Blobbymite: Hero of Power

Create, Edit, Search, Rank, Rate, Publish, Download, Customize, Play

No Ads, Offline & Online Play

QUICK NAVIGATION

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Full and Free Version Guide

Free Version

- ✓ Online Accounts ❌
- ✓ Best Creator/Player Leaderboards ❌
- ✓ Only First World Levels (No New Update Worlds and Levels) ✅
- ✓ Daily Quests & Achivements ✅
- ✓ Shop Skins (Default, King, Invisible, Jester, Knight, Leprechaun, Robotic) ✅
- ✓ No Level Editor: Create, Earn From Verified Custom Levels, Edit, Search, Rank, Rate, Publish, Download ❌

Full Version

- ✓ Online Accounts ✅
- ✓ Best Creator/Player Leaderboards ✅
- ✓ First World Levels (Get All Updates - Acidic Origins / New Worlds and Levels) ✅
- ✓ Daily Quests & Achivements ✅
- ✓ Shop Skins (Default, King, Invisible, Jester, Knight, Leprechaun, Robotic) ✅
- ✓ Earn Enough Money From User Made levels To Buy Shop Skins ✅
- ✓ Includes Level Editor: Create, Earn From Verified Custom Levels, Edit, Search, Rank, Rate, Publish, Download ✅

Overview

Blobbymite: Hero of Power is a action-platformer adventure with an amazing storyline, characters, enemies, mechanics, and features including a custom level editor to create offline and online levels. Build worlds with a large library of blocks, enemies, mechanics, power-ups, and effects and share with friends by testing and publishing. Rank as the Best Player and Best Creator. Beat the Story and Customize Your Player with 7 Different Skins (Default, King, Invisible, Jester, Knight, Leprechaun, Robotic)

Worlds & Levels

Forest Sailors

- Levels 1 - 15: with progressive difficulty and mechanics (excluding Grapple Hook, Blueprint)
- Pre Level 1: Shows Story of 2 Rebellious Pirate Captain Blobs stealing the Princess for the first time (You can skip and it wont be replayed)
- Level 12 - 15: Three boss fights (Car used to kill non-boss enemies), Friendly Pufferfish, Fighter Jet Flight to Princess + Give the Antidote

Acidic Origins (Next Update - FULL VERSION)

- Levels 16 - 30 with progressive difficulty (includes Grapple Hook, Blueprint)
- Click on Level 16 to see the continued story: Shows Blobbymite on a hybrid submarine-boat sailing through an acidic factory-only to find more Pirate Captain Blobs's Soldgiers (Red-Hatted Medium Sized Blob Captains). First Cannon Fight takes Place.
- NEW Enemies (Zombie - slightly creepy noise, Plague Doctor - medication beep, Fly - Quiet sounds not annoying) More animated with Idle, Attack animations and states.
- New Static Objects - Factory Slopes, Tiles, Background Tiles (Same abilites in Editor)

Objects & Items

- Static Objects
- Moveable Objects
- Decorations
- Collectables

Enemies & Hazards

- Enemies
- Hazards

Mechanics & Power-Ups

Core Mechanics

- Trampoline
- Moving Platform
- Rotating Platforms — 4 variations
- Falling Platform — shakes, then drops
- Run and Jump
- Car for Ramming into Enemies
- Plane for Missile Bombing Enemies
- Goggles for Swimming In Water - Instant Death Without Goggles

Boosts

- Speed Power-Up
- Jump Power-Up
- Health Power-Up

Vehicles

- Car — enter vehicle; AWD controls; jump fwdback
- Car Fuel — replenishes fuel; triggers nitro exhaust boost
- Plane - enter vehicle, press 1 to Start Engine, press 2 to Start Acceleration/Automatic Takeoff, press UPDOWN arrow keys to change angle of attack (increase or decrease altitude), press LEFT arrow key to shoot missile (not affected by angle of attack - shoots straight), press DOWN TWICE to descend/land vertically (Make sure you are high above any ground so landing gear fully retracts when landing vertically).
- Plane Fuel - Not Implemented (Infinite Fuel)
- Boat - Not Implemented (Next Update)
- Boat Cannon - Not Implemented (Next Update)
- Boat Fuel - Not Implemented (Next Update)

