

Bug_Bomber

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COLLABORATORS

	<i>TITLE :</i> Bug_Bomber		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Bug_Bomber

1.1 Bug Bomber Manual & Help Guide

Bug Bomber Guide Version 1.8 (30-4-99)

This guide is basically the manual that never was...no, actually its more like the User Guide that never was! This guide will help you to further understand the basics of the game, along with installing it and giving you tips & explanations of the options available and so on!

Full Game:-

Demo Version:-

Introduction

Installation

Installation

Limitations

Requirements

Other Info...

The Controls

The Objects, Etc...

The Enemies

Options Menu & In-Game Keys

Tips...and Level Codes

Problems and FAQ's

The Creator

History

Contact Me at...

The "To Do" List

Big tHaNkS to...

And the Future???

Disclaimer & Copyright

Please look at the

Other Info

Section for more information (Obviously :>)

1.2 Enemies

Some of the computer opponents (from the manual):-

- GHOST -- Can go through walls. IQ significance: for evasive purposes.
- RUNNER -- Fast & strong, no special abilities. IQ significance: as above
- MINER -- Lays mines. IQ significance: for evasive puposes and frequency of mines.
- BUILDER -- Builds blocks. IQ significance: for evasive purposes and frequency of walls
- FLASH -- Really fast. On contact will place Bomb's all around its enemy i.e. you and your robots. IQ significance: for evasive purposes. (We call it Psycho here of obvious reasons)

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1.3 My

Really, there isn't much to do with this guide now except:-

- Add some music to listen to while browsing this guide
 - Include a link wherever a different section is mentioned
 - General tinkering
 - Adding an advanced tactics & playing styles section (will replace Tips probally!)
-

- Installation Script for guide (& demo!). Need to learn the language or find a utility (plugin for GoldED!) for Installer! Can anyone help? :)
- Pictures (to illustrate options, icons, etc.)
- More info on the enemies i.e. Their skills, strengths & weaknesses
- "Highest amount of energy" section - The top amount of energy you've got when completing a level (Computer Mode Only!!!!). No cheating please ;) --- It was only a idea !!! ---
- Convert it into a HTML style guide...might take a while!!?
- ...any suggestions?

Honestly, it looks alot but it isn't much really!

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1.4 Other Information...

Other information:-

The demo's 4 levels are not 4 levels in a row that increase in difficulty slowly - They must be 4 levels that are from various stages in the game i.e. level 10, 20, 30, 40 !!! with the computer IQ of 3 ??? Who knows!!

I have (finally) got in touch with Kingsoft who have said they don't mind this providing I only make the DEMO available (which is obvious really!) so this is all legal (not that it wasn't anyway).

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1.5 Full Version Installation...

As yet, I'm not sure how to install it to the Hard Drive. The copy ↔
I have

wont allow you to run it from the HD. There must be a way around it. I am looking in to it. Any suggestions???

There could be a HD Install hack/patch on the Aminet/Web somewhere!!??

Also, in order to run the game, you need to Degrade your computer to a A500. This is also a way of getting around the Graphics Mode problem !!!

Any program like RELOKICK or DEGRADER will do the job ;) These are easily obtainable from the Aminet! Don't know where they are on it though! Sorry :(

If anyone needs it, I can send it to them, but you should be able to find it by searching the Aminet!

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1.6 Demo Limitations...

In the demo, you get the following limitations (sigh!):-

- Only 4 levels to play (It comes up with the "Game Completed" picture after level 4!) Although you only get 4 levels, alot of fun can still be had (I've played it for HOURS and HOURS. I couldn't tell you how many. Too many probably!)

- The only option that can be changed is the Amount of Players on the main menu screen (F2 - could be F1 in the demo!!!) so at least you can still have 4 players fighting in unison against the computer - 2 Joystick/Joypad, 2 Keyboard.

Apart from that, all in features in actually playing the game are there - Quite lucky they didn't incorporate a 5 minute limiter on the demo!

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1.7 The Options menu & In-Game Keys...

