

Bloxter

A 3D arcade puzzle game for (separate versions) Macintosh OS X and PC/Windows.

Developed and published by: [Norbyte](#)

Price: [\\$19.95](#)

Requirements

[Macintosh OS X 10.2 \(Jaguar\)](#) or later,
or [Windows 98/ME/2000/XP](#) with 3D-capable graphics card.

If you encounter any problems running this game (and your computer meets the requirements), please contact us here: support@norbyte.com

How To Buy

To purchase this game online (instant activation, no additional downloads needed!), please go to our website:

<http://www.norbyte.com>

Installing And Updating

If you are updating from an older version, all settings and highscores will be preserved.

If you already have the full version, the trial version will automatically be converted into a full version when you run it (if not, unlock it with the Activation Code you received with your purchase).

Macintosh:

Download the latest trial version (even if you have the full version).

Drag the application icon to your Applications folder (or wherever you want to place it).

It's not necessary to delete the old version first, but no settings/highscores will be lost if you do.

Windows:

Download and install the latest trial version (even if you have the full version).

You may uninstall the old version first, if you wish (no settings/highscores will be lost).

Copyright

Bloxtor is [copyright © 2004-2006 Mandus & Rasmus Soderberg](#).

(The company Norbyte is owned and run by Mandus & Rasmus Soderberg.)

You are allowed to redistribute the trial/demo (locked) version of this game, as long as no files in its archive are missing or altered. You may put the demo version of this game on your website, ftp site, cover CD/DVD, collection CD/DVD etc without informing us.

Credits

Mandus Soderberg: Programming, design, graphics, sound fx, music.

Rasmus Soderberg: Programming, design, graphics, OS expertise, sound fx, music.

Thanks

We would like to thank the following people for their suggestions, beta testing etc:

Kevin Bennett, Scott Clausen, Marjorie Dunham, Zack Edison, Glen Gabel, Paul Hadlow, Eva Jordan, Tim Jordan, Claire Kings, Linda Kings, Peter Kings, Rebecca Kings, Jay Parr.

Contact Info

<http://www.norbyte.com>

info@norbyte.com

Standard Disclaimer

The publisher and/or the copyright owners are not to be held responsible if any damage to hardware or software or loss of data should occur by using this software.

How To Play

Playing

You control descending blocks by steering sideways and rotating. Build lines (horizontal, vertical or diagonal) of (usually) 3 or more same-colored blocks, to keep the reactor going.

If you play in Arcade Mode, you will encounter more complex gameplay with extras like Bonus Rings and Vaders.

For a more in-depth manual run/open Bloxter, and click on the small '?' button in the main screen.

Keys (during gameplay)

Use the ARROW KEYS and SPACE, or choose your favorite keys from the list below:

Move Left: [ARROW LEFT](#), 1, 4, A, J

Move Right: [ARROW RIGHT](#), 3, 6, D, L

Rotate Counter-Clockwise: [ARROW UP](#), 5, 8, W, I

Rotate Clockwise: [ARROW DOWN](#), 2, S, K

Drop The Blocks: [SPACE](#), 0, RETURN, ENTER

Pause: [ESC](#), P

Import/Export Highscores *Only if 'Import' is enabled/on in 'Options'!*

You can receive a highscores file from a friend, and then import it into your copy of the game.

The game will compare your highscores with your friend's, and update the charts!

The highscores file is compatible with both Mac and PC.

The folders mentioned below will be created inside a new '[Bloxter_Stuff](#)' folder

in your [Documents folder](#), if you switch on the 'Import' setting in the 'Options' screen in the game.

To Import:

Place the highscores file in the '[Import](#)' folder and run Bloxter.

To Export:

Find the file in the '[Export](#)' folder, where the game puts it when you quit.

The highscores file will not work if you rename it.

Version News

Version 1.3.0 (March 27th 2006)

A new board called 'Hectic' has been added.

Version 1.2.5 (February 6th 2006)

The blocks that fly towards the player are now less likely to obscure the view.

A bug (Windows version only) that caused the game's web buttons ('Buy Now' buttons etc.) to fail on some Windows computers has been fixed.

Version 1.2.4 (December 2nd 2005)

A bug that could cause the game to freeze when quitting (on some Windows computers) has been fixed.

Version 1.2.3 (November 22nd 2005)

A minor issue with the block rotation speed has been fixed.

Version 1.2.2 (November 10th 2005)

Better support for computers with multiple user accounts, and highscores are now shared between users.

All block speed options have been fine-tuned, and some have been renamed.

