



Book

**for
players**

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1 Introduction

1.1 Safety instructions for using video games

EPILEPSY WARNING

Please read before using this video game or allowing your children to use it!

Some people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns in everyday life. Such people may have a seizure while watching certain monitor images or playing certain video games. This may happen even if the person has no medical history of epilepsy or has never had any epileptic seizures.

If you or anyone in your family has ever had symptoms related to epilepsy (seizures or loss of consciousness) when exposed to flashing lights, consult your doctor prior to playing. We advise that parents should monitor the use of video games by their children.

If you or your child experience any of the following symptoms: dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, while playing a video game, **immediately** discontinue use and consult your doctor.

PRECAUTIONS TO TAKE DURING USE

- Do not stand too close to the screen. Sit a good distance away from the monitor, as far away as the length of the cable allows.
- Avoid playing if you are tired or have not had much sleep.
- Make sure that the room in which you are playing is well lit.
- Rest for at least 10 to 15 minutes per hour while playing a video game.

1.2 System requirements

MINIMUM:

- AMD or Intel Pentium CPU with 300 MHz or more
- 64 MB RAM
- 400 MB free disk space
- Windows 98/ME/2000/XP
- 100% DirectX 8.1 compatible 3D graphics card with minimum 8 MB
- DirectX compatible 16 Bit sound card
- DirectX 8.1
- 4 x speed CD-ROM device

RECOMMENDED:

- Intel Pentium 2 CPU with 650 MHz or comparable
- 256 MB RAM
- 400 MB free disk space
- Windows 98/ME/2000/XP
- 100% DirectX 8.1 compatible 3D graphics card with 32 MB
- DirectX compatible 16 Bit sound card
- DirectX 8.1
- 4 x speed CD-ROM device

Compatible game pads and joysticks are supported.

1.3 Installation

- Insert the *Bomba* cd into your cd drive.
- If the installation does not start automatically, open the cd with windows explorer and start *Bomba setup.exe* by double-click.
- Follow the instructions given by the setup program.

1.4 Start the game

There are two ways to start *Bomba*:

- Click the windows "start" button and in *Solid-Games* click the *Bomba* icon.

or

- Double-click the *Bomba*-icon on your desktop.

2 What's bomba about?

2.1 Story

Bomba is an out-dated superhero from uneXplosive.com, a company that produces and stores special effects for computer games. Due to the very strict regulations and official orders, the effects are not allowed to be violent or politically incorrect in any way.

As everyone knows, no money can be made with boring and nonviolent stuff. That's why uneXplosive.com's laboratories and storages are full of illegal effects.

But secret investigations gave the authorities a strong suspicion. So yesterday morning heavy-armed officers of the MAV (Ministry for Absence of Violence) appeared at uneXplosive.com demanding entrance.

Now only one can help and save his company from being deleted: Bomba! But he has to remove all kinds of explosive material without leaving any evidence.

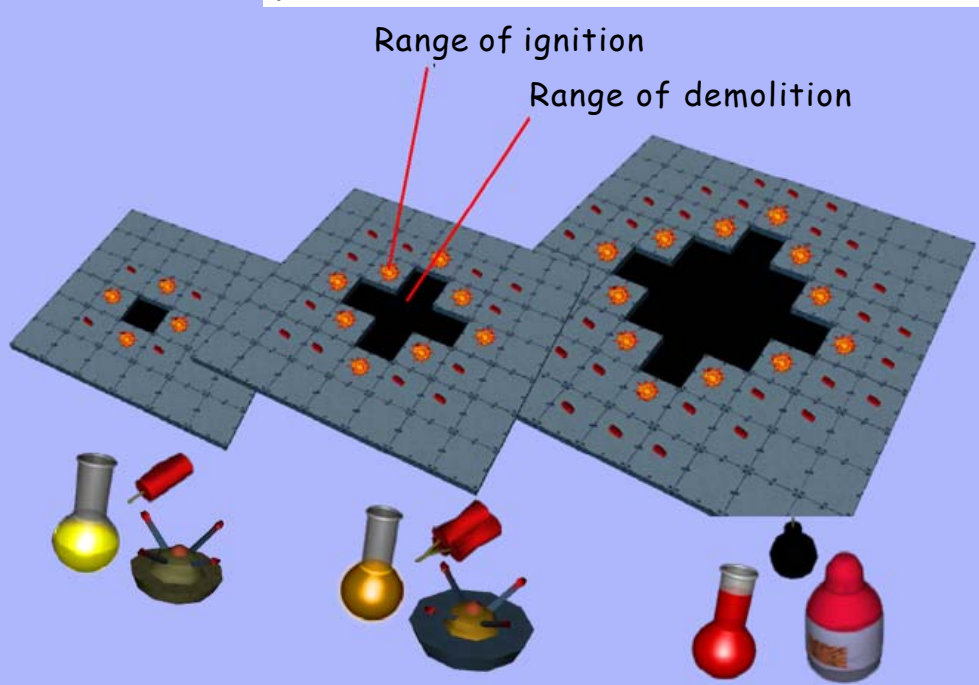
A dangerous mission, even for a superhero...