Firstly, here is the Options Menu / Title Screen explained:-

F1 - VS Computer / Opponent

Pressing F1 will swap play modes.

To see the options screen when computer mode enabled,

Click Here

.

when opponent mode enabled,

Click Here

.

By The Way, you cannot quit the game (and it doesn't multitask either) so make sure you've saved any work you were doing before you start the game as you'll have to reboot after you've finished playing!

The In-Game keys are:-

Help - Lose one life

Esc - Quits the current game

P - Pauses the game (pressing it again will unpause it)

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1.8 Options Menu - Opponent Mode...

Opponent Mode

In this mode, you will be on your own! You will face all the other players playing (including the computer if turned on! See below). This doesn't work by levels, but rather by rounds & matches instead.

This is a great way of playing if you have more than two players as with two players, there's no skill or tactics involved as you can only go after one other player. The addition of the energy egg makes all the difference in this mode!

F2 - Change No. Of Players

This will change the amount of players against each other

F3 to F6

This will change the controls selected for the player associated with each function key:-

F3 = Player 1

F4 = Player 2

F5 = Player 3

F6 = Player 4

The available controls are:-

Joy One - Joystick Port

Joy Two - Mouse Port

Joy Three - 4-Plyr Adaptor Port

Joy Four - 4 Plyr Adaptor Port

Key Left - w, z, a, d, LShift

Key Right - Arrow Keys & RShift

F7 - Few Enemies

By pressing this key, you can change the amount of enemies that will appear every round. The options are:-

Few Enemies - A few appear (Obvious really!)

Some Enemies - Some Appear

Many Enemies - um...

Low Random - A Small amount of different enemies appears (?)
Medium Random - A Average amount of different enemies appears
High Random - A Large amount of different enemies appears
No Enemies - If you want it 'Just Players' !!!

F8 - Rounds To Win

All this means is the first person to get the amount of rounds you set it to wins!

F9 - Computer IQ Level

Pressing this key will alter the intelligence level of the computer controlled opponents from 0 to 7

F10 - Not available in Opponent mode!

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Options & In-Game Keys
section

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1.9 Options Menu - Computer Mode...

Computer mode

In this mode, you will play (join forces if you have more than one player playing!) against the computer where you will be set against level after level of computer enemies.

This is an ideal option for experienced players as you can make the IQ level of the computer high and have a real challenge (especially if you are playing alone). Also, this is the best option for people playing it alone!

The rest of the options will look like this:-

F2 - Change No. Of Players

This will change the controls selected for the player associated with each function key:-

F3 = Player 1
F4 = Player 2
F5 = Player 3
F6 = Player 4

The available controls are:-

Joy One - Joystick Port
Joy Two - Mouse Port
Joy Three - 4-Plyr Adaptor Port
Joy Four - 4 Plyr Adaptor Port

Key Left - w, z, a, d, LShift
Key Right - Arrow Keys & RShift

F3 to F6

This will change the controls selected for the player associated with each function key i.e. F3 would change the controls used for Player 1, F5 would change the controls for Player 3, etc.

F9 - Computer IQ Level

Pressing this key will alter the intelligence level of the computer controlled opponents from 0 to 7

F10 - Enter Password

This, although not shown on the screen as an option allows you to enter a password in order to continue where you left off last time i.e. if you got to level 33, you would be able to continue at level 31 again (providing you wrote the password down when it appeared at the end of level 30!!!).

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Options & In-Game Keys
section

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1.10 Introduction...

There really isn't much to it...

The Aim Of The Game is similar to that of "Dynablast" and "Bomberman" ! In that you run around the screen, dropping Bombs and attempting to destroy the enemy (or each other when there's more than one player!) to advance to the next level.

But in this case, it's more complicated as there is more to life than Bombs (See the Controls section for more details !!!)

So the rules are simple - Kill, Kill, and Kill really!!!

Oh, and by the way, here are the characters names:-
(In case you're wondering!)

Red Player - Punky
Green Player - Martian
Blue Player - Jailbird
Yellow Player - Neando

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1.11 Plans for the future :)

"What next?" you may ask!

