Trail Blazer Manual

Installation:

The following software packages must be installed on the player's computer in order for Trail Blazer to run.

- The .NET Framework 4.0 Redistributable.
- The XNA Framework Redistributable 4.0 Refresh.

After installing the prerequisite files:

1. Open the TrailBlazer.zip
2. Run "setup.exe"
3. Follow the on-screen instructions

Using the ClickOnce Installation, Trail Blazer installs to:

Windows Vista/7:

C:\Users\<username>\AppData\Local\Apps

Windows XP:

C:\Documents and Settings\<username>\Local Settings\Apps

Replays and custom levels may be found in the game's directory at one of these locations.

How to Play:

Overview:

You play as a blob of oil. All you want in your life is just to walk across a bunch of tiles to touch a checkered flag and not have to worry about getting lit on fire. Unfortunately, fire demands your blood, errr... oil. Use skill and cunning to navigate your way through treacherous lands and dangers as well as solve a few puzzles on the way. Fire may be your enemy but it can be manipulated to reach your beloved flags. Who ever said you had to get burned playing with fire?

Controls:

Movement Controls:

'W' and 'Up Arrow' - In Game: moves the player upward. Menu: moves the cursor upward.

'S' and 'Down Arrow' - In Game: moves the player downward. Menu: moves the cursor downward.

'A' and 'Left Arrow' - In Game: moves the player left. Menu: jumps 10 levels or changes replays.

'D' and 'Right Arrow' - In Game: moves the player right. Menu: jumps 10 levels or changes replays.

Shooting Controls

'Shift', 'Spacebar', and 'Ctrl', 'X' - In Game: shoots the player projectile. The player must first collect a Powerball to enable shooting.

Menu Controls:

'Enter/Return', 'X' -   Confirm

'Esc','Z' - In game: toggles menu screen. Menu: returns to previous menu.

'R' - Toggles replays on or off

'P' - Choose a picture to represent your level on the level edit screen.

Gameplay:

General:

Your goal is to reach the flag to end each level.

New levels are unlocked by completing levels, collecting enough points, and beating levels under specified times.

Each level is made up of many tiles that can contain various objects and enemies. Actions are constrained to this grid-system.

As the player's oil blob moves across the level, he leaves behind a flammable oil trail on whatever tile he occupies.

Fire 🔥 plays an important role in the game; it burns objects including you. The fire will spread to oil and some objects that is on an adjacent tile. *In general, fire will always be following you if your oil trail catches fire.*

One touch from an enemy or fire and it is game over. Manipulate the fire to your advantage and to solve puzzles!

Collectables:

Coin : Collect coins to increase your score by 100

Balloon : Destroy balloons with fire to increase your score by 100.

Stamp : Collect stamps to increase your score by 100. Be warned, stamps are flammable and will be burn away in fire.

Extra Life : Collect extra lives to respawn at its location if you die. Only one extra life can be active at any time. An active extra life is represented by sparkles. Upon respawning, extra life portals have the tendency to explode so give them plenty of space.

 Invulnerability : Collect this pickup to become unable to die for a brief period. The shield will flash faster as the invulnerability wears off.

Stop Time : Collect the stopwatch to stop time for a short while.

Powerball : Collect the Powerball to gain the ability to shoot oil. Shooting at blocks will leave a pool of oil on them and shooting at enemies will stun them for a few seconds. *Refer to Controls.*

Oil Drops : Collect oil drops to change the type of oil left on each tile by the player. Different oil colors burn at different oil speeds. *Blue, purple, black, brown, orange, and red are super slow, slow, normal, semi-fast, fast, and instant speeds, respectively.*

Enemies:

Homer : Chase the player when in its vicinity.

Hopper : Chase the player when in its vicinity by jumping ahead two squares. Be warned, Hoppers can also bounce on top of every kind of block and tile. Players can allow Hoppers to jump over them safely.

Patroller : Moves forward only and reverse direction when it hits a wall or block.

Tiles and Blocks:
Tiles

Tiles : Affect how long fire is retained on the square. The duration of the burn from least to greatest is represented by the order of these graphics from left to right.

Force Direction Tiles : Launch the oil blob in the arrow's direction until it hits a wall or Stop tile.
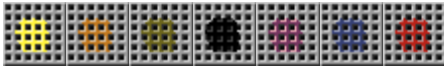
Stop Tile : Stop the effect of the Force Direction Tile if your character spins onto it.

Hint Boxes : Give hints in the form of haikus. Good luck deciphering them!

Nonflammable : Extinguishes any fires on it almost immediately.

Oil Geyser : Generates oil of the designated color periodically.