2.2 Goal of the game

Bomba has to destroy all explosive materials, without blowing up the ground below his feet.

3 Ranges of demolition and ignition

Each explosive material has a range of demolition. Inside this range everything is destroyed, when the explosive detonates. In addition each explosive material has a range of ignition (shockwave). Here other explosives are ignited and instable objects are destroyed.



Note: To solve his mission, it is very important for Bomba to know the ranges of demolition and ignition well.

4 How to play Bomba

4.1 Controlling Bomba

Arrow keys
Game controller

Move Bomba with the arrow keys or a game controller (joystick, game pad,...).

Space
Game controller key 1

Press the space-bar (or key 1 of your game controller) to let Bomba do any action (like igniting bombs, watching info signs,...).

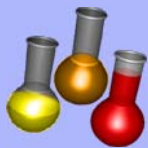
Note: It is very important for Bomba to be familiar with the ranges of demolition and ignition. (See chapter 3 *Ranges of demolition and ignition*).



4.2 Igniting dynamite and bombs

To ignite dynamite or bombs, move Bomba to the floor tile, the explosive lies on. Now press the space-bar (or key 1 of your game controller) and Bomba draws his laser gun.

He then shoots at the dynamite or bomb when he is moved away.



4.3 Nitro: Picking up / combining / igniting

PICK UP / PUT DOWN NITRO

To let Bomba pick up test tubes with nitro, press the space-bar* when he stands next to the nitro.

To put down a test tube, press <space>* again. But be careful to do this only on a place where the test tube stands secure...

COMBINING NITRO TEST TUBES

Contents of several test tubes can be combined to increase the explosive strength of the nitro test tube. To do this, move Bomba with a test tube in his hand to a field with another test tube. Press <space>* to combine both test tubes.

Notice: Don't go over the top to avoid accidents!

IGNITING NITRO TEST TUBES

Usually nitro only explodes, if it is inside the ignition range of an explosion.

If Bomba steps on a slippery field with a test tube in his hand, he throws the test tube behind, to strike his superman pose. Be careful with oil and nitro...

4.4 Gas cylinders: Moving / igniting



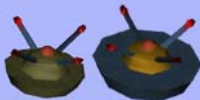
MOVING GAS CYLINDERS

Bomba can push gas cylinders. Move Bomba to a gas cylinder and press <space>*. Now Bomba takes the cylinder with him, until you press the space-bar again.

IGNITING GAS CYLINDERS

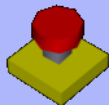
Gas cylinders only explode, if they are in the ignition radius of an explosion.

4.5 Mines



If Bomba steps on a field with a mine, the mine is activated. It explodes automatically when Bomba leaves the field.

4.6 Switches



Switches change the level in different ways: For example they change the direction of conveyor belts, they let things appear or disappear,...

To toggle a switch, let Bomba step on it and press <space>*.

*. or key 1 of a connected game controller



4.7 Info signs

To view an info sign, move Bomba to it and press <space>*. Now the sign is displayed. Press <space>* again to continue playing.



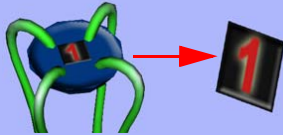
4.8 Teleporters

If Bomba steps into a teleporter, he is beamed automatically to the target field of the teleporter.

If Bomba is beamed onto a slippery field, he directly slides in the direction he entered the teleporter.

*. or Key 1 of the Game-controllers

5 Special objects



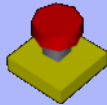
5.1 Teleporter target mark

The target field of a teleporter is often marked with a target mark.



5.2 Automatic switch

Some switches change their state periodically.



5.3 Semi-automatic switch

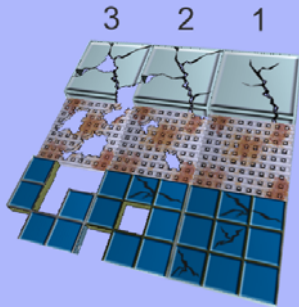
Some switches automatically return to their initial state after a while. You can recognize a semi-automatic switch by it's ticking sound.



5.4 Fragile objects

Some objects are so rotten, they even collapse when they are hit by a shockwave. This may open new ways...

