

**BOMB**

COLLABORATORS

	TITLE : BOMB		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 25, 2024	

REVISION HISTORY

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## Chapter 1

# BOMB

### 1.1 Welcome Willkommen Bienvenue Bienvenuti Kalosorisate Velkommen Tervetuloa Welkom

12-04-96

Welcome to  
The Amiga Format award winning game

B O M B v1.21  
Battle Of the Master Bombers

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Game information - What to do, and how to. Do it. That is.  
Installation - Got a decent machine?  
Authors - Just who do we think we are?  
Contacts & games - Past, present and future in just one node!

REGISTRATION REGISTRATION REGISTRATION REGISTRATION

Super Stardust - "It's just shooting rocks"  
Foolish child reviewer's impression on Bad Influence

### 1.2 The electrons' hyperautobahn

Stupid amount of choice  
-----

It is now impossible for us to escape you! We all welcome any feedback about anything we've ever done. Okay, to avoid ex-girlfriends... anything we've ever done on the computer. You can find out about:

BOMB	- Updates and news
DOMINOES	- from the producers of BOMB!
BOMB PC	- same game, different machine
BOMB Archimedes	- same game, even more different machine

BEWARE OF GREEKS - coming soon

Here's how...

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### 1.3 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 custom built play area where she faces the ultimate in all bombing experiences:

---

## Battle Of the Master Bombers

## 1.4 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 bikinis 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

## 1.5 gangster

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

## 1.6 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 Dynablasters ®.

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

## 1.7 mexican

Name : ATHTHTHA, Aththa  
Occupation : Unemployed  
Date of Birth : 23-02-48  
Town/City : Guadalajara  
Country : MEX

- Athththa? Mr Aththaathaththa?
  - Hn.
  - Ah 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

## 1.8 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

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.

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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

## 1.10 african

Name : Chief Gcaleka  
Occupation : Tribesman  
Date of Birth : 29-12-70  
Town/City : Xhosa  
Country : South Africa  
Speciality : Highland Skull Finding

Nowadays jungle has a bad name. I don't know whether it had a good name. Or whether it once had a trendy name, and then changed it. That is not for us to know. Simply accept it as a fact that it does. Have a bad name, I mean.

Where was I? Ah yes, this sweetly brings us, in a DJ-style link, to "The Chief". For those not as enlightened as myself, I will reveal the obvious connection.

"The Chief" lives in a jungle. The green kind. Not, for example, the over-bassed music type. This is a situation none of us would be particularly happy with. Imagine, if you will, you lived in a garage. Would you be satisfied with such an untuneful association? Maybe you would. Nonetheless, "The Chief" isn't.

Years of banging his head against tree trunks, eventually lead him to the conclusion that the only way to disassociate his habitat with that music was through fame. And, how can one become more famous than by killing innocent people and watching their last breath burnt away in a fury of explosion? Or finding random skulls in the Scottish highlands?

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

Battle Of the Master Bombers

## 1.11 joey

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

---

Having had a rather small role beneath some iron-hybrid atmosphere, or something, Joey turned to bombing. No particular reason, but it's more fun than welding or controlling an entire city, for example.

He plays. He kills. Suffice to say.

## 1.12 Once upon a time...

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

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

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

...make your choice and prepare for a firey grave.

Allow me to disseminate...

Once you know your controls, kill your opponents by reducing them to highly scattered unrelated molecules. The complexity comes in the form of devious tactics and the many ways in which to win.

Picking up power ups may give you that vital edge.

There are also other gameplay options which you may use to configure the game to suit your own particular taste.

The one player game is in a... how shall I put it... provisional state! It is just meant to act as a little training game. You play against Evil Joey. I suggest you go out and get some friends, or at least rent them for a couple of hours, and play multiplayer.

The play area will be chosen at random from the home grounds of the characters playing. Depending on your chosen options, the native player will be given an advantage.

What else is there to know. Are you some kind of nutter?

I am a nutter

## 1.13 installation

Installing B O M B  
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You will need:

a) Not a lot.

You will not need:

---

a) Anything else.

Okay, you might need C:Installer and 1 MB CHIP RAM... yes, you'll definitely need these. But, nothing else. I promise.

