

in

COLLABORATORS

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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

in

1.1 NFA - NFA

 B Ø Ø M i N' E C K !

©1995 Mike Carter

CREDZ FOR THE PRODUCTION	Always an important part of a game!
SYSTEM REQUIRMENTS	So what configuration is needed?
THE STORY LINE	Does anyone care?
THE AIM OF THE GAME	Top info all round!
PROGRAM INFO	A guide to the proggy
NFA!	the group of wonders
THE CODER	err...me
THE FULL VERSION	get it while it's hot!

PLAY THE GAME

tHIS dEMO mAY bE sPREAD aNYWHERE...on your back in the shower, on your
 toast for breakfast, across the floor, between your legs(!)

1.2 Credits For The Production

 BØØMiN' ECK!

dEMO CODED bY : Budda/NFA
 FONT CODE bY : Freak/NFA
 gRAFIX bY : Elf/NFA
 tUNES bY : Elf/NFA
 Rainbow/Cytax
 pLAYTESTED bY : Gillian Carter
 Michael Carter

John Yabsley
 Liam Fairleigh
 Stewart Hampshire

This is a spread-where-u-like demo so you can send it anywhere.
Even to timbucktwo if ya feel like it!!
Want to know how to get the full version?

LaSt uPdAtE oF dEMo : 12/04/1995

1.3 Requirements To Run The Game

BØØMiN' ECK!

The game was programmed on a standard A1200 (2Mb CHIP, 68020 CPU etc)
It has been tested (so far) on only my own A1200 (unexpanded)

It should work on at least any A1200 although I don't know about other
Amiga models. I don't use any fancy trickery (Hey this IS AMOS!) or
any naughty pokes so the game should perform equally well on any
system. One thing to bear in mind is that it may require just over 1
Mb of CHIP memory to run fully so that's A500 owners out! I'll test
to see if this is true as I'm only guessing.

I've also been having a compiling problem were anything compiled by me
will only work on an A1200. Strange and don't know why?

So, to be safe run this game on an A1200 or better.

1.4 Are you REALLY going to read this?

BØØMiN' ECK!

Far away in a land where Lego is made, a crisis was happening. The
machines creating the Lego men were goofing up more than normal. All
the reject Lego men had no legs so they had to wobble to move about.
Two of these rejects weren't having any more of this and so wobbled to
the creators hill in Lego land. Dr.Technic (the creator of Lego) knew
what they were here to see him about and so before they could say too
much offered them a challenge.

"My mazes are becoming cluttered with loose bricks and are making them
very untidy and difficult to wonder round. If you on your own or with
a friend can clear them as best you can I will award you with a very
special gift. I have one pair of legs left to which I will colour and
give to the winner. If you fail to get through the mazes then you
will be killed. It won't be easy, oh no! I've created a gang of
ghosts to wonder the lonely mazes in search of someone to scare...if
they find you you'll know!"

Now you could find out about THE AIM OF THE GAME or just pop back to the contents page.

1.5 What is involved in playing the game?

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BØØMiN' ECK!
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Starting Out...

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On the options screen you have a choice to make. You can play the game, exit back to AmigaDOS or load some new levels.

The game can be played by either 1 or 2 players. Depending on the amount of players the game will vary.

In 1 player mode you will be playing against ghosts who will wonder randomly through walls across the maze. The amount of ghosts depends on the difficulty set. 1= easy (only one ghost) whilst 7 = bugger (seven ghosts) As you intriduce more ghosts some of them will become protected from your bombs making it more of a challenge to get around the maze without dying!

During a 2 player game you will be up against the other human. The competition will be to see who can get the most points after completing all the mazes.

In either game mode the player(s) will recieve 3 lives FOR EACH MAZE so you should have a good chance. However it ain't gonna be easy to get through all them levels!

REMEMBER : The idea isn't just to find the exit but also to grab as many points as possible on each maze.

If you choose to load some new levels you will be given a file requester (aslong as the Req.library is available in the Libs: directory) in which to locate and select the new .MAP data file. This can be anywhere (on another disk or hard drive even a CD-ROM!). At the moment you cannot create new levels as the map editor is not at a release standard. However when it's released you can pick it up from me direct. Get in contact at the address and leave your name and address so I can contact you when the level editor is finished.

There are thirty levels supplied on this disk. Have fun!

Bomb Blowin'

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To dispose of any blocks in the way simply drop a bomb by pressing the fire button. You will have a few seconds to leg it then the bomb will blow! The space which the bomb(s) cover will vary depending on wether you have picked up the long range bonus. When a bomb is about to blow it is advisable that you get as far away as possible as bits of shrapnel can fly further than the bomb explosion and harm you, meaning a loss of a life. Also a 'top tip' is 'mind you head!'

When the blocks are blown away a bonus may be uncovered.

Completing Levels

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Each level is completed by either...

- a) finding the exit square hidden under a block in the maze
- b) blowing up every block in the maze to clear it

...however some levels can only be completed by one of the above methods, and you will not be told which method goes with each level so you'll have to work it out yourself.

