

**BOMB**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> BOMB		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		December 14, 2024	

<b>REVISION HISTORY</b>
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NUMBER	DATE	DESCRIPTION	NAME

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## Chapter 1

# BOMB

### 1.1 Welcome Willkommen Bienvenue Bienvenuti Kalosorisate

03-05-95

Welcome to

B O M B v1.1  
Battle Of the Master Bombers

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Contents:

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The story and the game  
Installation  
Controls and info  
Authors

REGISTRATION

"I don't think you should have those numbers going down the screen"  
G. Roberts advising us on production quality upon seeing one week's work

### 1.2 Sherilyn - watta babe!

Name : FENN, Sherilyn  
Occupation : Babe/Actress  
Date of Birth : 23-01-64  
Town/City : Little Rock  
Country : USA

Having been quoted as saying "I just want to live on a ranch and make babies", she was soon snatched from Hollywood by a wealthy corn farmer. But once his secret impotence was cruelly revealed immediately after the bounds of marriage had been declared, she was forced, by the upbringing of her over-religious parents, into a life of boredom.

Like all right minded beautiful women stuck on a ranch, she turned to bombing. Not wanting to go through the rigmarole of serving lengthy prison sentences for multiple accounts of first degree murder and arson, she took the computer alternative: Battle Of The Bombers (a poor game which didn't have a clever acronym).

Through the unwanted lack of sexual distraction, she soon became a master at this sub-standard game.

Now it's you that must fight, with her or against her, in her own ranch where she faces the ultimate in all bombing experiences:

Battle Of the Master Bombers

### 1.3 lifeguard

Name : SPARKS, Mitchell  
Occupation : Lifeguard  
Date of Birth : 14-09-68  
Town/City : Miami  
Country : USA

Although walking on beaches being chased by ridiculously attractive women in bikinies so small that they barely cover the sumptuous curves of a thin blond with deep blue eyes and a pair... Ahem... err... yes, anyway that's normally enough for your average man.

Aha, but not for our Mitchell. He seeks something higher than a mere testosterone rush. He, you see, is a man who aims at a more refined peak of pleasure. He craves something that can be enjoyed by up to four people at the same time. Something that can be done in any room of the house. Something which is essential to the progress of mankind. Something which is everything to some peoples' lives, and at the same time scorned upon by others. He is looking for something where plastic implements are used by the better endowed.

In short, he wants a bombing game. Not, for example, to watch TV.

Driven by these desires Mitch (if you don't mind me calling him that) practiced on BombStar ® to become a master.

Now it's you that must fight, with him or against him, at his own pool where he faces the ultimate in all bombing experiences:

Battle Of the Master Bombers

### 1.4 gangster

Name : Don Rich Tea  
Occupation : "Business man"  
Date of Birth : 14-02-58  
Town/City : Castelvetrano

---

Country : ITA

"Biscuit boy, biscuit boy.." - that was all Rich heard through his early childhood days. The torment gained Rich no friends and, at first, the pestering shunned him from his school colleagues.

Rich played Bombs ® all day with no company. This continual monotony not only made him a good bomber, but the solitary life made his character strong.

His bombing talent and hard shell grew with age. By the time he'd finished school, he was the most powerful sixteen year old the island of Sicily had ever seen. No one knew his business or the root of his power but, in the same way, no one would dare ask, for he was Don Rich Tea.

From being the most influential boy, he became the most influential man. He now owns most of the island. His love for bombing stemmed from the video game, and then into real life; making sure that none shall cross him ever again.

Now it's you that must fight, with him or against him, in the Scilian streets where he faces the ultimate in all bombing experiences:

Battle Of the Master Bombers

## 1.5 ninja

Name : CHO, Kije  
Occupation : Rent-o-kill  
Date of Birth : 17-03-65  
Town/City : Luoyang  
Country : JAP

To tell you the truth, the secret martial art market has really bottommed out lately. But Ninjas, of course, are trained to do anything. Silent cut throat attacks - check. Fifty foot jumps from standstill - oh yes. Loud and offensive battle cries - definitely. But, it is a little know fact that many years are dedicated to the ageless art of computer bombing games. Mr Cho became a master having played Dynablaster ®.