The game runs on an A600, and hence on the A500+, A1200 and A4000. With enough free chip ram, the globe will spin! If there are any people with ½ MB chip + ½ MB fast (ie. A3000s, newer A500s or expanded A2000s [or A1000s for that matter!]) please contact me and tell me what happens, or doesn't - what ever's the case.

## 1.14 Everyone's a fruit and nut case

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. Why should a game have shoddy production just because it's PD?

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

The music was written in OctaMED v3 by Jake.

The actual executable (BOMBprogram) is crunched with CrunchMania. This is, obviously, to fit everything on the disk.

What do you want to know? If there are any specifics you want to know about, then please contact me. I'd appreciate any feedback.

Things Jon was "too busy" to do

Occasional occurence of invisible blocks. These can be blown up.  
Some display bugs, eg. flames or half blocks left behind after an explosion.  
Possible problem with shields and/or drawn games.

## 1.15 Mobility is hardly ever underrated

The default controls are:

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

There is now... four player joystick adaptor support. You'll need the hardware, natch, but it's the standard one. Change the default options in the control options menu.

The keys are not my first choice as, if you have played, you may have

---

guessed. This is a system constraint set up by a combination of AMOS and Commodore. If any other combination is used the keys will jam, an paralyze another player (grrr.).

## 1.16 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).

## 1.17 About Me

I am the oil in the Silicon Circus machine. I am the character glue between programming group personalities. I am not, as Jon would have you believe, a slacker. Even my football team is hard working. The mighty PORTSMOUTH F.C. don't... err... okay, bad example.

In my BOMB v1.1 guide entry (for which I won a competition, or something) I had a character profile in the form of a likes and dislikes table. This time, to try and be more original, I am going to create another comparison table. As some friends have gone off to University leaving me at a boys boarding school (NO JOKE), I shall assess the merits of these two habitats.

	School	University
Women	None	Every corner
Beer	Little	Every corner
Work	Evil slave masters	None
Computers	Mine and Alex's	Large rooms thereof
Women	Still none	EVERYWHERE

Ho-hum. Next year, etc.

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 (software now?), Brad (it's time to write, m8), women of the world, friends, family, Foley upper Vith, Gaz, Niv, Foster general and Carling Brewing Company.  
Matt.

---

## 1.18 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. I don't know - programmers all the same! But I don't know whether other production people on games have to put up with grumpy programmers wanting to switch to Blitz for v1.2!

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

Jon programs in or on 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...

The first time that I wrote my entry in this guide, I couldn't think of anything to write, so I copied Matt's entry. So then Matt changed his entry just to spite me and make my entry look a tad silly. So I thought the best way to get back at him would probably be to remove my copy of his entry, making his change a complete waste of time.

Anyway, as you've probably gathered, my name's Jon. And I occasionally code. Actually I code an awful lot more than Matt would have you believe - I work as a software engineer at a company who produces test gear for car companies - rolling roads, wheel alignment machines, etc. At the moment, I'm just 18. My star sign is Aquarius, though I don't see why anybody would want to know that. This September, I'll be going to Manchester University, UK to study Computer Science. And drink to excess.

Even as I write this, people are hassling me about the options which are in Master Blaster and aren't in BOMB. My policy is as follows: if I can be bothered to do it, and it's a reasonable feature, it goes in. This is mainly due to the restrictions of the way the game was coded. And those restrictions were a direct result of programming the game in AMOS. Admittedly, some aspects of the coding could have been planned a little better, but since this is the first proper game I've written, the first game (or anything) which I've written in AMOS, and the first thing I've written on an Amiga®, I hope I'm excused for these errors. And I have in the past asked to convert the game to Blitz, and been told not to. So the fact that some features are in the game, and some aren't is a directly attributable result of not being allowed to code in Blitz, which is Matt's fault. So don't look at me when he complains.

If you should happen to have more than three and a half brain cells, you'll notice that the "Best of 5" game option actually equates to the "First to 3" game option. Don't look at me if you're looking for someone to blame about this - the "Aggregate" option is the way I wanted to do the "Best of" option. However, after a good deal of shouting, the best I could get was "people think differently" as an explanation for this horrific duplication. If you're another person who thinks this is completely ridiculous (i.e. You have an IQ above 3), then mail Matt or Beej. If you register, and mention IQ>3, we'll send you a proper version.

Jon #-}

Like the Murphy's, I'm not bitter.

---

Like the Carling Premier, I've got a strong head.