I intend to cover every aspect of the game full version and demo (at least) including tips, tactics and the like!!!

-- New Projects (since last update!) --

By the way: As now I'm pretty with many projects (not including this guide), the updates are DEFINATELY becoming less frequent.

- GoAD = A few months ago, A group and mailing list was setup called The Gathering of Amiga Developers (GoAD). I'm happy to be one of this group. I am the webmaster for the group as well as being the Text Writer for the current game being produced - Cauldron 2000. At the moment, we have everyone we need really, except for coders so if you think you're up to it, please contact us but check out the website first to get some info as to what we are about, etc. Ta!

Projects I'm working on/Have worked on:-

- Guide for Frontal Assault by James Daniels.
This I have still a fair bit to do. If anyone has any queries to this game, please

Contact
me about it and I'll see what

I can do...

- Assisted in documentation updating for the DICE (C Programming Env.) package. Also in charge of the Official DICE web site which is now up and running! <http://drummond.u-net.com/DICE>

- And of course, this guide updating!

There are other projects which aren't final so I'm keeping them top-secret until I know if they are going ahead! Watch this space!

Everything mentioned here is available on the Aminet
i.e. Frontal Assault (this is probably found in the game/2plr section!)

DICE 3.16 (devs/c)

Bug Bomber guide (as you already know, game/2plyr)

If you can't find it where I've guessed they are, try searching for a keyword i.e. DICE

Frontal

Bug

That should help you find the relevent file!

Also one idea I have come up with is that if there is a game you have trouble with or you'd just like a guide for it like this - providing I have the game, I will compile a guide for you. So then, any requests??? The type of games I'm likely to have are Populous I & II, Civilization & Colonization, etc. Plus Eye of the Beholder II (I do have "EOTB I" but I've lost the manual - actually, I got it from a market and I didn't check its contents

when I bought it but for 3 quid, you can't complain can you? Well...

In the future, I will include a list of all the game I have available (that I could possibly write guides for) but until then, I'm open to suggestions/offers!

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1.12 Disclaimer

I take no responsibility for the occurrence of anything that could happen to your machine becoming faulty after using this demo or this guide. ←

Do not attempt to copy, alter, remove, add or change anything included in this archive without permission from me.

You may distribute this archive providing:-

- a) It is not altered in any way, including the name (without giving a valid reason)
- b) That you do not charge for the distribution (with the exception of charging for copying or disk cost coverage).
- c) You notify ME FIRST before performing any action in distributing this

(c) Copyright 1990 - 1998 = Isolation - Guide and Readme
1991 = Kingsoft - Demo

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1.13 Author(s) !!!

This is going to be complicated to explain so bear with me as I try to explain "who made what" !!! ←

This guide was made by me - Nathan J. Harmsworth - as I got this demo with nothing else but the mainfiles and game (no doc's in other words)

Author & Credits from the manual:-

Game Concept & Design: Volker Wertich
Amiga Version: Volker Wertich
Amiga Graphics: Harald Kuhn

Amiga Music: Chris Hulsbeck
Commodore 64 Version: Ivo Herzeg
Commodore 64 Graphics: Michael Detert
Commodore 64 Music: Chris Hulsbeck
PC Version: Prestige Software
PC Graphics: Harald Kuhn
PC Music: Matthias Steinwachs
Project Manager: Fritz Schafer

The company was called Kingsoft and it was distributed by Mindscape.

That's it really. If you want to get in touch with me about the game or any reason, feel free to

Contact
me! :)

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1.14 What specs ya Amiga needs to have

OK. Ready for a shock? Good, coz this is the requirements:-

- An Amiga ...

Yes, that's it! Strangely enough because it's an old game (1991 Copyright) so it was probably design to run on a basic A500. This I haven't tested as I don't have one but what I have is pretty strange:-

- A Amiga CD32 with a SX-1 module unit thing in the back which houses a 4MB SIMM card (altogether 6MB RAM) and a humble internal 250MB HD (desperately need a bigger HD! Any offers???)

