

BLASTING AGENT

ULTIMATE EDITION

INSTRUCTION BOOKLET

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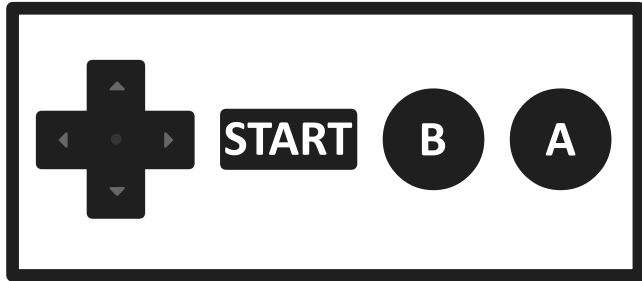
OBJECT OF THE GAME

Trouble in Antarctica! The Black Hand of Fate, an international terrorist group, has constructed a secret base within the heart of a Volcano, and have built a massive army of bio-engineered soldiers and genetic monsters to take over the world! You are the only one that can put a stop to their dastardly plans. You are the Blasting Agent! It is up to you to stop the nefarious terrorists and save the day!



Please read this instruction booklet to ensure proper handling of your new game, and then save the booklet for future reference.

OPERATING INSTRUCTIONS



Note: All controls may be reassigned in the Config Menu.

Directional Pad / Arrow Keys

Left / Right Move Blasting Agent Left or Right

Up Enter Doors / Climb Elevator Beams

A Button / X Key

Shoot Fire your blaster

&

Select Choose a button or menu option

B Button / C Key

Jump Blasting Agent jumps higher if you hold the button down longer

START Button / P Key

Pause Pauses the game - you can quit to the Menu from the pause screen

HOW TO PLAY

This game is divided into individual levels. Each level is made up of a number of rooms, and ends with a boss room. In order



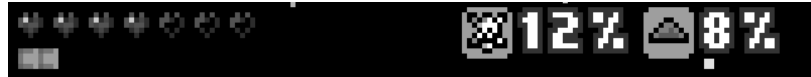
to stop the Black Hand of Fate, the Blasting Agent has to make it past the boss in each level, which will unlock the next level, defeating enemies, collecting power-ups, and avoiding hazards along the way.

Map Screen

When you start the game, you will see the Map Screen. From here, you can see the levels available for you to play, and you can access the Config Menu, and the Medals Menu.

Game Screen

While playing a level, your health, gun upgrades, and completion rating are shown at the top of the screen.



Health

Blasting Agent starts the game with 5 health, but can increase this maximum with upgrades. If you get hurt by something, it will always cost you 1 health. Enemies will occasionally drop a heart which will replenish 1 health.



POINTERS

Jumping

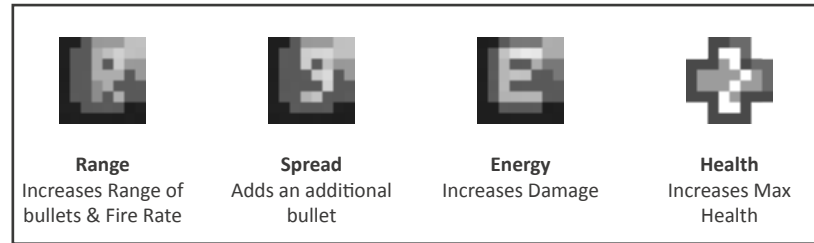
- The height Blasting Agent jumps depends on how long you hold the jump button down.
- You can maneuver left and right while in mid-air.
- You can bounce off of some enemies' heads to deal damage and reach other areas.

Shooting

- Hold the shoot button down to fire continuously.
- Your facing will be locked while holding the shoot button, so you can maneuver while shooting in the same direction.

Upgrades

There are 4 types of upgrades that can be found throughout the game's levels.



Note: You will only be able to keep the upgrade permanently if you manage to complete the level you picked it up in.

Doors

Doors lead from one room within a level to another. Press Up while on a door to enter it. Doors also act like checkpoints: if you die, you will be returned to the last door you entered with full health, however, your progress in the room you died in will be reset.

Medals

When playing through a level, in the top-right of the screen, are your completion rating for that level, representing the percentage of enemies defeated and gold piles collected. If you finish a level with a high enough percentage in both categories, you will unlock a Medal specific to that level.

Each Medal unlocks a special ability for Blasting Agent to use. You can see your collection in the Medals Screen, and can toggle collected Medals on/off.

List of Medals

Easy Difficulty - 90%+ Enemies & Gold

- **Level 1: Ionic Dash**
Double-tap left/right to dash in that direction.
- **Level 2: Spiked Boots**
Deal more damage when landing on an enemy.
- **Level 3: Frag Grenade**
Occasionally toss a grenade while firing that bounces before exploding.

- **Level 4: Grav Jump**

Jump again while in the air.

- **Level 5: Repulsor Shield**

Prevents a single hit from dealing damage to you, then needs to recharge.

- **Level 6: Pulse Bazooka**

When not shooting, your gun will automatically charge up a powerful blast that will be fired the next time you shoot.

Hard Difficulty - 100% Enemies & Gold

Earning 100% on a level in Hard Difficulty will earn you a special costume to wear. These costumes are purely cosmetic, but will make you look great! You can unlock Hard Difficulty by completing the game on Easy Difficulty.

MEMO

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