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1. For the curious: Instant Action

Don't wanna hold yer horses anymore? Have enough of reading the f...riendly manual?
Wanna finally start gaming? Alright, you'll get what you want:

1. Start game
2. Drop bombs
3. Get the hell out of there!

Have a lot of *BomberFUN*!

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2. System Requirements

Minimum Requirements

PC-Type	IBM-PC x86 compatible
CPU	Pentium III 450MHz
RAM	128MB
Free HD Space	500MB
CD-ROM	
Graphics Adaptor	AGP 3D Graphics Accelerator
OS	Windows 98, 98SE, ME, 2000 or XP
DirectX	DirectX 8.1

Recommended

CPU	Pentium 4 1.5 GHz
Graphics Adaptor	GeForce 3 and above

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3. Installationmanual

Simply put your BomberFUN installation CD into your CD-ROM drive. The setup program will start up automatically. You will only have to follow the instructions to have the game installed onto your computer within a few minutes.

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4. How to play the game

4.1 The menu

What, ... it's not enough for you to play the game? Or, ... don't tell me, your computer is some kind of oldtimer model and way too slow? Well, there actually is a solution for people like you! The following will explain to you what options are available throughout the menu. And in case you did a mistake, simply press the *cancel* button so that your actions will will have no effect.

Most of the settings are saved to be available the next time you start BomberFUN, by the way!

The Mainmenu	Here you can choose between the following: • Play on a single computer • Play in the network • Plenty of other settings So let's come to the first option: Play on a single computer. Choose "Start game" to rock the world!
Play on a single computer	First of all you get into the level-selection. Here you can make the following settings: • The World in which you want to play. Choose between <i>Antique</i>, <i>Atlantis</i>, <i>Standard</i>, <i>Maya</i>, <i>Arabic</i> and <i>Random</i> • the Level you want to make your fellow players fear you

- the number of players to play the game with
- and finally the number of rounds to play.

As simple as it sounds, there are some things you should know before you proceed:

1. In case you chose *Random*, you and your fellow players will find yourself in a random world in which you'll play as many rounds as you have chosen.
2. If you entered five player, e.g., but only two human player enter the game, the computer will take control over the other three player. So without wanting to strain your mathematical abilities: The number of the computer players are equal to the difference of the adjusted player number and actual human fellow players. Got it?
3. There are big and small levels. If you chose a big level, only one human player can join the game. The computer will be your only opponent.

Choosing your character

Now you can finally choose your character you want to play with. They came from all over the world to compete with you in the game. Simply press your first action key (Gamepad: Button A), choose your character and confirm your selection by pressing the first action key again.

As soon as at least one human player chose a character, a countdown will start indicating the time until the level automatically starts loading. Until then it is still possible for as many players as you set up in the levelselection to join by selecting a character like you just did.

Then the game will finally start!

Play on the network	Just in case that your screams and strange noises are irritating to your fellow players, you might consider that it's finally time to play in the network! Either in the LAN or over the internet, you can compete against up to eight players. You can choose between the following possibilities: 1. You create a game on your own. For this, you make the usual settings and then click on <i>create</i>. 2. You join an already created game. Enter the IP address of the computer on which the game has been created, then choose the game in the list on the bottom of the screen and finally click on <i>join</i>.
Options	From here, you may alter several settings: • The configuration of your keyboard • Video-Options • Audio-Options • Advanced Options Additionally, you might want to find out, who is responsible for this great game by clicking on <i>credits</i>. ;-)
Configuration of the keyboard	First of all choose the keyset you want to edit (Keyboard 1 or Keyboard 2). Then you can alter each key setting by choosing it with the arrow keys, then hitting enter followed by the key which you want to have assigned with the action. Wenn everything is like you want it to be, confirm your new settings with <i>OK</i>.

Video-Options	Let's come to the substantials. Your computer is lame. Nevertheless you don't wanna go without the full game experience. Now, this is why we took care, that the game rocks whatever you've done to the settings: Special FX The special effects are responsible for all those fancy bubbles in the water and its stunning waves. Shadows of the clouds make the level appear so real like you were actually playing outside. All that can be switched off, but to speak frankly: If you don't have enough power, better go and buy a new computer instead of giving up the effects! ;-) Textures Setup the size of the textures. The smaller, the faster. The bigger, the more POWER! Think of it as the Binford Deluxe Edition of a texture... Bumpmapping Well, THIS does cost performance. In case you've got enough to spent on something like this, just turn it on, since it looks awesome! Vertical Sync Actually only costs a little time, since we synchronize the game with the vertical retrace of your monitor. It looks better anyway...

	Compressed Textures If you choose compressed textures, less data will have to be loaded into memory. Therefore, the game starts faster and the textures can be displayed faster than normal. But there is also a downside to this approach: They don't look as good as non-compressed textures and they won't have any bumpmaps. Texture Quality High quality definitely means a loss in performance. Low quality definitely means a loss in ... well ... quality. In return you can play it on slower systems then. ;-) Filter Trilinear filtering costs more time than bilinear filtering. It looks better though. Antialias Also known as stair smoothing. Outlines look cleaner thereby. Better turn this off on slower systems. Resolution The higher the resolution, the more performance you'll need. But don't be frightened, even at a low resolution the game kicks azz!
Audio-Options	You've got a surround system, the sound comes right out of your monitor or do you even have four speakers for creating real 3D sound? Here you can tell the game what kind of equipment you've got. Beyond that, you can also adjust the music and/or sfx volume here.