Infinity : Fire that burn over this tile is retained forever.

Spikes : protract and retract at certain time intervals. Move quickly before they protract!

Blocks:

Note: Most blocks must have oil on it before it can be lit on fire. These blocks will not be destroyed however.

Arrow Trap : Dispense arrows periodically. Avoid the arrows! If the arrow passes through a fire, it becomes a fire arrow and burns anything it hits.

Indestructible Block: Cannot be destroyed but can be doused with oil and lit on fire.

Burnable Blocks : Will be lit on fire with adjacent fire and destroyed.

Enemy Spawner: Spawns one enemy of the visible type at a time. Can be destroyed with fire.
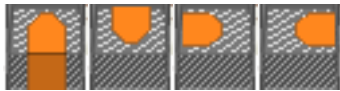

Explosion Blocks: Unstable blocks. Will ignite the areas around them when detonated, instantly destroying burnable blocks in the process. Red explosion blocks cause a 3x3 tile radius explosion; blue blocks cause a 5x5 explosion.

Explosion-Only Blocks: A hardened block destroyable with explosions only.

Fireworks : Explode in entertaining shapes when burned.

One-Side Blocks: Can only be destroyed when fire touches the orange side.

Regenerating Block : A flammable block that when destroyed will re-grow after a short time.

Section-Lock: Disappear when all the enemies in the vicinity are destroyed.

Colored Torches: When burned/lit, they turn their correspondingly colored blocks passable.

Colored Block: Are not passable unless its colored torch is burned.

Edge Block: Cannot be destroyed, doused with oil or lit on fire. Acts as a game border.

Level Editor:

Note: The level editor provided is the same powerful tool used by the game's designers to make all the levels. The level editor is included with Trail Blazer though not supported. As such, there may be bugs or content that is not usable.

Controls:

Camera:
'Arrow Keys' - Pans the camera in the designated direction
'Spacebar' - Toggles the world grid
'Mouse' - Select items in the menu bar at the bottom of the screen by left-clicking on them. Once an object it selected, it can be placed in the world grid by left-clicking on an existing world tile. Clicking and dragging allows for placing/removing multiple objects at once. Left-clicking on a placed enemy will change its facing direction. Right-clicking removes world objects.
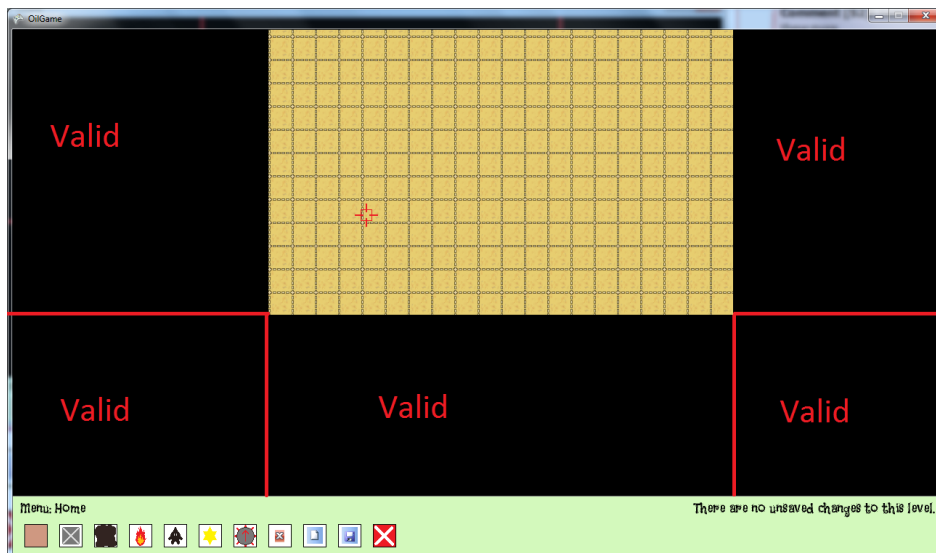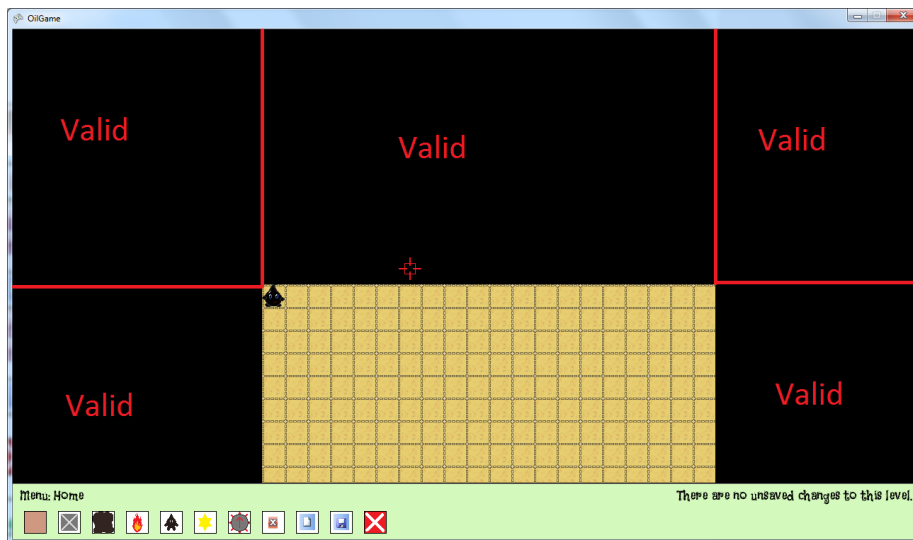'W' & 'S' or 'Scroll Wheel' - Increment the selected value under Data[]
'A' & 'S' - Change the type of data listed for Data[].