That's my system. You could say I have a slightly upgraded A1200!

I have tried it on a A500 (could be a A500+) that's got a ram expansion in it and it works fine on that!

IMPORTANT

Be warned though that if you have anything graphically superior to an ECS system i.e. AGA, graphics card, etc., make sure you boot with the graphics mode (on the 'hold-mouse-buttons-down-while-switching-on' menu) as Original (or whatever the top one i.e. the most useless one! Sorry A500 owners 8>) Mode. This is because when you start the game, you will get a graphics up as a load of garbage and will not be able to play it (unless your God!). This doesn't always happen (as I've been told) but it does to me on my system. Please let me know how you get on with your system(s).

Apart from that, there isn't anything else required.

In the game, you can use a 4-player adapter (the one used in Dynablaster!) so you can use 4 joysticks/pads, and according to my sources, it does work!

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1.15 The Installation - Maybe complex to some!

Right then...Installing it!

The file 'mainpart' needs to be where it is assigned in the program 'BugBomber'. Confused?

Thought so, but it simply means that 'mainpart' has to be in the Bug: assign which you will have to assign in your user-startup (or startupsequence) in the s drawer of your hard drive or floppy disk but usually where the For example:

```
assign Bug: Dh0:Games/BugBomberDemo
```

or wherever you put the game should be fine but make sure you call the assign 'Bug:' otherwise the program will go wrong and you'll get the screen all messed up.

Also remember about setting the right graphics mode.
(See ***IMPORTANT*** on the
Requirements
page!)

Right, I think that's the Installation sorted out. In case you want it again then very simply:

- Put BugBomber and Mainpart in a directory wherever you like
- Assign Bug: in your s:User-Startup to wherever you put the above directory
- Reboot using the Original display type thing (if needed)

Bob should be your uncle and you should be able to see the starting screen when running the game.

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1.16 Controlling your players...

I shall attempt to explain all the moves/features as best I can!

Up, Down, Left, Right move the guy you control Up, Down, Left, and yep, you guessed it, Right. Now things get more complicated :)

By holding down fire and letting go again will drop a block on the location you are standing.

The following are moves activated by holding down the fire button and moving the corresponding way on the joystick/joypad/keyboard.

(Don't worry, you'll see what I mean when you try it!!!)

I've included the keyboard controls in the table in case you don't know them!

Function	Key Left	Key Right	Action	En. Points
Tapping Fire	Left Shift	Right Shift	Lays block	(1)
Fire & Up	W	Up Arrow	Drops a bomb	(1)
Fire & Right	D	Left Arrow	Drops a thunderbolt	(2)
Fire & Left	A	Right Arrow	Lays a mine	(2)
Fire & Down x1	X	Down Arrow	Lays a energy egg	(4)
Fire & Down x2	X x2	" " x2	Lays a painter egg	(5)
Fire & Down x3	X x3	" " x3	Lays a cruncher egg	(10)
Fire & Down x4	X x4	" " x4	Lays a hunter egg	(15)
Fire & Down x5	X x5	" " x5	Lays a tank egg	(20)

Right, that should have you nicely confused. If you are wondering what 'x3' is meant to mean, it means tapping down three times i.e.

- Hold Fire Button down
- tap down once...twice...and again
- Release fire button
- Voila, one cruncher egg

Be careful not to push/tap another way while doing the process otherwise you end up doing something else instead! Practice is the key. Getting it right is all important in mastering the game.

I'll explain what en. points means later!

Right, you have the controls there and what they do but what do the things they do do????

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1.17 Troubleshooting & Problems...

(Under Construction...)

You shouldn't experience any problems except:-

- The graphics mode problem
- On the DEMO ONLY (it hasn't come up in the game yet!), the "fast" (you know the ones I'm taking about!) sometimes get carried away and start corrupting graphics. Usually they will either shoot off the side of the screen or will just go into the floor and corrupt the graphics in the surrounding blocks when you walk over them. This is a problem in the game and cannot be fixed! :(
If it happens, you can usually hit HELP to lose a life and then you

should be OK! Sometimes it will crash the computer too so you'll have to reload!