## 1.19 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.

## 1.20 About Mr Beej

<Matt puts sarcy crud here> ( Moi...? -Matt )

BOMB has been fun. It has not been a piece of cake, but it has been fun to prove what can be done with some friends, some Amigas, and a lot of effort. If any of you out there ever plan on working on your own game, then there are things you need to know before you find out the hard way. In particular, the things your 'colleagues' tend to say...

The Manager : "How hard can it be ?"  
"That's crap. Draw it again."  
"You buy this round."

The Programmer : "Cool - I've found a major bug."  
"I'll do it later."  
"No."

The Artists : "In how many colours ?"  
"Can we work in AGA next time ?"  
"What size grid ? Oh, I thought you said 15x17."

So be warned :)

Before I go, there are some friends who must be thanked :

Thomas 'Fred' Preece, James 'Squizzy' Gurney, Ben 'Libraries' Williams,  
and Gareth 'Mentor' Lee.

And there are also some people who deserve greets :

Greg 'not greedy' Marshall, Mark 'she was 15' Steel, Sid the Stud,  
Jon 'Fray' Baker, Sly, Dave 'Yes m'am' Love, Ben 'not Beej' Chappers,  
Anna 'Glaaaaarster' Jones, Anna and Emily C, Marian, Samantha, Lucy, Liz,  
the peeps at the Birmingham Sun, Shitlips and Yakster, LindyHunny, Bro CJ,  
Alcy, Zippy, IronDucky, ShiftyShape, all regulars on #amigacafe,  
Andy 'Stuffing' Young, Niv, FOS85DWC, the lovely J.T, and the bloke who  
thankfully never rang back about his aluminium sub-frame :D

## 1.21 About Lord Squish, big man of IRC channel #Amigacafe

Well, Matt didn't bother to even think about including me in here, so I sneakliy added this bit at the very last minute, just as this archive was about to be uploaded to Aminet. :)

Basically, I did the spinning globe anim and stuff.  
And err that's it really :)

Read Matt's section for all the things I like, we have basically the same tastes. Especially the Carling Premier (natch).

Anyone who is even slightly interested about finding out more, can connect to <http://stimp.y.ukc.ac.uk/~squiz> (MAYBE ONE DAY). Or you can mail me at the address in the other list somewhere. :)

---

Anyway, can't type much, because otherwise Beej will notice that I'm taking far too long to change one very small mistake in this guide.

\*B^)

## 1.22 Us

Software Gods (?)  
-----

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

Graphics:

Alex and Beej

Globe raytracing by James

Programming (our own Jools!):

Jon

Godly Music:

Jake

Jon Hare, Stuart Campell and Stoo Cambridge (if you see what I mean):

Matt

Lie down, and tell me about your childhood

## 1.23 In The Beginning

History  
-----

Jon, Beej, Alex and myself (Matt) all met at a boarding school and quickly got to know each other through the mighty Amiga. Silicon Circus 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, SC (now numbering 4) got a-going. I phoned Jake, who I already knew could write music stupidly well, and then there were five.

We started off writing an Alien Breed clone called Gangster, using a larger version of Don Rich Tea. We soon came across some limitations of standard Amos Pro. We switched to BOMB which was our backup for a game idea for the Amiga Format Amos Pro games competition. Avoiding starting off a sentence with "We". There we go. Now that's two. Now that's three. Anyway, where was I? Ah yes, well in AF75 we won the competition with twelve others. Hmph. We were very pleased nonetheless. The screen shot in the mag was from v1.0 (not a good thing). We did send them v1.1 as

---



well. Now it's v1.2, which we hope will be on an AF coverdisk (magnetic or compact).

Anyway, we hope you like the game. I think it's the best bomberman game for the Amiga, but then again I would, wouldn't I? We'll probably end up doing updates, but the next should be Beware of Greeks - a graphical adventure with a combined programming team of Silicon Circus and Visions of the Impossible (who did the Archimedes conversion) to make Silicon Visions (provisional title). The PC version is on the way.

More about can be found out about these things here.

Matt ;)

## 1.24 Pleeeeeassscee, pleasy weasy pleasy....

Registration  
-----

What shall I write? I always hate these parts of textfiles (even when they are in full-on Guide-o-Rama) when the makers of the game beg for money. If you do like the game... no... even if you don't like the game and you're loaded. You know why to register and why it's a good idea.