So, naturally, Mr Cho was forced to turn to bombing championships for his satisfaction in life. And, all the talented are only in one group.

Now it's you that must fight, with him or against him, inside the religious Chinese temple where he faces the ultimate in all bombing experiences:

Battle Of the Master Bombers

## 1.6 mexican

Name : ATHTHTHA, Aththa  
Occupation : Unemployed

---

Date of Birth : 23-02-48  
Town/City : Guadalajara  
Country : MEX

- Athththa? Mr Aththaathaththa?  
- Hn.  
- Are yes, there you are sir. Sir?  
- Hn.  
- Yes, quite. Now I'm from the magazine BombToKill. I expect you've heard of it?  
- Hn.  
- Yes, I understand you're a Master Bomber @?  
- Marsester Bomer. Hn.  
- Well, how would you like to earn vast amounts of money?  
- Hhhhhn... si.  
- Just follow me then sir.  
- Hn.  
- Sir, this way. (bloody Dynamite Warriors @ players)

Now it's you that must fight, with him or against him, in the Mexican deserts where he faces the ultimate in all bombing experiences:

Battle Of the Master Bombers

## 1.7 undertaker

Name : MAXWELL, Albert  
Occupation : Undertaker  
Date of Birth : 15-05-51  
Town/City : Saffron Walden  
Country : ENG

Sadly, a man with no excuse. Yes, I'm sorry, but it's true. Everybody else has some kind of justification for their murderous occupations; there is no such technicality on which Mr Maxwell can escape.

From childhood he was driven by a desire to take the lives of others; what else is there to do in Saffron Walden? He soon found, however, that the way to stop the police coming round and asking awkward questions was to dispose of the bodies neatly (you don't think I'm revealing too much about my own psyche do you?). He followed the obvious career choice.

One day whilst going through the daily process of alphabetizing the corpses, he was struck by a brain wave. In a moment, the question that had tortured him his entire life was solved. The question of bodily disposal. "Of course", he said, "if only I had thought of that earlier!".

By bombing his victims (or 'the gifted' as he thinks of them), there would be nothing left but ash. Albert set to work immediately, and within one month of playing Master Blaster @ was a Master Bomber @. Albert is a natural.

Now it's you that must fight, with him or against him, in the graveyards of Essex where he faces the ultimate in all bombing experiences:

---

## Battle Of the Master Bombers

## 1.8 wizard

Name : SHMARKO, Rustam  
Occupation : Alchemist  
Date of Birth : 10-10-05  
Town/City : Novosibirsk  
Country : RUS

The grandfather of all bombing because he made it all possible. Through his experiments, he found the secret formula for the unique explosive.

Through refinement of his discovery, he too became a master.

Although now getting on a little, he is still highly thought of by his fellow masters. He has held the European title since the very first competition in 1935, but this year it could all change.

Now it's you that must fight, with him or against him, in the ancient evil laboratories where he faces the ultimate in all bombing experiences:

## Battle Of the Master Bombers

## 1.9 soldier

C'mon Matt, last one now!...

Name : COLLINS, Vincent  
Occupation : SAS Marine  
Date of Birth : 18-07-74  
Town/City : Hackney  
Country : ENG

He grew up in London, and was always going to be a tough nut. When it came to the choice between England rugby and the best fighting unit in the world there could only be one choice; Vinnie loved killing too much.

Once the training was over, the real challenge began. "He who dares wins" and the greatest dare of all comes in the form of a game. To make sure the SAS only have the best, they kill the rest through real life bombing practice.

Vinnie took to this immediately; it appealed to everything he stood for! The training made him into a master.

Now it's you that must fight, with him or against him, in the English forests where he faces the ultimate in all bombing experiences:

Battle Of the Master Bombers

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## 1.10 joey

Name : JOEY, Evil  
Occupation : Human impudence  
Patented : 30-05-94  
Town/City : Silicon (Sircus) Valley  
Country : USA  
Speciality : Cultism

Originally made for space exploration with advanced AI, but the master bombers soon found the robots' true calling!

"Incorporating easy-to-program technology" the box says - just right for a killing machine.

## 1.11 Once upon a time...

Bingo Bombgo, let the fun begin  
-----

The eight Master Bombers @~have been assembled...