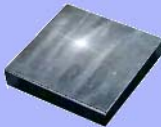
6 Special plates



6.1 Rotten plate

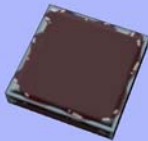
Some plates are so rotten, they get more and more rotten (1 and 2) or break completely (3) when Bomba walks on them.

But rotten plates break first after leaving them.



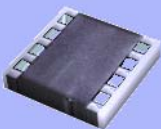
6.2 Steel plate

Steel plates are totally indestructible.



6.3 Slippery field

On slippery fields, Bomba neither can stop nor change his direction. If he collides with anything, he bounces back.



6.4 Conveyor belt

Conveyor belts transport everything on them - including Bomba.

IF Bomba steps on a conveyor belt, he can't leave it until it stops or ends.

7 Keyboard settings

arrow keys: - move Bomba

space-bar: - activate/deactivate dynamite or bombs
- pick up/put down nitro tubes
- pick up gas cylinders
- view info signs
- activate switches

esc: - open menu

M: - toggle between normal view and map view

K: - restart level

F1: - show help

F2: - open options menu

F3: - sound effects on/off

F4: - music on/off

F10: - quick exit ("boss key")

S: - display name of current music track

8 Technical support

- <http://forum.solid-gamers.de/phpBB2/index.php?language=english>

9 Appendix A: FAQ

9.1 Installation

Question

Should I install the high quality music files or not?

How to adjust the graphics options after first start of Bomba?

Bomba doesn't start correctly anymore, after changing the settings in the options panel. How can I change the settings again?

Answer

If your system has at least 128 MB RAM and the size of the swapfile is set correspondingly, you should install the high quality files to have the best sound quality.

(Please notice: In that case you also have to choose the "hi-fi" music quality in the options panel, after starting the game!)

For the most and newer systems, simply put all graphics options to maximum.

Only not so "up to date" systems or graphics cards could require lower settings, to prevent the game from running to slow and not fluently.

To do the initial settings again, simply delete the file "settings.dat" in the folder where Bomba was installed (usually c:\programs\bomba\)

and start Bomba again.
All scores and saved levels will NOT be deleted by this!

9.2 In-game

Question

There's no music after I have chosen "Music compression: on" in the music options. What can I do?

There are not all or no music qualities available in the music options. Why?

I just can't solve a level. What can I do?

I still can't solve this level, even after reading the intro text a few times. Where can I get help?

Answer

It is not possible to play the compressed music files on some systems. In that case set the music compression off and choose "normal" or "hi-fi" music quality. (This option is only available, when you have installed the high quality music files!)

If you have not installed the high quality music files, it is not possible to choose "hi-fi" music quality.

When the program detects that the compressed music files might not be played correctly on your system, the option "Music compression:" is not available.

First properly read the introducing text that is displayed before the level is started. Often there are helpful tips or hidden hints in the intro texts.

Try to have a look at our forum (<http://www.solid-gamers.de/phpBB2/index.php?language=english>). If you don't find any help to solve the level there, you will find a link to send an email and put your question.

What's that strange sound (somehow between a cow and a frog...) always played a little time after a level is started?	Most levels have a measured time to solve them. If this time is over, you won't receive any time bonus and the sound is played, to remind you about that... (But don't worry, you can still solve the level.)
How can I get the original Bomba sound track?	Check out our shop (www.solid-games.com/english/games/index.html) to order it.
When a new song starts the game stands still for a fraction of a second. What can I do?	With some systems this can occur with some music settings. Try to change music options in the options panel.
Can I design my own Bomba levels?	If you are interested in that, please write a short email to our forum (http://www.solid-gam-ers.de/phpBB2/index.php?language=english). When the Bomba level editor is available, you will be informed immediately then.
Bomba moves by himself or can not be moved correctly, what's wrong?	If a badly calibrated joystick or game controller is connected to your computer, this can interfere or block the control. Try to calibrate the game controller or choose "Control: only keyboard" in the options panel.
Sometimes info signs, help pages or other graphics are not displayed. What happened?	If an other application or the desktop gets activated during the game, some graphics can not be displayed anymore. To solve this problem, open the options panel (press key F2) and change the screen resolution. You can change back to your chosen resolution directly after the options panel is displayed again.
After watching an info sign, I can't move Bomba anymore. What can I do?	If an other application or the desktop gets activated during the game, this problem can occur. To solve it, open the options panel (press key F2) and change the screen resolution. You can change back to your chosen resolution directly after the options panel is displayed again. Now Bomba can be moved again.

9.3 Error messages

Message

Only one client engine can run at a time!