In the default (when you first load the game) there are 30 levels to challenge you. Of course using the 'load levels' function will make the amount of levels endless.

Score Panel

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The panel at the top of the screen features information for both players even if it's in a 1 player game. The score is shown along with two other useful bits of info. These are

- (1) Amount of bombs - Number of bombs which the player is able to drop at a time. This is shown as a picture of a bomb with a number next to it.
- (2) Long Blast Mode - When you pick up the bonus an "L" will appear just under the bomb amount. You now have a longer blast for the bombs.

1.6 All the collectables you could ever need

Throughout the mazes bonuses can be uncovered by blowing the blocks away. There are a variety of bonus pick-ups available and here they are:-

TREASURE CHEST - Offers a bonus of 250 points.

BOMB IN BOX - Extra bomb. A maximum of 9 bombs allowed per player.

JOYSTICK - This will swap the characters being controlled over between players. Very annoying! Only works in two player games otherwise not effective.

LETTER "L" - Activate long blast mode for the player.

QUESTION MARK - A random pick of long blast, extra bomb, joystick or bonus but could be nothing!

1.7 Hey toppo info for all you budders!

BØØMiN' ECK!

"Boomin' Eck" was filmed before a live studio audience.

As you SHOULD have guessed it was coded in "AMOS Professional" and made executable with the "AMOS Pro Compiler".

I feel that I've used AMOS well and tried to include as many different routines as possible in the game without making it look like a demo. I've covered scrolling messages, bitplane shifting, machine code inclusion, vertical scrolling, mapping and collision, AMAL, Font Text, alternative file requester, music & sound effects, animation (not AMAL), star fields ... and maybe some others!

I think it does prove that AMOS can still chugg out a decent-ish game. At least it doesn't look like the other tacky AMOS stuff people dare to release. Most of the stuff in the Official AMOS PD library is crap (I've got the CD-ROM of the library)

I strongly recommend you get hold of some AMOS extensions. Many are available in the Public Domain.

Turbo 1.9
Stars Pro
Jd
LDos

These can be bought or have been given away on a "CU Amiga" coverdisk:

Craft 1.0
MusicCraft 1.0
Craft 2 Turbo+
AMOS 3D

Of course you can do similar things that new extension instructions provide from AMOS using library calls and pokes/dokes in memory. Be prepared for ALOT of crashes as I had to sit through millions of 'em and wait for my hard drive to re-load AMOS Pro over and over and over again.

The game maps were based on a the map format created by a map editor coded by Brian Bell (Mr AMOS) who used to run the MR AMOS Club in Ireland. I have tweaked the way things work and produced my own map editor to produce maps compatable with only this game.

A map editor to create new levels for "Boomin' Eck!" will be available later on. At the moment I've not got enough time to spend on making it useable for everyone. However I will advertise it in "The Word" (NFA's own disk magazine) and if any of you have written to me with an intrest in the editor I will write back to you with the news of its release. I really am just too kind.

...or give our NEW ukhq distribution site a tinkle...

[DØWN and ØUT (UKHQ) --+ RiNG: +44 019 25 23 49 81]

-[14400 V32 BPS]-

Non-mmodem owners can contact NFA by post at one of the following places:-

Deck The Ripper/NFA
NFA-WHQ
P.O. Box 323
Campbell Street
Leicester
LE1 5XP

Freak/NFA
NFA-PD
P.O Box 42
Grimsby
South Humberside
DN33 1RY

1.9 The Profile

```
Name: Mike Carter
Age: 16
Address: "Bradda"
          Crowborough Road
          Georgeham
          North Devon
          EX33 1JZ
Handle: Budda
Group: NFA
```

```
+-----+
| You can contact me at |
| this address if you have |
| any bug reports or problems |
| running the game. |
+-----+
```

Starting coding on my little Amstrad CPC464 when I was 8 years old. Been using AMOS for 3 years now. Joined NFA 7 months ago. In all this time I've only ever finished two games in AMOS. The other game is "Phuk The World" and is public domain, available from 17-Bit Software (Disk 3089). For some reason I get tired of doing a single game if I feel there's no real purpose for doing it.

1.10 The full version for such a nice price?

You are currently the owner of a demo version of "Boomin 'Eck!". This will allow you to play 5 levels from the full game. If you would like the full version it is available direct from me.

The full version contains:-

more music,
30 levels,
an option to load new 'sets' of levels in which can be created with
an optimal level editor (not released yet),
a digitised 'game over' animation,
a hard drive installer
and a graphical storyline at the start.

All the above will set you back just £5 + 50p postage and packaging.
I will send out a full version within 48 hrs or better by 1st class
post. Paying by cheque is the best way, make cheques payable to
"M.Carter" for £5.50.

I am not a thief and will send the disk as soon as I can.

Send all orders to:-

Mike Carter
"Bradda"
Crowborough Road
Georgeham
North Devon
EX33 1JZ