For just £5 we'll send you the most up-to-date version including:

Personalised game  
New power ups  
Serial link option incorporating widescreen Large-o-Rama(TM)  
Competitions - leagues and cups  
Eternal gratitude from a least 5 people

Matt Newton-Lewis,  
24 Jubilee Road,  
CHICHESTER  
West Sussex  
PO19 1XJ  
ENGLAND

I think that the current version works only on 1MB CHIP RAM machines. It definitely needs 1MB, but it might work with ½MB CHIP and ½MB FAST RAM. If you are in dire need of BOMB for your A500, then register and beg.

Please feel free to write if you want your own character or backdrop implemented, or you want to know how we did something, or you want to tell us how to do something properly.

I thank you.

## 1.25 A big thankyou...

---

**Copyrights:**

AMOS Pro	Europress Ltd
Deluxe Paint	Electronic Arts
OctaMED	Teijo Kinnunen
Lightwave 3D	Newtek Developments
CrunchMania	Thomas Schwarz

**Distributors:**

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## 1.26 ...and downs

### Power-ups

-----

There are many different power-ups in BOMB which can affect the players abilities drastically. Some are vital to the way in which the game works, others are just for added enjoyment.

Let me peek at them through a key hole, Matt.

Allow me to hand over to Jon and Beej, and a lesson in semantics.

#### Extra Bomb

Gives the ability to lay an extra bomb concurrently for the remainder of the round.

#### Fire Power

Makes the length of the flame from your bombs one square longer for the remainder of the round.

#### Detonate

Sets off all bombs as soon as it is collected.

#### Random

Randomly selects one of the other power-ups.

#### Reverse Control

After collection, pressing 'Up' moves your player 'Down', and pressing 'Left' moves your player 'Right', etc. The fire button is not affected. This lasts for a set period of time which is extended if further reverse control power-ups are collected.

#### Shield

Makes your player invulnerable to both bombs and the 'Death' power-up for a set period of time.

#### Death

Kills your player instantly, unless the shield power-up is still active.

#### Freeze Opponents

Stops all other players at their current positions for a set period of time, which is extended for longer if further freeze opponent power-ups are collected.

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#### Reveal Power-ups

Removes the rubble from all squares which contain a power-up. A second reveal power-ups will have no effect.

#### Autolay

When your player can lay a bomb (ie. when your player is not already on top of a bomb, and your player still has bombs to be laid), the bomb is automatically layed. This continues until the end of the round, or until you collect another autolay power-up.

#### Opponent slowdown

All other players slow down to half their normal speed for a set period of time. This time is extended if you collect another opponent slowdown power-up.

#### Slowdown

Slows your player down to half of their normal speed for a set period of time. This time is extended if you collect further slowdown power-ups.

#### Diddy Bombs

Immediately changes your player fire power to a length of one square, and makes the number of bombs which you may concurrently lay one. You may collect further extra bomb or fire power power-ups to rebuild your arsenal.

#### Teleport

Moves your player to a random empty square in the playing area straight away. When teleport mode is 'Shifting', the player will move towards the selected empty square at their normal pace. 'Porting' mode will move the player to the empty square immediately.

#### Slippy-Slidey (Ice World)

Continues to attempt to move your player in the most recently selected direction even if you have stopped your player. This lasts for a set period of time which is extended if you collect further Slippy-slidey power-ups.

## 1.27 A game with pieces of wood with dots

### DOMINOES

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The very first Silicon Circus game. Jon and Matt did this whilst still working on Gangster. Done as part of Jon's Computer Science 'A'-Level, it was subsequently released and is still available from 17 Bit Software. Basically, it's just a computerised version of the popular pub game with blocks of wood. It has had the old fogeys removed, and been spruced up with the addition of a glorious intro, some kicking Jake tracks, dominoes with legs, etc. Get it today, and think of dominoes in a whole new light!

## 1.28 The game with the greek fella

## BEWARE OF GREEKS

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Our forthcoming point-and-click adventure game, which we hope will have the playability and success of Monkey Island, but with an ergonomic interface and some great puzzles. In the game, you must guide a Greek trying to avoid death by learning how to become a hero.

The latest news and screenshots can be obtained from the Silicon Circus WWW site, located at <http://www.aston.ac.uk/~preecebj/circus.html>

## 1.29 On a RISC chip, its speed kicks bottom.

## BOMB Archimedes

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Let me hand you over to Owain, and his own inimitable cursive syle.

