

ABOUT BOMBS AND EXPLOSIVES

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About the game

About bombs and explosives is a classic arcade. The main goal is to plant bombs and blow up everything on your way (walls, monsters, other players).

System requirements

Minimal:

1 GHz Pentium III / Athlon or 1.2GHz Celeron or Duron processor
32 MB Compatible AGP Graphics Card with HW T&L support
512 MB RAM

Recommended:

2.8 GHz Pentium
64 MB Compatible Graphics AGP graphics card with HW T&L support
1024 MB RAM

Other requirements:

220 MB free space on hard drive. Windows XP / Vista, keyboard, mouse. Sound card or motherboard sound capability.

Game modes

There are two main game modes: single player story mode (“New Game”) and battle mode.

Single mission includes consecutive completion of levels on different game locations (each location includes 10 game levels). Before the beginning of the game the player can set the appearance of his character, and finds himself on the map of the game. Levels situation places will be marked on the map, and thereby the player can chose the sequence of stages completion. The shift between the marks on the map can be done not only with the mouse, but also with the keyboard: the arrows up and down or first player’s keys “UP”, “DOWN”; and the beginning of the game – with the “Enter” key or “PLANT BOMB” key of the first player. Hot-seat cooperative mode is available for two players.

At the beginning of the game the character gets one life heart (a player can bear three hearts maximum), can plant three bombs at the same time and has the bomb explosion length of one square. During the game completion the characteristics will grow as the player finds corresponding bonuses. The indispensable condition of passing a level is to destroy all the monsters on this stage. However, while passing, it is often required to perform some other tasks to finish the level. For example, on the first location besides the destruction of all the monsters, you are also to find the exit behind the breakable wall, and to get out through it. After the death (loss of the last heart) the player finds himself in the temple, where he can provide himself with extra bonuses (if any) and continue the game. The game is automatically saved when the level is passed, or the player dies and shifts to the temple.

Battle mode gives an opportunity to fight with human players, as you are. Default settings of the life hearts and bombs quantity and the explosion length are similar to those of the single player mode and are equal for all the participating characters. The player, who managed to stay alive at the end of the round, gets a cup. After reaching the maximum of cups quantity (“Wins to win”), stated in the battle settings, by one of the players, this player is considered a winner and gets a chance to win some extra bonus, with which he will start the next round.

Interface

In every game mode, take battle or single stages completion, the player has his own set of bombs and abilities, which he can use. This information is shown on a panel on the top on the left (for the first player) and includes the amount of health hearts, current bomb type and the type of ability.

Two types of bomb are distinguished: primary and secondary. Primary bombs are conditionally infinite, i.e. their amount is limited by their simultaneous presence. If on the icon with a bomb the “3” number is displayed, that means that you can plant on the level not more than three bombs at the same time, naturally, as soon as one of them explodes, you can plant it in another place and so on. The player starts the game with a primary bomb. Secondary bombs are not given to the player at the beginning, but they can be found in different bonuses. Secondary bombs have a strictly limited amount and after having been laid, they disappear from the stock until the player finds it in some other bonus.

If option “*Personality*” is turned on, then every player starts the game with his own ability, defined by player skin. If this option is turned off, then the only way to get ability is to find corresponding bonus. There is a special ability progress bar in players control panel. It indicates the time, needed to restore ability after use. Player can have only one ability at one moment.

General settings

The values, which can be edited by the user at the present moment, are highlighted with a green color.

“*Sound volume*” – the volume of sounds.

“*Music volume*” – the volume of music.

“*Light level*” – the level of the lighting used (on the lowest level shadows are absent at all, on the middle – dynamic light sources are absent).

“*Detail level*” – the level of detail (such special effects as smoke from fires and chimneys are available only on the highest level).

“*Draw floor*” – should the floor be drawn (it is recommended to turn off only on the weakest computers).

“*Language*” – language selection.

After pressing the “*Controls*” key, the player can set the player controls:

“*UP*”, “*DOWN*”, “*LEFT*”, “*RIGHT*” – keys to move the character.

“*PLANT BOMB*” – plant a bomb in the place, where the player stands at the moment.

“*ACTIVATE*” – activate a manual bomb (“*Detonator*”).

“*CHANGE WEAPON*” – choose between a primary and a secondary bomb.

“*ABILITY*” – activate an ability.

Single player mode settings

Before the beginning of a single player game, the player can set some characteristics of this game. Those characteristics are saved all over a period of the game. Those include: character selection (at the beginning of the game only one character is available, but during completion new characters will open, which will be available as for a new single player game, and for the “*Battle Mode*”), characters clothes color settings, and also:

“*Player count*” – the number of players in game (people at one computer).