The position from where the blocks start descending has been slightly adjusted (upwards).

The board 'Pile Of Norbium' now has fewer 'empty' blocks and more vaders, when playing in Arcade Mode.

Some minor changes.

Version 1.2.1 (September 20th 2005)

The speed of the falling blocks has been adjusted.

Switching the music on/off did not work properly on some computers. This problem has now been fixed.

The music has been adjusted.

The Windows version no longer requires OpenGL (the game now looks for DirectX8 if no hardware support for OpenGL is found).

Updated credits screen.

Some minor problems with minimizing/hiding the game have been fixed.

A potentially serious bug (Mac version only) has been fixed.

A minor graphics bug has been fixed.

Version 1.2.0 (July 29th 2005)

A new board called 'Exterminate' has been added.

The Mac OS X version of Bloxter is now using a more Tiger-friendly distribution, with a single application icon inside a disk image (instead of a StuffIt archive). It now requires OS X 10.2 (Jaguar) or later to run.

Importing/exporting highscores can now be switched on/off (off is default), and any files/folders created by this function will be stored in the user's Documents folder.

The Windows version's desktop icon has been enhanced.

A bug that caused the keyboard input to be delayed on some computers (Windows XP only), has been fixed.

A bug where a player's new highscore wasn't saved if he/she quit to desktop (using Command-Q or Alt-F4) without first returning to the main menu, has been fixed.

Previously, when clicking on a web button (such as 'Buy Now') in Bloxter, some firewall utilities could cause the game to freeze.

This has now been fixed.

Misc. optimizations and minor improvements.

A couple of potential bugs have been fixed.

Version 1.1.9 (May 23rd 2005)

Playing a random game can no longer result in the same board being selected twice in row.

Adjusted some colors in two of the boards (Finders Keepers and Pile Of Norbium) for better visibility.

Version 1.1.8 (April 19th 2005)

A few graphics-related improvements.

The volume of some of the sound effects has been adjusted.

Some other minor changes.

A minor bug has been fixed.

Version 1.1.7 (February 28th 2005)

The speed of the descending blocks can now be set to SLOW, MEDIUM, FAST, FASTER or OPTIMAL in the Options menu. The default mode is OPTIMAL (fast when the game area is empty, and slower as it fills up).

The sound system has been optimized.

The game no longer crashes if the program file is separated from its folder, instead an error message is displayed.

Some minor adjustments.

Version 1.1.6 (December 20th 2004)

Improved physics.

Selecting a reactor is now done from the main menu, instead of every time you start a game.

Replaying the same reactor will now skip the pre-game help screen.

The main menu has been slightly redesigned.

A minor bug has been fixed.

Version 1.1.5 (November 8th 2004)

Adjusted difficulty.

Some optimizations.

A few other minor changes.

Some minor bugs have been fixed.

Version 1.1.4 (October 19th 2004)

Brighter graphics.

The 'reaction' sound effect has been improved.

Improved 'pre-game help screen' background graphics.

Adjusted physics.

A couple of minor bugs have been fixed.

Version 1.1.3 (August 27th 2004)

A bug that could cause the game to crash on some setups (after selecting 'Arcade Mode'), has been fixed.

The bonus you get for dropping the blocks has been slightly adjusted.

Version 1.1.2 (August 24th 2004)

If the rotate or steering keys aren't used in a game, a message is now displayed to remind the player.

The name of the most recently played board is now displayed in white in the 'Choose Reactor' screen.

A minor hotkey bug in the 'Choose Reactor' screen has been fixed.

Version 1.1.1 (July 26th 2004)

If the drop key isn't used in a game, a message is now displayed to remind the player.

Enhanced graphics in some of the boards.

A rare mouse input bug has been fixed.

Improved performance on some Windows computers.

Version 1.1.0 (June 23rd 2004)

Two new game modes added: Puzzle (classic gameplay with no distractions) and Arcade (with vaders, bonus lamps etc).

Three new reactors added: Rare Heaps, Quattro and Motley.

New 'Light/Dark Background' option added.

Lots of minor improvements and changes to the user interface and help texts.

Misc. other adjustments and minor bugfixes.

Version 1.0.2 (May 7th 2004)

Another bug that could cause Bloxter (Windows version only) to crash has been fixed.

Some minor adjustments.

Version 1.0.1 (May 4th 2004)

A bug that could cause Bloxter to crash has been fixed.

Some minor adjustments.

Version 1.0.0 (May 3rd 2004)

The first release of Bloxter.