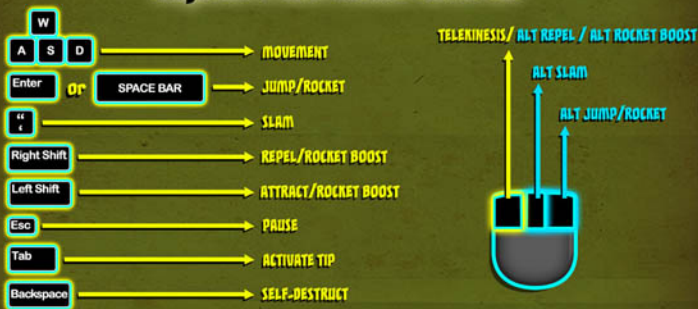
Gamepad Controls*



*XInput-compatible gamepad required

Controls (continued)

Keyboard and Mouse Controls



IMPORTANT NOTE: MOUSE USE IS REQUIRED with keyboard setup!
The mouse is used in some areas to move objects with the Blob's powers of Telekinesis. Although it is possible to play with a touchpad, **USE OF A DEDICATED 3-BUTTON MOUSE IS STRONGLY RECOMMENDED**

Advanced Control Tips

MOUSE SHORTCUTS:

When using Keyboard & Mouse controls, you can **JUMP/ROCKET** with the **RIGHT MOUSE BUTTON**, **SLAM** with the **MIDDLE MOUSE BUTTON**, and/or **REPEL** with the **LEFT MOUSE BUTTON**. These mouse control shortcuts are especially useful in areas where you're already using the Blob's mouse-based powers of Telekinesis.

In fact: With these shortcuts, it's possible to play through the entire game with one hand on the mouse at all times! Some keyboard-and-mouse players prefer this approach.

SLAM/REPEL JUMP:

You can get a bit of extra jump height by **SLAM-JUMPING**: Hit jump when you're compressed against the ground at the end of a slam. You can get an even more powerful boost with **REPEL-JUMP**: While standing on a magnetic surface, jump and repel at the same time.

Credits

DESIGN

Chris McQuinn
Teddy Lee
Ryan MacLean

ART

Stephane Goulet
Augusto Quijano

PROGRAMMING

David Cheung
Alex Smithers
Mayuran Thurairatnam

PRODUCTION

Ryan MacLean

EXECUTIVE PRODUCERS

Graham Smith
Chris Harvey

TECHNICAL DIRECTOR

Chris Harvey

SOUND DESIGN

Michelle Frey

MUSIC

Peter Chapman
Megashaun (credits theme)

QUALITY ASSURANCE

Matthew Johns

ADDITIONAL PROD. SUPPORT

Matthew Johns
Tameka Small

ADDITIONAL PROGRAMMING

Saad Khattak

SPECIAL THANKS

Kim Gibson and the OMDG, Shane Bettenhausen, Ted Regulski, Nick Suttner, Christian Slater, Justin Cooney, Erik Suzuki, David Rosenbaum, Sylvia Mak-Marino, Sony Developer Support, IndieBiz, Samantha Fraser, Michael Meyers & MMPR, Vblank Entertainment, Hemisphere Games, Toronto & PAX Indie Friends, Gamercamp organizers, Playtesters ... and of course, our families!

Audio engine powered by FMOD Sound System (Firelight Technologies)

Tales from Space: Mutant Blobs Attack uses the Box2D and FreeType libraries

Additional Notes

Basic System Requirements:

OS: Windows XP, Vista, Win7

Processor: 2Ghz+

Memory: 512 MB RAM

Graphics: >= 256 MB, Shader Model 3.0 or better

DirectX®=9.0c

Hard Drive: 300 MB HD space

Note: For Gamepad controls, an XInput-compatible controller is required. Supported controllers include the Microsoft Xbox 360 Controller for Windows and the Logitech Wireless Gamepad F710

To customize keys, open customkeys.ini in the game's installation folder and follow the instructions in the file.

(Note: Use of default control layout is recommended!)

**For more information on this game,
check out**



www.MutantBlobsAttack.com