Expanding the World:

Sections:

By default, the player will start with an empty 20x20 square world. This initial world space cannot be deleted, but can have other sections attached to it.

New Section : Creates a 20x20 square grid of tiles wherever the player clicks. A player can only create areas at the four corners and four sides of an existing 20x20 grid of tiles. *See above for examples of valid area placement.*

Delete Section: Deletes a 20x20 square grid of tiles and everything in it where the player clicks. There must be more than one section available for Delete Section to function

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Menu Bar:

The bottom of the screen is occupied by the menu bar. By clicking a menu bar icon with the mouse, you will access its submenu. There you can find objects that can be placed in the world.

Each world square can stack with one item from each respective category. For example, every square MUST have a ground tile, but can also have a block, oil, fire, collectable, player and enemy at the same time. To remove an item, the player must be within the category of the item they wish to remove, and then right-click on the item.

Ground : Contains all the tiles that are player passable.

Blocks: Contains all the blocks that are player-impassable.

Oil : Contains all the different types of oils that affect burn rate.

Fire: Places fire on a square. *Note: The duration of the fire burning is affected by the ground it is placed on.*

Player : Changes the player's starting location. Only one starting location may exist at a time. Placing a new starting location replaces the old one.

Collectable : Contains items that the player can pick-up by touching them and balloons.

Enemy : Contains all the enemies. *Note: Clicking on an already placed enemy changes its facing direction.*

Save button: Use it frequently to save the work on the level. (There is NO undo button.)

Exit : Leaves the Level Editor menu.

Menu Back: Returns to the previous menu.

Object Data:

When ready to place an object, you will see this at the top right corner of the menu bar:

"Current: " shows what type of object/tile is under the mouse cursor.

"Brush: " shows the type of object/tile currently selected on the menu bar.

"[Data[…]]" shows the current parameter and value of the object about to be placed. The type can be changed with the A/S keys and values changed the mouse wheel, W and S keys. *See Level Menu - Controls.* For example, the direction of an Arrow Trap and the frequency of spike protrusion are all affected by values here. *Note: Some data type parameters are self-explanatory but experimentation is the key! Most default to useable values.*

Replays:

On the Level Select menu, replays can be toggled on and off by pressing the R key. Playing any level with replays turned on will make a keystroke recording of that level playthrough.

Replays allow you to look back at how you completed or failed a level in case you want to improve your score or strategize; Very useful on those harder levels.

Replays can be accessed by pressing the TAB key on the Level Select menu. Choose a level with the arrow keys that you would like to watch a replay of and then press 'Enter' to view it.

Credits:

Creative Director
Jason Ames Lee

Producer
Franklin Ye

Designers
Thomas Iu
Scott Mobley
Khai Nguyen

Programmers
Stephen Chow
Richard Creencia
Jimmy Huynh
Hongde Jin
Jason Ames Lee
Scott Mobley
Ryan Torres
Lamar West
Yan Zhao

Artists
Caroline Kilby
Shannon Lewis
Scott Mobley
Connor Richards

Music
Kevin Mcleod
"Gold Rush"
"The Cannery" - Arranged by Trenton Ng

Trenton Ng
"Hot on Fire"
"Crazy Chase"
"Ridin' the Breeze"
"Victory

Chris Noel

Ryan Torres
"I Have a Question"

The Schizophriends
"Oil Final"
"Western Oil"

Sound
Scott Mobley
Freesounds.org

Special Thanks
Anne Nguyen
Adrian Galvin