A splendid version with player characteristics and a very fast game engine. It truly is BOMB, but on an Arch. Written in 100% ARM code, with joystick compatability for A3010's (and anybody else with a joystick module), speed setting so you can run it in turbo modes, 6 (six) player simultaneous game play, play with or against your friends, or even on your own if you don't have any!

Ok, if you actually want to know where a copy of BOMB can be got from, then you may be in luck! Depending whether I've released it as PD otherwise it'll cost you. Any enquiries, write to the following address, send a stamp and a disc if you want anything back (No stamp, and I don't return it!!) Please make sure the disc has a nice label on it so I don't loose it, and make sure that you send your address. And no I don't personally have an e-mail address, however if you send a message to BOMBArc@Sircus.demon.co.uk then it will get answered.

Ok, write to:

BOMB Archimedes,  
Owain Cole of VOTI,  
Shieling,  
Fleet Road,  
TWYNING  
Gloucestershire  
GL20 6DG  
ENGLAND

Visons of the Impossible have also produced for the Arch:

Super Foul Egg - of Amiga Power fame (but with 4 player option!)  
TDT - the splendid zooming-in-and-outy multiplayer 3D tanks game  
Iffy - the snake with attitude

For more information, please write.

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## 1.30 With SVGA mode and 256 colour palette AND 16-bit stereo sound

BOMB PC  
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Just like BOMB, but this version really flies on your Pentium® processor. Or even your 386. Without bowing to the pressure of putting the entire thing on a CD-ROM, making it an "interactive" video-based adventure or basing it around Windoze '95, the soon-to-be-released BOMB PC features enhanced 256 colour graphics, a 640x480 (NTSC hires laced) mode, 16 bit stereo sound, and cross-compatibility with both the Amiga and Archimedes serial links.

For more information, further updates, suggestions or any queries, mail Jon by e-mail at BOMBPC@Sircus.demon.co.uk

## 1.31 Purple Alien Levels ! eek!(TM)

Gameplay Options  
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Several options which affect the gameplay have also been included in the game. This generally changes the duration of specific power-ups, or deals with other in-game parameters.

### Bomb Type

This is the way in which the bombs count down to zero. They can either be represented by counting bombs of the same size, or by swelling bombs which grow larger as the fuse time elapses, or as pulsating bombs which swell the bombs in and out until they explode.

### Bomb Timing

The time it takes for the bomb to explode after being laid by a player can be specified here.

### Home Advantage

Because every player in the game has a home ground, they all receive a bonus power-up when they play on home soil. The home player may either start with one extra bomb, a longer flame, or neither.

### Stuart Campbell

For those of you that do not know WHO this gentleman is, let US inform you that DEAR Stu was big cheese at top English magazine AMIGA POWER, until he somehow found himself working for Sensible Software in SAFFRON WALDON. The git. But then, in a position MANY Amigans are envious of, he promptly instigates one of the most foul software crimes of this century. Yes my friends, Stuart is the man responsible for the PURPLE ALIEN LEVELS in Cannon Fodder 2. To REMIND you of this most heinous act, we give you THREE LEVELS of CAMPBELLNESS - None, Purple, and Very Purple.

### Link Side

Used to select which of the two machines in a link game is which.

NB: This is ONLY used in the registered version of the game.

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#### Shield on Startup

When selected, this option gives every player a shield of invulnerability as soon as the game starts. This is to prevent those trigger-happy folk dying a premature death. It will still run out after the defined time.

#### Shield Time

You may set the duration of every shield here in seconds.

#### Freeze Time

This defines the period of time in seconds for which players are frozen whenever the 'Freeze Opponents' power-up is collected.

#### Speedup Time

The time in seconds for which players are slowed down, whether comparatively (opponents) or directly (yourself).

#### Reverse Time

Here the duration of the 'Reverse Controls' power-up can be set in seconds.

#### Exploding Death

With this set, a bomb will explode the moment a player dies. With any luck, the dying players may take other players with them !

#### Teleport Mode

The 'Teleport' power-up has two settings - on Shifting, the teleporting player will move horizontally and vertically across the game area until the destination is reached. Porting will cause the player to appear at the new destination square immediately.

#### Slippy-slidey Time

The time it takes until this power-up wears off can be set here in seconds.

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