“*Single game difficult*” – the level of difficulty of a single player game. The higher level of difficulty is notable for a bigger amount of monsters on the levels and a better health of the big bosses.

Except two available variants: “*Normal*” and “*Hard*”, one more variant exists, “*Custom*” – for advanced customization, which lets set the difficulty of the game according to the characteristics shown below:

“*Monster multiplier*” – monster multiplier for this difficulty level.

“*Boss health multiplier*” – boss health multiplier for this difficulty level.

“*Two player monster multiplier*” – monster multiplier for a two players game for this difficulty level.

“*Two player boss health multiplier*” – boss health multiplier for a two players game for difficulty level.

Battle mode settings

Before the beginning of a battle mode, the player can set some characteristics of this game. These characteristics are saved until the player interrupts the infinite chain of the battle rounds.

“*Player count*” – the number of players in game (people at one computer).

“*Wins to win*” – the maximum amount of cups, after reaching which one player is considered the winner and finds himself in the bonus round.

“*Round time*” – the time provided for one round. After this time passes, some cataclysm falls upon the level. We insistently do not recommend to set the time at very big figures, as due to the game eventfulness players certainly can find themselves boxed up (for example after having jumped back from a fan), after which they can not injure each other and, correspondently, finish the round.

“*Round type*” – type of a round. For your choice two variants, “*Classic*” and “*Teamplay*”, are available. In the “*Teamplay*” mode the players divide into two teams (according to the settings hidden behind the “*Player Setup*” button), and the cup received goes shares between all the members of a team.

“*Bot count*” – the amount of bot rivals. The settings of bot rivals are also hidden behind the button “*Players*”.

“*Personality*” – the mode, which lets every player start a round with his unique abilities. For example, classic character has a greater movement speed, than the others, and the “*Knight*” character can throw bombs, etc.

“*Level cycle*” – defines the type of levels change during the battle. “*Manual*” means that all the rounds will pass only on one map. “*Cycle*” – that all the levels will change sequentially one after another. “*Random*” – that every time the map will be chosen randomly.

“*Non-breakable wall count*” is an advanced user setting. It determines the minimum and the maximum of non-breakable walls on the level (**Attention!** These values are unique for every level!).

“*Breakable wall count*” – is a setting for advanced users. It determines the minimum and the maximum of breakable random walls on the level (**Attention!** These values are unique for every level!).

The “*Bonus Setup*” and “*Object Setup*” settings are also advanced user settings and determine the amount of random objects on a level (**Attention!** These values are unique for every level!).

Configuration file settings

In the *game.cfg* file you can find general game settings. Most of these settings are editable from the very game, but some can be changed only by editing this file. Below, the settings, which can be modified only from the outside of the game, are shown:

“*ScreenBits*” – the quality of color rendering (16 or 32 bits).

“*ScreenMode*” – the startup mode (0 – windowed mode, 1 – full-screen mode (best fits a resolution 1024x768), 2 – full-screen mode without resolution change (convenient for wide-screen monitors, as no image stretching is performed)).

“*Vsync*” – vertical synchronization (0 – off, 1 – on).

“*ShowIntro*” – introduction screens show (0 – do not show, 1 – show).

“*Shaders*” – use shaders (0 – no, 1 – yes).

“*AlertMessageLevel*” – display information messages (0 – do not display, 1 – display all, 2 – display warnings and errors only, 3 – display errors only)

User game files

These files are not included in the game archive, are created during the game and keep the intermediate results of the game

profile.dat – keeps the characters and “*Battle mode*” levels, opened by the player, and whether the game is passed or not.

progress1.dat – keeps the result of a single player game completion. Every new single mode game is identified with its number, reflected in the file name. At the first launch this number is 1, at the second 2 (i.e. *progress2.dat*) etc.

statistics.dat – keeps the amount of points gained, the amount of victories in the “*Battle Mode*”, and others statistic data.

Statistics

Statistic data is collected by the player’s name. Such data as “*Kills*”, “*Deaths*”, “*Cups*”, “*Winners*”, “*SelfKills*” and “*Teamkilling*” is collected only in the “*Battle Mode*”, while “*MonsterKilling*” and “*Score*” – only in the single player mode.

Kills – how many rivals were killed by the player

Deaths – how many times the player was killed

Cups – how many cups were collected by the player

Winners – how many times the player has won

SelfKills – how many times the player was killed by the explosion of his own bomb

Teamkilling – how many players of the same team were killed by the player (in *teamplay* mode)

MonsterKilling – how many monsters were killed by the player (this value never decreases, even if the player is killed)

Score – the current amount of points, which are granted for a kill of a monster and taken for one’s own death

Attention! As soon as the data is collected by a player’s name, if you start a single player game again with the same nick, the scores would not be zeroed.