- It has crashed for no reason what so ever!

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1.18 And a few tips...

Just a few tips to keep in mind...

- New: It may sound obvious but try not to let the enemy group up together. They are much more vulnerable if they are scattered throughout the screen. This is most important with Tanks as if there are a big group of intellegent tanks, you may not be able to get a shot in yourself before you get wiped out (if you don't have much energy left)!
- Remember too that only a certain amount of hatched creatures i.e. tanks, enemy droids, etc. can be on screen at one time which means that once that limit is reached, nothing else will hatch (including your own eggs) until something is destroyed i.e. a enemy tank, painter, etc. but the eggs don't stop appearing unfortunately.
- Be careful of a chain reaction when there are so many eggs on the screen as eggs also explode and can lead to a BIG chain reaction as one will explode on to another one which will explode...etc and so on.

That's it really on the simple terms

If you are on a level and cannot get further, try some of these to get you on your way...but only use them if you're desperate !

Thanks for reading (if you got this far) and I hope to start a user group soonish. Dunno what I'll call it yet but keep your eyes out for me.

Any questions?

Contact
me...

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1.19 Level Codes...You Desperate People!

		Amount of players				
CPU		-----+-----+-----+-----+				
IQ	Level	1	2	3	4	

0	11	KKCJDD	OLCLDH	LKKJLD	PLKLLH
	21	KKDNDL	OLDPDP	LKLNLL	PLLPLP
	31	KOGJHD	OPGLHH	LOOJPD	PPOLPH
	41	KOHNHL	OPHPHP	LOPNPL	PPPPPP
1	11	KCCBBB	ODCDBF	LCKBJB	PDKDJF
	21	KCDFBJ	ODDHBN	LCLFJJ	PDLHJN
	31	KGGBFB	OHGDFE	LGOBNB	PHODNF
	41	KGHFFJ	OHHHFN	LGPFNJ	PHPHNN
2	11	KICICD	OJCKCH	LIKIKD	PJKKKH
	21	KIDMCL	OJDOCP	LILMKL	PJLOKP
	31	KMGIGD	ONGKGH	LMOIOD	PNOKOH
	41	KMHMGL	ONHOGP	LMPMOL	PNPOOP
3	11	KACAAB	OBCCAF	LAKAIB	PBKCIF
	21	KADEAJ	OBGGAN	LALEIJ	PBLGIN
	31	KEGAEB	OFGCEF	LEOAMB	PFOCMF
	41	KEHEEJ	OFHGEN	LEPEMJ	PFPGMN
4	11	IKAJDC	MLALDG	JKIJLC	NLILLG
	21	IKBNDK	MLBPDO	JKJNLK	NLJPLO
	31	IOEJHC	MPELHG	JOMJPC	NPMLPG
	41	IOFNHK	MPFPHO	JONNPK	NPNPPO
5	11	ICABBA	MDADBE	JCIBJA	NDIDJE
	21	ICBFBI	MDBHBM	JCJFJI	NDJHJM
	31	IGEBFA	MHEDFE	JGMBNA	NHMDNE
	41	IGFFFI	MHFHFM	JGNFNI	NHNHNM
6	11	IIAICC	MJAKCG	JIIIKC	NJIKKG
	21	IIBMCK	MJBOCO	JIJMCK	NJJOKO
	31	IMEIGC	MNEKGG	JMMIOC	NNMKOG
	41	IMFMGK	MNFOGO	JMNMOK	NNNOOO
7	11	IAAAAA	MBACAE	JAIAIA	NBICIE
	21	IABEAI	MBBGAM	JAJEII	NBJGIM
	31	IEEAEA	MFECEE	JEMAMA	NFMCME
	41	IEFEEI	MFFGEM	JENEMI	NFNGMN

Now you all have no excuse for not completing the game...unless you really can't complete anything above level 41 !!!

If there are any that don't work and/or you have the one(s) that do, please let

me
know them. Thanks!