3 D Card Failure try weak mode (-W3D)

Can't open midi-stream

Disable DirectSound support...

Reason

You tried to start Bomba again, while it was still running.

Your graphics card was detected as "weak" (older models with small graphics memory).

Please notice: In this case it is highly recommended to reduce the graphics options (screen resolution, details, special FX).

After you selected "ok" Bomba should start normally and work properly. If it doesn't, please do the following steps to add the parameter "-W3D" to the Bomba link:

1. Click with right mouse button on the "play Bomba" link on your desktop or in the start menu.
2. Select *Properties* in the pop-up menu.
3. Add "-W3D" (with leading space and without '"') at the end of the input box *Destination*:

No sound card was found.

If there is a sound card installed in your system, please make sure that the correct sound drivers are installed and try to start Bomba again.

No sound card was found.

If there is a sound card installed in your system, please make sure that the correct sound drivers are installed and try to start Bomba again.

10 Appendix B: Options

USING THE OPTIONS:

- Selecting an option is done by the up/down arrow keys.
- To change the settings use the left/right arrow keys.

VOLUME:

- Sound Volume:** Sets the volume of the sound effects (explosions, walking sound, etc.).
from 0% to 100%
- Music volume:** Sets the volume of the music.
from 0% to 100%

MUSIC:

MUSIC IN GAME:

Sets whether music is played, and if so in which sequence

- One song each level:** Only one song per level is played.
- Always:** Music in the level is played nonstop.
- Off:** No songs are played.

MUSIC QUALITY:

Sets the quality of the sound files that are used

- Note:** This setting is only available if:
- hi quality music files are installed (standard)
 - the setting *Music compres.* is set to *Off*

- Normal:** 22kHz Mono music files are used (they use less memory)
recommended for systems with less than 128 MB main memory.
- Hi-Fi:** 44kHz Stereo music files are used (Music sound is CD like)
recommended for systems with 128 MB main memory or more.

MUSIC COMPRESSION:

Sets the quality of the sound files that are used

Note: This setting is only available if WMA-compressed files can be played on your system.

On:

44kHz Stereo WMA music files are used. (impossible on some systems)

When selecting this option for the first time, your system checks whether it is able to play those files. If the result is 'no', the option is not available from now on.

If *Music comp.* is selected, no *Music quality* settings are available, because WMA-files always are played at best quality

Off:

Music quality settings are used.

GRAPHIC:

Resolution:

Sets the screen resolution.

640 x 480:

Low screen resolution.
recommended on older systems

800 x 600:

Medium screen resolution.

1024 x 768:

High screen resolution.
recommended on new systems.

	LEVEL DETAILS	
	Sets the amount of additional Level elements, such as dirt (accessories) and Elements with no specific function (scenery elements)	
	Low:	No scenery elements and no accessories are shown.
	Middle:	Less accessories are shown; all scenery elements are shown.
	High:	All accessories are shown; all scenery elements are shown.
	Note:	Only use setting <i>Low</i> or <i>Middle</i> if Bomba does not run smooth.
	GRAPHIC DETAILS	
	Sets the level of details of the graphic:	
	Low:	No shadows, reflections and effects are shown.
	Middle:	No shadows and reflections are shown.
	High:	All graphic details are shown.
	Note:	Only use setting <i>Low</i> or <i>Middle</i> if Bomba does not run smooth.
	EFFECTS	
	Sets level of detail of the effects (explosions, smoke etc.)	
	Low:	only important effects are shown; effects are shown at low level of detail.
	Middle	All effects are shown; effects are shown at medium level of detail.
	High:	All effects are shown; effects are shown at highest level of detail.
	Note:	Only use setting <i>Low</i> or <i>Middle</i> if Bomba does not run smooth during effects (such as explosions or smoke) are shown.
	CONTROLLER	
	Sets wether Bomba is played only via keyboard or via keyboard plus Joystick (or other game controller):	

Only Keyboard:

Bomba is played via keyboard

Keyboard + Joystick 1:

Bomba is moved by the Joystick.
Key 1 of the Joystick equals space bar.
Keyboard setting do not change.

Keyboard + Joystick 2:

Bomba is moved by the Joystick.
Key 1 of the Joystick equals space bar.
Keyboard setting do not change.

Note:

If you have chosen option *Keyboard + Joystick* it is still possible to play bomba via keyboard. However, with badly calibrated Joysticks, this may lead to the fact that Bomba moves "as remote controlled".

11 Credits

Project Management	Frank Prasse
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2D Design	Anjo Haase
Music and Sound effects	Jörn Räuber
Documentation & Online-Help	Anjo Haase
Web-Design	Stefan Dube
Story Details	Anjo Haase
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