All the statistic data is kept in the *statistics.dat* file.

Level editor

The access to the level editor is opened only upon the full completion of the game.

You can place an object on a level by moving the mouse cursor and pressing the left button, and remove the object by pressing the right button. The current object, that is to be placed now, is displayed in the left upper corner.

Function keys “F1” – “F6” let you choose between various game objects:

- “F1” – walls
- “F2” – monsters
- “F3” – game objects
- “F4” – bonuses
- “F5” – level exit
- “F6” – markers

The objects can be of different type and have different states. Use the *LEFT* – *RIGHT* arrows to change the type of an object.

States are displayed at the top of the screen: *State* and *State2*. Change of a *State* is available for editing with the mouse or the *UP* – *DOWN* arrows. *State2* is available for editing only with a mouse.

For several objects, the direction parameter (*LookDir*) is available. It is edited with a mouse or *Z* and *X* keys.

“*EditorId*” parameter – unique object identifier (is used, when the value is > 0) for a connection with script files (*.scb / *.sca) or in other specific cases.

“*T*” key - to turn ON/OFF the display of the info about the object under the cursor at the bottom of the screen.

“*B*” key - to turn ON/OFF the display of a playing field cell, where the cursor is.

“*S*”, “*L*”, “*C*” – to save, to load and to clean up the level.

“*H*” key – if the keys help should be displayed (on default this help is always displayed at the launch of the editor, unless you set *ShowHelpAtStart* to 0 instead of 1 in the *editor.cfg* file)

“*P*” key – level settings parameters. Includes the length of a round, location type (location type is chosen by the left or right mouse button click in the yellow frame opposite *Select Stage* inscription), random walls and bonuses placement, etc. And the *Next level id* parameter is Id of the next level (if it is set, the exit will be located in a random place on the level). The exit is used only in a single player mode.

Attention! Most of the objects states are reserved, and their use can destroy the normal game functioning! Here is the description of the main states, which can be used without any risk:

For the objects type: *bonuses*

State:

- 0 – bonus is hidden behind a breakable wall
- 1 – bonus is visible immediately

For the objects type: *game objects*

Object *Magnet*:

State:

- 1 – the magnet attracts
- 2 – repels
- 0 - randomly

Object *Pipe*

State:

- 0 – 4 – different types

Object *Railroad*

State:

0 – 2 – different types

Object *Portal*

EditorId – allows to connect two portals, placed in the editor, both of them must have the same *EditorId*.

State2:

0 – the portal will move from time to time

1 – it won't move

Object *Road*

State:

0 – 4 – different types

Object *JumpPad*

State2: the jump length in squares (on default – 3 squares)

Object *DeathPit*

State:

0 – 4 – different types

Object *Stone*

State2: the time, after which a brick will fall down (in seconds), by default it is a random time in the limits of a round

Object *TimeBomb*

State2: the time, after which it explodes (in seconds), by default it is a random time in the limits of a round

Object *Hole*

State:

0 – is invisible on the floor until you step on it

1 – a crack in the floor after the first step on

2 – a hole in the floor after the second step on

For objects type: *level exit*

State (only for classic level):

0 – the exit is hidden behind the wall

1 – the exit is visible immediately

State2: Id of the next level

The *markers* type objects also have different types:

Player spawn position – if there is no such markers on the map, the players will appear in absolutely different places at the beginning of a round; if there are, players will appear only on the places of those markers

Inside area – determines the area, inside which it is possible to place all random game objects; if there are no such markers on the map, the objects will appear in any place at the beginning of a round

Occupy cell – reserves this square as free, i.e. no game object can be placed on this place during level generation

Light – places a static light source on this place (the marker *state* determines the light intensity)

Light dynamic – places a dynamic light source on this place (the marker *state* determines the light intensity, *state2* – radius of action)

Invisible object – unlike *Occupy cell* reserves this square not only at the moment of level generation, but for the whole round (the marker *state* determines, if monster and the player can go through this place, *state2* – if the monsters (and only them) can go through this place)

For the level created in the editor to be available from the “*Battle Mode*”, the game should be completed, and the level file should be in the list of levels in the *battle.cfg* file.

About

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Sounds from freesound.org:

| | |
|-----------------|----------------|
| recljim | ERH |
| yewbic | Sea Fury |
| scarbelly25 | BristolStories |
| themfish | smargroth |
| sandyrb | qubodup |
| thanvannispen | Connum |
| Opposum | cidchili |
| Wolfsinger | acclivity |
| Glaneur de sons | Dynamicell |
| promete | bebeto |
| jus | Black Boe |

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