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1.20 Contact Me...

You can reach me by the following ways:-

Email:- tarquel@ddyfi.ruralwales.org

Visit My Homepage:-

<http://members.xoom.com/Tarquel/index.html>

although my Main Project's site is more of my homepage at the moment:-

GoAD = <http://www.geocities.com/siliconvalley/orchard/1225/index.html>

NOTE: Both these sites are "Frames" style websites. Shortly, I will make the links appear on both the top & bottom of all the pages so that all you have to do is visit the main.html page on either site, and you should be able to go to every page! Still best viewed with Frames for ease of use!

Good ol' Royal Mail (Snail Mail):-

Flat 5
Paris House
Heol Penrallt
Machynlleth
Powys
Mid-Wales (UK)
SY20 8AJ

Please send me a postcard if you enjoy the demo and if you know anything about the actual game, PLEASE, PLEASE let me know :>

-- Let's keep the Amiga Scene going. There's life in the ol' dog yet!!! --

P.S. Any BBS users around? Of course there is!
Check out my friends at:-

Daves Place BBS:- 0161 339 5695
Amiga Web BBS:- 01705 355 111

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1.21 Objects & General info...

I think I should point out the icons and display on the side of the screen when you start a game.

The game screen is split into two areas (roughly):-

The area you control the players and the area that shows your player(s) stats. You have your energy level indicated by the numbers, then the picture of your player so you can identify him (or her case you happen to be female!) and a little status box which will show you what your current action is when you push down on fire and (try to) perform a move. It's a handy way of keeping track on where you are in a complicated move i.e. laying a hunter egg!

In this game, you have intelligence. Not you, but the players rather {though it helps if you do too :) } and this is indicated next to the status box by a sad/happy face. Now this may be obvious but the happier your face is, the more intelligent you are and in order to become 'intelligent', you need to pick up IQ+ icons which randomly appear around the screen.

There are a limited amount that appear so help other players by not collecting IQ's if you already have full IQ (very happy face! There is a limit as to how far it will go!).

This is also true with energy icons (EN+) which give you 25 energy points (thus en. points - see above) and are vital in survival. Yes, this is a strategic game. There are lots of ways to go about the game but I am not going to spoil it for you. Only if you ask nicely!!

On the controls section, I included the amount of energy each action takes (yes, you don't get it all for free you know!) so you do have to make things count on this game! Of course, it doesn't cost any energy points to walk around! (But be wary that the less energy points you have, the slower you go and vice versa, although there is a point where you can't go any faster otherwise... Terrible things could, and probably, Would happen :)

Right, the bomb! The bomb will explode after a certain period of time. This all depends upon how much IQ you have (this is an important feature of the IQ. This affects pretty much everything you do really as I shall go on to explain...) as the more IQ you have, the longer it will take to explode! The bomb damages anything in its path so be careful it doesn't damage you!!!

(Getting hit in an explosion will take off 25 Energy points! Be careful when you're lacking on points. Get your friends playing with you to help you out!)

A mine will do the same as a bomb but obviously won't explode until a) An enemy walks over it (You or the other players don't set it off! Phew!), or b) It has been left for a certain period of time (dependant on IQ again!)

A block is a block. Use it for..... I'll let you work that out. It is probably one of the most useful things except from....

The thunderbolt! The weapon of doom against the enemy. Laying one of these will cause those vertical and horizontal lines to be danger zones for the enemy as if an enemy steps into the 'line of fire', the thunderbolt will shoot off and attempt to hit the enemy (like a homing missile!). But of course, it will only stick to the line it is moving along and explode where the enemy was (otherwise it would be a bit to chaotic) so remember to lay a few along the line!

Now for the eggs! Remember that they have to a) hatch which takes time (The good ol' IQ factor comes into play again as to how much time!) b) cost more energy points than a simple bomb, mine, etc. (see earlier), and c) The amount of IQ ALSO~affects their PERFORMANCE as to what they do and act i.e. walking into enemy mines, etc.

