EmuMovies

BOMBUZAL

"Screen shots from Amiga Version".





Pit your wits against some of the finest programmers in the U.K., with contributions from Jeff Minter, Jon Ritman, Mule and from your favourite magazines too!

Hundreds of levels of sheer addiction . . . . Incredible cartoon graphics . . . . Isometric 3D or plan view play option . . . . By Tony Crowther and David Bishop.

"One of the cutest and most playable games on the Commodore 64"
97% Zzap 64

IT'S DYNAMITE!

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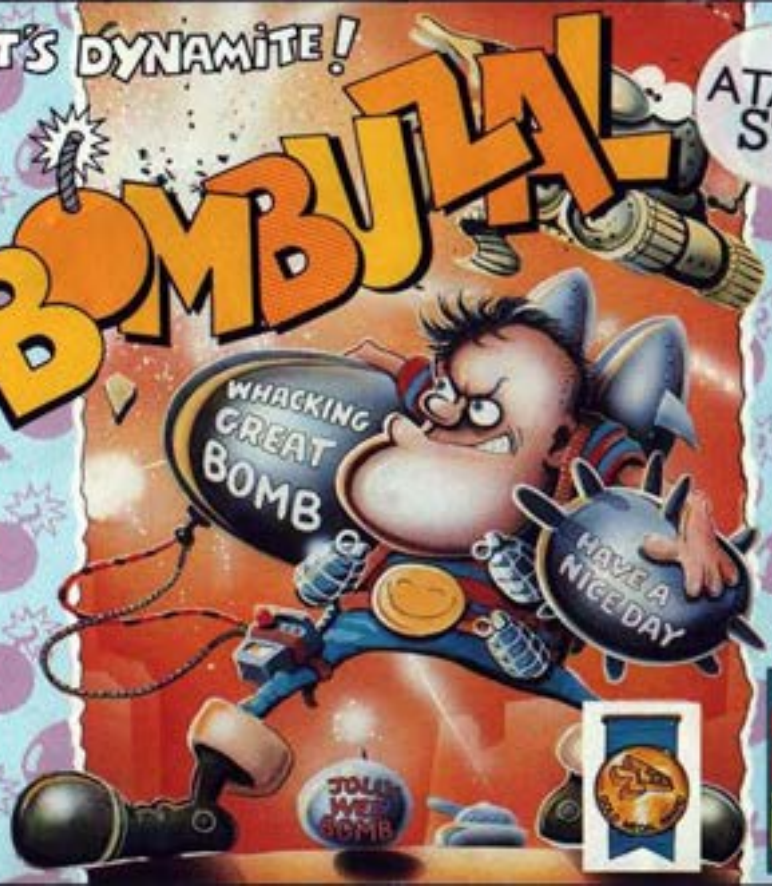
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BOMBUZAL

IT'S DYNAMITE!

BOMBUZAL

ATARI ST



ATARI ST AND AMIGA

LOADING INSTRUCTIONS

INSERT THE DISC INTO YOUR INTERNAL DRIVE AND TURN ON THE COMPUTER.

OBJECTIVES

The whole reason for your existence is to blow up bombs. Eachlevel mus: be cleared, within a time limit, by destroying all the bombs and mines on it. Naturally you must ensure that you don't blow yourself up, or fall off the tiles that make up the levels! On some levels there are hostiles who will get in your way and attempt to kill you but there are also helpers, who will blow up bombs on your behalf.

CONTROLS

Click on "one up" or "two up" to select number of players. Click on the icon of the control system to select between:
Joystick/Mouse/Keyboard (Joystick recommended).
Double click on the joystick icon to select directional control.
Double click on the keyboard icon to define your controls.

Clicking on the "view" box, which is above the code box, allows you to select which view the game is played in. You can choose between 2D/3D/Start control.

Setting the view here overrides the start control and allows each player to play with a different view.

Click on the hi-score box to view the high score table. Press the space bar to exit from this screen.

Click on the "start" box to start the game:
2D-Plan view.
3D-Isometric view (note that the view boxes override these settings).

New – Start a new game from Level 1.
Cont – Start a new game from the level of the last game.

Press space bar to bring up map of the current level during play (this does not stop the timer).

Press F1 to toggle between view modes during play.

When you finish a game you will be given a code word that will enable you to start new games from a higher level.

To enter this code, click on the code box on the title screen, and then type in the code. Selecting "new" from the start box will take you to the level corresponding to that code.

To activate a bomb, a droid or to flip a switch – move onto its tile, press and hold the fire button down for the duration of the countdown. The bombs will not detonate until you move off the tile.

To pick up a bomb: move onto its tile and press the fire button quickly.
To drop a bomb: move onto a tile with a slot in it and press the fire button quickly.

GAME PLAY

During the game, the status line displays the following information:

Current score; Number of lives; Time remaining; Current level; Number of bombs mines remaining on the current level.

TILES

Each level is made up of different kinds of tiles:

Normal – These will be completely destroyed by explosions.

Slotted – These will also be destroyed by explosions BUT bombs that are on these tiles can be moved along the slots to other slotted tiles. A bomb cannot be carried to a tile without a slot.

Riveted – These will NOT be destroyed by explosions.

Dissolver – When you move off of one of these, it will disappear.

Ice – You cannot stop on these – when you move onto one side, you will slide until you reach the other side of it, if it is next to another ice tile you will carry on sliding until you meet another tile or fall off the edge.

BOMBS AND MINES

When a bomb or mine is detonated it will destroy tiles and set off other bombs and mines within its blast radius.



Swell Bombs – These are bombs which change size, varying between small, medium and large.

A-Bombs – When one of these is detonated, any other A-Bombs on the level will be set off automatically.

OTHER FEATURES

Power Temples – If a bomb explodes next to one of these, the explosion is sucked into it, causing it to explode, but containing the blast.

Teleport – These will teleport you to another space on the level – whether there is a tile there or not. Whilst you are teleporting you are immune to explosions.

Spinner – If you stand still too long, not only does your time limit expire quicker, but a spinner will appear and shoot you off the tile in a random direction.

Switch – Flipping a switch will cause a section of the level to change in one of a variety of ways. The switch will then toggle between this new state and its previous one.

Bubble (Droid) – When Bubble is activated, you take control of him. He behaves exactly as you would, but once he has detonated a bomb or mine he will die.

Squeek (Droid) – He is just like Bubble except that he will detonate the first bomb he comes across.

When you are in control of a droid you are immune to the harmful affects of your enemies BUT be careful not to blow yourself up.

Sinister (Enemy) – An enemy that moves around the tiles. Sinister will turn to the left whenever possible.

Dexter (Enemy) – As Sinister, but turns to the right whenever possible.

You will lose a life if you make contact with any of the enemies, however, you can destroy them by blowing up the tile they are on or, protect yourself by isolating them on a tile.

These tiles will be destroyed by the explosion. All bombs or mines on them will be set off.

Any bombs or mines on these tiles will be set off, otherwise the tiles are un-affected.