Tools

- Grapple Hook — swing across; removed by Grapple Hook Remover
- Axe — dig up to 50 blocks; consumed after use or by Axe Remover
- Blueprint — place 4 wooden platforms, snapped to grid

Utility

- Keys — open vertical metal bars
- Switch — toggles moving spike platforms
- Portal — separate faded entries & exits
- Goggles — swim safely
- Checkpoint — respawn location
- Flip Gravity / Reset Gravity

Power-Up Removers

- Grapple Hook Remover
- Blueprint Remover
- Axe Remover

Level Actions

- Camera: Static, Follow, Zoom In, Zoom Out, Reset Zoom
- Transforms: Scale, Offset, Rotate, Spin
- Player Size: Mini / Regular
- Visual Script: Tweens for paths & color modulation; sequence actions for cinematic scenes

Shaders

- CRT Shader
- Ray Shader
- Vignette Shader
- Wave Shader
- Radial Blur Shader
- Reset Shader (revert to normal visuals)

In-Game Feedback

- Text Object — labels/instructions inside levels

Level Editor Guide (FULL VERSION)

Creating a Level

- Main Menu → More Fun Things → Level Editor
- Enter name (min. 5 characters) & optional description
- Press the build icon to start — levels save automatically

Accessing Levels + Online Features

- Open Saved Levels to Edit / Play / Delete
- Browse pages when you have 5+ levels
- Open Online Levels to Download/Like/Dislike/Rate Difficulty/Rank on Time Record For that Level's Leaderboard/Earn Coins and Gems/Earn Player XP To Rank on Best Player Leaderboard.
- PUBLISH Your Local Levels By PLAYTESTING use the Level's Play Button (Not in the pause menu) to flag a level as tested for the first time. Click Publish to release and update. (NOTE: No need to re-playtest updates - that is your responsibility.)
- Get your Levels VERIFIED By me. Earn CreatorXP To RANK in the Best Creator Leaderboard
- Check the "LAST UPDATED" status of any Downloaded Levels - You can search them from the Online Levels Page and Search by Name or Filter by All Stats (Likes, Dislikes, Downloads, Difficulty, Verified or not Verified)

Core Editor Tools

- Undo / Redo recent changes
- Build / Delete to place or remove objects
- Single Select / Multi Select for precise or bulk edits
- Move Cam/OBJ — toggle camera vs. object movement
- Transform Current — apply rotate/flip to current build object
- Rotate by 45° or 20° (toggle), Flip H/V
- Scale X / Scale Y with 0.05 steps
- Snap & Swipe for grid-aligned placement
- Duplicate current selection (smart stacking)
- Toggle UI for distraction-free editing

Advanced Editing

- Edit multiple identical objects at once
- Max Object Count of 10,000 (Most devices can handle 3,000 - 5,000 objects)
- Shortcuts for All buttons and menus.
- Next Free & Last Used - Gets the Next Free and Last Used ID(s) specific to the number of ID(s) for that specific Object. So Next Free 1 - Targets the First ID and so on and so forth.
- Camera speed slider for large levels; width up to 150,000 px
- Visual Script: create tween sequences for paths & effects
- EditorPath2D: create path object and manage direction and rotation ; edit path using VisualScript
- MessageDialogue: create dialogues between characters (you can give any name and message - I will verify levels that don't use inappropriate words)

Tip: When multiple objects are selected, transforms use the combined center; offsets move objects by global position (no center needed).

Video Tutorials

📺 Blobbymite: Hero of Power Level Editor Guide — YouTube Playlist

Some earlier videos are slightly outdated; new ones are released often.

Thanks for playing and creating in Blobbymite: Hero of Power!

Each update brings more features, docs, and creative possibilities.