Advanced options	Last but not least, there are some additional settings accessible within this menu: Name Specify the name used for network games here. Difficulty Hereby you can adjust the madness of the artificial intelligence. But you should keep in mind that - in case you are better than the ai - it will adapt to your abilities. It might happen that you start with <i>easy</i> and actually end up with <i>moderate</i> after 20 rounds. HurryUp Mode Short before the end of a round, the game suddenly changes into the hurry-up mode. This means, that there might be barrels or rocks rolling along the outer border or that there suddenly are unpleasantly spikes you really don't want to run into. So keep care, not even the shield will help you. Language Adjust the game to your favourite language. At the moment you can choose between english and german.

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4.2 The Game

The screen within the game is represented by the following elements:

Emoticon

This is an image of your character. Most of the time it looks kinda normal. Sometimes it's kinda scared or even harm-gladly. ;-) You might guess, why...

Rounds

Here you can see how many rounds are left to play.

Time left

Indicates the time left to play.

Won rounds

This number shows, who's the man!

Map

In a big level, you additionally have a map which you can switch on and off by hitting <F1>. It will show you the position of the other players.

When the game is over, you get an overview of the score:

Kills

How many other player did you kill.

Deaths

How many times have you been killed by others.

Wins

How many rounds did you survive.

Draw Games

How many times did the last two players die the same time.

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4.2.1 Take control

The controls in the game are as easy as. There are only four directions and two actionskeys.

Drop bombs

The first actionkey (Gamepad: Button A) lets your character drop a bomb on your field.

Push a bomb

If you run against a bomb, you'll push it away. As long as it does not collide with anything, it will proceed rolling in that directions.

Throw a bomb

As long as a bomb lies on the same field as you are, you can throw it away. For this, you simply press the first actionkey (Gamepad: Button A) again. Your character will throw the bomb in the direction it currently looks.

Kick a bomb

When you approach a bomb or it belongs to a field right besides yours, you can kick it away by pressing the second actionkey (Gamepad: Button B) while looking to the bombs direction.

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4.2.2 Good to know

- Improve your abilities by playing against the artificial intelligence..
- In a big level you might want to pay attention to the emoticons.
- Confuse your fellow players by throwing bombs out of the level.
- Did you ever throw a bomb directly on the head of another player?
- Rolling bombs are more dangerous as one might think...
- With "Panic", a rolling bomb is even more dangerous.
- Too many bombs might cause something you won't expect.

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5. Extras

Fortunately you will recognize every extra immediately by its symbol. Go and get it before another one does.

	5.1 The bomb Increase your stock of bombs. Don't wait for a bomb to explode to be able to drop a new one, just throw another afterwards, ... or two, ... or three ...
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	5.2 The Roller-Skate Ever got overhauled by another player when running for a extra? Just pick up some roller-skates to become faster!
	5.3 The red Firedevil Every red devil increases the range of your bombs' explosions by one field.
	5.4 The golden Firedevil Increases the explosion range of your bombs immediately to its maximum!

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6. Diseases

You recognize a disease by its biohazard symbol. In contrast to the extras you won't know what kind of disease you are gonna pick up until you suffer from it. ;-) It might be something good. It also might be something reeeeeealy bad...

	6.1 "Crack Poops" Caution! You'll immediately loose all your bombs. As long as you suffer from this disease, you - as well as the other players - should run like hell to survive this. By the way, ... make the game even more fun to play by distributing your sickness to the other players as well. ;-)
	6.2 "Small" You are gonna shrink to a somewhat dwarven size. Can't see yourself anymore? Problems, following your own character? Well, ... think of the chaos that might arise in case your fellow players get infected as well...
	6.3 "Shield" You are invulnerable! So it actually is not really a sickness. The other players could get mad at you though, since a bomb won't harm you anymore. Barrels, rocks and spikes will still harm you. Keep that in mind! By the way: You cannot infect others with your amazing shield. ;-)
	6.4 "Big" As a small giant now everything could seem to you a little slowly-acting. But don't fear, that'll pass...

	6.5 "No Bombs" As long as this sickness lasts, you are not able to throw a bomb. Kicking and pushing bombs that happen to lie around anyway might confuse your fellow players as well though. ;-)
	6.6 "Slow" This sickness will make you incredibly slow. You should show good reflexes now and you might wanna limit yourself to throw bombs instead of dropping them now, since you won't get any further than around the next edge.
	6.7 "Turbo" The extras are all yours now, given you don't miss them by running too fast. ;-)
	6.8 "Panic" Now you should not keep relying on where your bomb is gonna land anymore, since it most probably won't land there anyway. Like flubber it is going to jump unpredictably now to there, then to another direction. It will also bounce against walls and roll back to where it came from. ;-) (You might wanna use this feature to confuse the other players). This sickness can not be distributed and you will not get rid of it once you got infected...

6.9 "Swap"

You hopefully have got a fast reaction, since you will immediatly swap your position with one of the others.

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7. Cheats

There are some. ;-)

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