

**BOOM**

**COLLABORATORS**

	<i>TITLE :</i> BOOM		
<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

## BOOM

### 1.1 BOOM (AGA) version 1.0

June 1996

Welcome to the BOOM AmigaGuide!

Giftware

BOOM - what's that?

Installation/Sound

Bugs/Enhancements

Other projects

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### 1.2 giftware

BOOM is Giftware. You are allowed to spread it all over the world, as long as all files are unmodified included. The files are

"BOOM", "BOOM.info",  
"Deutsch.guide", "Deutsch.guide.info",  
"English.guide" and "English.guide.info".

Further it is not allowed to sell BOOM for more than a small fee for the medium.

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You like BOOM? How about a small donation, an exotic postcard, a "productive" e-mail, ...

## 1.3 rules

BOOM bases on the idea of BomberMan/DynaBlaster. If you do not know that games, read the following short description:  
Every player tries to survive (very easy so far), but the others do not let him. You can drop bombs to stop your enemies. Everyone who is "inside" of an explosion is out of the game (or the round). The survivor wins. This sounds easy but beware of chain reactions...

Yellow stones might leave behind on of these extras (select frequency in menu)

- one more bomb to drop
- enhanced range in all directions
- ability to run through walls for a short time
- run through bombs/dynamite for a short time
- you are slower
- the others are slower
- all are slower
- new dynamite is randomly placed

The game is a multi player only game for 2-4 (human) players. The first two players use a joystick, the others use the keyboard.

Menu: Try that yourself, it is easy (use joystick in port1).

A special feature is the TWIN mode. Both of the two players have to control two persons on screen. Joystick in port0 controls blue and green, port1 controls the red and the purple. You win if your opponent is completely blown away.

Control:

- blue: joystick in port0
- red: joystick in port1
- green: <s>=up, <z>=left, <x>=down, <c>=right, left <shift>=fire
- purple: (numeric pad) <5>=up, <1>=left, <2>=down, <3>=right  
right <shift>=fire

BOOM was written in C++ and Assembler. Like in all my programs it is very good optimized for length, memory usage and speed.

## 1.4 installation

BOOM should run on every Amigas with an AGA (or AA) chip set. BOOM works perfectly with 1MB or more.

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You have to run SetPatch in front of BOOM (normaly done in startup-seq.).

To install BOOM to your harddisk, just drag the directory icon of "BOOM" onto your harddisk icon.

BOOM uses no sound. If you really need computer music while playing, run a program like SmartPlay (@ Peter Hjelt) in the background. This should work fine.

## 1.5 bugs

If you have problems with BOOM check if

- you have an AGA Amiga (A1200, A4000, CD32).
- you have enough free memory.
- the BOOM file is not corrupted by a disk error.
- SetPatch was run (BOOM needs it to detect the AGA chips).

Send a detailed report of what happened, your hardware configuration, background tasks, ....  
(via e-mail)

## 1.6 projects

Of course BOOM is not my first game for Amiga. They are all available in Aminet and on the Digital Nightmares homepage:  
<http://www.Informatik.Uni-Oldenburg.de/~miha>

Pairs: High resolution fast think combination game. Connect pairs of blocks in a time limit. (256 colors, Top8 highscore, 1 player)  
ATTENTION: This game needs Multiscan:Productivity, DblPAL or DblNTSC!  
Aminet: game/think

Tättris: Another Tetris clone with a two player mode, sampled speech and much more. (128 colors, Top20 highscore, 1 or 2 players, sampled speech)

AmiCross: A "Mario's PiCross" (GameBoy) clone. Use your logic to puzzle pictures out of numbers. (german texts)  
Aminet: game/think

All mentioned programs need at least an Amiga1200 and do not have problems with fast ram.

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