Sherilyn Fenn	Aththaathathatha
Mitchell Sparks	Albert Maxwell
Don Rich Tea - sorry, too much B5	Rustam Shmarko
Kije Cho	Vincent Collins

...make your choice and let's battle.

You can collect Power Ups

The game for 2 to 4 players

In multiplayer mode you bomb until there are no opponents left. Win your game or championship to achieve the status of BOMB GOD - the mightiest of all who can bomb.

You will play at the home ground of one of the characters that are playing. The home ground will be selected at random, and if the home ground is that of your player you will have more powerful bombs than your opponents.

## 1.12 installation

Installing B O M B  
-----

You will need:  
a) A hard drive  
b) Workbench

System requirements:  
1 MB CHIP RAM  
Joystick

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VESA monitor driver  
Soundblaster 16 sound card configured to Tandy Sensation  
To edit the autoex.... boll(Snip - ed,) - I'm thinking of something else

#### Installation

Due to my hard work (?), all you have to do is run the file "Install BOMB" which is a script for the Commodore Installer system utility. And that, as they say, is that.

Simple eh?

## 1.13 ... and raisins

Starting at the beginning...

-----

The game was written in AMOS Pro for the Amiga Format write a game competition. We like to make games which aren't just playable, but look good too. We get a little irritated with PD games with tacky music, crap graphics and generally no suave or sophistication (so to speak).

Anyway, the character graphics were all drawn in DPaint (except for the Sherilyn Fenn close up) by Alex. The spinning versus was rendered in the rendering tool of the gods - Lightwave 3D v3.5.

The music was written in OctaMED v3 by Jake.

The actual executable ("BOMB") is PowerPacked. This is, obviously, to save disk space. The game therefore does take a short while to unpack. I don't mind this, but for those who do, you can easily unpack the file, or get the unpacked version by asking me for it.

Errrm, you can ask about anything else (within reason, ladies!).

## 1.14 In-depth - what depth? What depth?? WHAT DEPTH!!!?!?!?

In-depth explanation of a few points:

-----

Okay, the controls are:

Player 1	Joystick 1 (game port)
Player 2	Joystick 2 (mouse port)
Player 3	S Z Left ALT Left AMIGA Left Shift
Player 4	F10 = P [ Right Shift

The keys are stupid but, unfortunately, this is a system constraint (probably set up by AMOS). If any other combination is used (believe me, I tried them all) the keys will 'jam', and cause a situation where one player will not be able to move (grrr!). The option for 4 player parallel port joystick adaptors are available in the registered version.

---

What else is there? What are you, some kind of nutter? Just play the game!

I am a nutter

## 1.15 About the SPEED man

Jake writes a song in about five minutes (although I hope he's spent some time for us). Is it only me that thinks that OctaMED is impossible? Luckily Jake doesn't think so, else the game would be very silent. In fact, deafingly so (if you see what I mean).

If you know anyone really dodgy (in an illegal way) then you probably are an indirect friend of Jake's!

Jake doesn't have a proper Guide node because he's being... err... he's... err... making a statement (or something).

## 1.16 About Me

Every body has copied my first (and crap) entry. But now I've changed it - just to spite them!

I errr... am 17? Is that how you should start? I read Amiga Power (natch) and thrive in the total body emmersing experience which is the mighty SENSIBLE WORLD OF SOCCER. Ahem. Actually, because I'm also the financial adviser... I'll give free registration to anyone who can beat me at SWOS, or who dares to blaspheme against Portsmouth F.C. in my presence.

Are you still reading? Oh well, I'll give you a quick personality profile:

TOPIC	MOST LOVED	MOST HATED
Computer game	SWOS	Rainbow Islands
Film	Pulp Fiction (in 1994)	Romeo is bleeding
Food	Meat	Vegetables (sorry Mum)
Magazine	Amiga Power	The One
Music	INXS	- best read Jon's entry -
TV	X-Files (at the mo')	Blind Date
Saying	- it's from Ezekeal!...	"I kid you not"
People	Women	Long haired (!) Germans
Beer	Pilsner Urquell (draught)	Newky Brown

So, goodbye. Please register, so to make Matt a happy boy. What jewel of knowledge can I leave you with?... don't throw stones in glass houses... no... buy an Amiga - they're good... no you've must already have one... buy another Amiga! Hurrah and see you l8r.