A energy egg isn't really used in this demo except for transferring energy from one player to another (tip for you there!) so don't bother with this that much!

A painter egg is very useful in that it 'paints' over ANY EGG it crosses, even the enemies (which simply means it will become your follower and part of your team!) so you can gain a great deal of helpers at not much of a cost. It isn't particularly strong so keep this in mind when you are creating it and thinking statistics!

A cruncher egg has the simple use of destroying blocks in it's way! Not really useful unless you're trapped in and need to get out without destroying yourself, etc.

Hunter eggs are good as they have strong armour and can withstand alot of damage. They try and home in on enemies with the sole purpose of damaging the enemy by ramming it. This does affect the hunter but usually it will survive depending on the strength of the enemy.

Tank eggs are the ultimate fighting machine, or are at least meant to be. Basically, they are a strong force that can shoot thunderbolts at the enemy the same way as the players can. Only snag is that they are only any good if you have ALOT of IQ and also that they cost 20 Energy points to produce. Ouch! Overall worth making though. Could be used as a scout or...

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1.22 My thanks fly to...

My thanks must go to:-

- Kingsoft for releasing the game and Volker Wertich for creating it!
- Dietmar Eilert who made GoldED (possibly the best editor this side of the millenium!). Keep up the good work :) I advise everyone to at least try it - It's large for an editor but has so many features, it'll have something for everyone :) (I'm using GoldED 4.7.3 in case you were wondering. I can't afford to register and buy the full version although I recommend you do!)
- Anyone who contacts me regarding...well...anything really, but mainly news about the game!
- Thanks to:-

Mike Bailey for some manual information
'String' for the shortcut & file !

- You for trying it out and taking the trouble to read this guide. Staying up until the early hours of the morning seems to be worth it now :)

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1.23 History

As it's version 1.0, there is no History as such except for this ← possibly:-

V0.9 Readme included in Archive. <not uploaded to Aminet!>

So here comes the history so far (The date is by the way, the date of finishing that particular version):-

17-10-98

V1.0 Readme converted to Guide (used a guide 'plugin' for GoldED which made this guide easy to make & edit!). A bit more info included (I think. Made it more easier to understand)!
<Not Uploaded to Aminet!>

18-10-98

V1.01 Used the info in the Doc (ReadMe) I made to fill up this guide.

22-10-98

V1.02 Just a few small changes to the general look of the guide. Added the Future page too. Will be the second upload (I worked out how to do it!!! :>) to the Aminet. Only includes Guide and ReadMe At The Moment ...

03-11-98

V1.5 It's a big jump as I'm now covering the actual full version also! I've basically changed every page and changed the layout (again). Pages I've added are:- Limitations, Other Info, To Do List, Options & In-Game Keys, and The Aim Of The Game! The next update will contain the demo unless told otherwise ;)

07-11-98

V1.6 Yet more fiddling with the layout (It's best viewed with the DigiBoosterEd Font - email me if you need it :> or a smaller font than Topaz 8).
The To Do List was there but I forgot the button for it :(This is now fixed! :)
I've added a bit more information in various places of the guide such as the
options
menu.
The
Controls
section has been updated too!
Getting near to not being able to think of improvements :)

19-11-98

V1.65 Not really worth the download (or upload in my case!) as I've done very little this week. Tonight I've updated the To Do List (and this part also). Also I've included a level code page (see the tips page) and fiddled about a little. Next week's update should have music playing in the background. (Gulp!)

05-12-98

V1.70 Updated various parts of the guide that are irrelevant (as I've got hold of Knigsoft!). Messed around with other little bits too. The weekly update won't be so weekly anymore as I've started on other projects. See the Future section for more info on these... A lot of sections have been altered - not by anything much but have just had slight info. changed. Maybe a while before the next update.

30-04-99

V1.80 Not a whole hell of a lot despite the time gap! Still, added the Enemies section. Currently a bit basic i.e. What was in the manual. Will improve it in further updates. Also, have updated the Future Section. Added new projects, etc. Also added website links to the Contact Me Section and a tips to the Tips Section.

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