BOMBER BATTLE

USER GUIDE

The game

Bomber Battle is a clone inspired by a well-known and loved 1983 game whose beginnings took place on the MSX platform, and has since spread around the world in numerous versions.

In this incarnation, the gameplay is all geared towards two players in battle mode, while maintaining MSX 1 compatibility plus a modern and fun melody.

There are also differences from the original game, such as: the number of squares the bomb hits is smaller, the maze is smaller, you can only fire one bomb at a time, there are no items to collect (power-ups), enemy robots shoot laser if you get too close to them and the robots' intelligence is limited (remembering that the main objective of the game is the battle between two human players).

Gameplay

The game starts in two player mode aiming at a bomb battle between them, but if the second player doesn't move within a few seconds his character will change to a red computer controlled robot.

You can move the characters with the directional joysticks, arrows/space (player 1) or letters "ASDWZ" (player 2) on the keyboard.

The game has a duration limited to 200 seconds, and after the occurrence of a first victory in the game (or the first player or the second), in the next game the robots' random lasers will be activated and the size of the maze will be reduced in the last minute of the game.

"ESC" on the keyboard or button 2 (player 1) activates the game pause, which returns to game with space bar or button 1 (player 1).

On the other hand, "M" mutes the music during a match, leaving only the sound effects audible.

There are several mazes too, where you can select one of them right at the start of the game or by pressing "ESC" (or player 1 button 2) twice in a row during the game.

When the game ends, the game returns to the maze selection screen, but the last score is kept (it is only reset if you go back to the opening screen of the game).

Points

There is a scoreboard at the top of the screen that shows each player's score, and a player is awarded a point for each victory.

In two-player battle mode, whenever a player is hit by a bomb/lightning, the game will end and a point will be awarded immediately to the opposing player. If there is a tie, that is, time runs out and neither player is defeated, there will be no score.

In single player mode, if the player is defeated, a point is awarded to the opposing robots' team. If the time of the game ends without having managed to destroy all the robots, there will be a tie and no points will be awarded to either side.

There are no match limits for scoreboard counting.

Tips

The robots' intelligence is limited, but try not to get too close to them as they attack with proximity.

The maze can be closed from the sides at the last minute of the countdown, so it pays to stick to the center of the screen as much as possible when this happens.

Although player 2 can be controlled via keyboard, it is strongly advised to use a joystick for the best experience.

Trivia

Bomber Battle uses Arkos Tracker 2 as a player for the music and sound effects used in the game.

These songs are variations adapted, mixed and inspired by several scores freely distributed on the internet by fans of the original game, and the sound effects are the same distributed as a demonstration of the Arkos Tracker 2 tool.

Technical specification

- This is a MSX 1 compatible game written in *MSX-Basic* (~730 lines of code) and compiled with *MSXBAS2ROM*[1] tool;
- 48kb ROM file size;
- 16kb RAM as minimum requirement for running as cartridge, and 64kb for running from loaders (memory mapper or MegaRAM is recommended);
- Two players support (keyboard or joystick).

Note 1: on MSX-DOS load the game with SofaRUN or ODO[2]

Note 2: it is not compatible with ExecROM.

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1 http://launchpad.net/msxbas2rom
2 http://msxbanzai.tni.nl/dev/software.html