Oh - before I go, brief greets to: Greg, James, Fraz (can I have some software now?), Brad (it's time to write, m8), women of the world, friends, family, Foley lower Vith and to the person who discovered fermentation (without whom none of this would have been possible - hadeha!).

---

Matt.

## 1.17 About Jon

You know those stereotyped PC owners who wear heavy metal T-shirts and talk to you about Doom? Well, Jon's not like that. No, really. No, no, don't get me wrong.

Actually, I can't say anything too bad otherwise I think he'll get his revenge in the game somewhere.

Jon programs in anything and drinks medically dangerous amounts of alcohol, but I've yet to see the combination.

Anyway, here's his chance to slag me off...

I can't think what to start with, so I'll copy Matt's entry

Name : Mat... (Er, maybe not) Jon Bright  
DOB : 14/02/78  
Occupation : Full time beer swiller and Part Time Student  
Fav. Game : Doom (Obviously)  
Hated Game : Micro Machines (Nice overhead controls!)  
Hobbies : PC, Amiga, Hockey (NOT)  
Drinks : Bitter (Tetley, Banks's), Vodka (Preferably Smirnoff)  
Fav. Music : Metallica, Megadeth, Sabbath, Pulp Fiction Soundtrack  
Hated Music : Anything which Ben likes  
Fav. Film : Pulp Fiction, Pulp Fiction, Pulp Fiction, Pulp Fiction  
Hated Film : Teenage Mutant Ninja (Hero Blahdeblah) Turtles Pts (Esp. pt 3)  
Fav. TV : X-Files (Obviously), Thunder Cats  
Hated TV : Mighty Morphing Power Rangers ®  
Fav. Video : Reservoir Dogs (I hope)

Greetz to : Olly "Mr Blobby" Warren, Rob "Blacktooth" Ellis, Brian "John" Thomas, Luke "Dodgy" Sowerby, Stu "In the Drawer" Munslow, Duncan, Ian "Slim" Jenkins, Faith, Rachel, The Mooses.

Alex, if you're reading this, you're not working. Go and do some "flipping" work! Your next toilet break is in 4 hours. Just do it in a cup or something. No, not on the carpet! Nooooooooooooo

I'd particularly like to thank:

Mr. Thomas (The school network technicians)  
& For their invaluable help in reformatting hard drives,  
Mr. Bradshaw making stupid directory trees with "fool" at the end, etc.,

Jon #-}

## 1.18 About Alex

---

He's Greek really... and... errr... he's Greek. But, on the up side, he's got an Amiga 1200. Over the past couple of weeks he's been popping in and out of my room carrying a disk and saying "Is this alright?" Everytime, I've had to stop myself from shouting "Beware of Greeks bearing gifts!"

Without him all this would not have been possible, because he IS THE graphics artist.

Over to him...

P.S. Don't call him nutter!

I am an artist. Observe...

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```

My name is Alex Daltas and I am half (I repeat half) Greek. Despite what you may think from seeing the above I do not do art A-Level but I was chosen to do the graphics for BOMB because I was the closest person around with an Amiga and a copy of DPaint. A computer game graphic artist spends most of his time being shouted at for not doing any work. In fact I am, at this very moment, being forced to write this page against my own will.

## 1.19 About Mr Beej

He lives in Foster House. (private joke).

I'll finish early, and allow him his defence (and his useless givinggreetstopeopleinhisprogramminggroup @)...

BEN PREECE (Beej) [Glos.1977] 1. Student well known for sacrificing social activities and study periods for excessive use of computers. Chronic obsession with heavily sampled dance music, the Tadic/Holmes/Brimble trio, Cray Supercomputers, and blonde nubile females. Detests hard work, Windows (the Microsoft one), contact sports, Church, and parents who think that Amigas are games machines. Plans on getting a life one day.

That's a fairly honest summary, but for those of you with nothing better to do, I'm going to tell you some even more thrilling facts about myself, in a Jonesque entry sort of way :

TOP TELEVISION:	X-Files, Babylon5
FAVOURITE SOUNDS	Utah Saints, Shamen, Peter Gabriel
MOST HATED MUSIC:	Anything which Jon likes
ADORED GAMES:	Alien Breed, SWOS, Settlers, Zarch/Virus, Tetris
DETESTED GAMES:	Populous, Dieser Zug
FAVE MAGAZINES:	Amiga Format, Amiga Power
AVOIDED MAGS:	Amiga Action, Amiga Force, Sky
FAVOURITE BUS:	Number 94 - @87p
MISC. LIKES:	Eating out, 1st April, being bought a pint (esp. lager), Teri Hatcher, travelling abroad.
GENERAL DISLIKES:	Eisenhower (groan!), hand-in dates, being short of money, Jon's sarcasm.

With that out the way, I'd like to thank you for playing our game. We would all really have loved to have spent more time on the game, but things never quite turn out how you want them to. Don't forget that Battle Of the Master Bombers demo is free and can be passed on to all your friends. We only ask that you register.

Greets goin' out to the following friends :

ALEX, MATT and JON (what can I say?), FRED (for his invaluable support), ALEX & BEN at Kremlin, GAZ LEE my oracle and mentor, BEN W., JONNY C., ANDY 'Stuffing' YOUNG, the main man MARCUS, PHIL (and BOB), SI, ERIC, JOE, DANNY BOY, LEIGH, JORDSKI (nuff respek), T.B. (Gimme a ...!), MR.IGOR, BIG DAZ, FOS85DWC, DALE & SALLY (thanks), S.B., and the lovely J.T.

## 1.20 Us

Software Gods (?)  
-----

This is the unfortunate part of the Guide where my fellow SS can write about themselves, and probably about each other.

Graphics:  
Alex & Ben

Programming (our own Jools!):  
Jon

Godly Music:

---

Jake

Jon Hare, Stuart Campell and Stoo Cambridge (if you see what I mean):  
Matt - many thanks to James

If you're bored, [click here](#) to find out just who we think we are.

## 1.21 What are you - stupid?

The German military police made famous by the world wars.

## 1.22 In The Beginning

History  
-----

Jon, Beej, Alex and myself (Matt) all go to a boarding school and quickly got to know each other through the mighty Amiga. Silicon Sircus was originally Jon and Beej. I was allowed to join, and although we had a "group", we weren't actually doing anything. Well, we saw Alex mucking around on DPaint drawing an overhead man holding a gun, and decided the time had come to make our first release.

So, SS (now numbering 4) got a-going. I phoned Jake, who I already knew could write music stupidly well, and then there were five.

Anyway, we hope you like the game. We plan do plan to do a sequel, but it looks like the next big thing will be Gangster, kind of like Alien Breed, using the Gangster character from BOMB.

Matt ;)

## 1.23 Cheap skate - but we still love you!

The simple way  
-----

Send us just £5 and we will send you a personalised copy of BOMB featuring...

All game options enabled  
1 Player game  
League competitions  
Improved gameplay features  
More and improved characters and play arenas  
Link game with widescreen option  
4 Player joystick adaptor support

[Click here](#) to find out where to send your money

---

## 1.24 We love you

The cool way  
-----

For only £10 as well as our eternal gratitiute you get...

All game options enabled  
1 Player Game  
League competitions  
Improved gameplay features  
More and improved characters and play arenas  
Link game with widescreen option  
4 Player joystick adaptor support

... we will also send you the "make your own character" disk which allows you to make your very own character and actually have him/her in the game.

Click here to find out where to send your money

## 1.25 Pleeeeeassssee, pleasy weasy pleasy....

Registration  
-----

The registration is rather cool. There are two ways...

The minimalistic way  
The cool way

The address for both is:

Matt Newton-Lewis,  
Foley House,  
Old Swinford Hospital, <-- not that kind of Hospital  
Stourbridge,  
West Midlands.  
DY8 1QX.

If you want a version that will work on a 512k CHIP RAM A500, then please ask and we might (with some monitary encouragement) cut out music and some graphics.

I thank you.

## 1.26 A big thank you to

Copyrights	
Powerpacker	Nico "the man" François
AMOS Pro	Europress Ltd
DPaint	Electronic Arts
OctaMED	Teijo Kinnunen



Lightwave 3D      Newtek Developments