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INTRODUCTION

Thanks for buying the highly anticipated game Bombaman! This game will not only let you play levels we've made for you, but you can also make your own using the level editor! This manual will instruct you on how to make your own levels for use with Bombaman. If you've read this manual completely, we also suggest reading the Bombed Tutorial which explains how to construct cool looking for each world.

SYSTEM REQUIREMENTS

Minimal system configuration requirements (note that all of these specifications are specifications we think should be enough for running this application, but unfortunately we can't test this):

Processor:
80486 or compatible

Memory:
16MB or more

Free HD space:
8MB or more

Operating system:
Windows '95 or higher

Known bugs
There are some minor bugs when running the program on Windows NT.

THE EDITOR

Introduction

When you start the editor, it will look like this (depending on the size of the editor and the levelset that has been loaded):

The editor consists of 9 main parts: the title bar, the menu bar, the level, the graphical setting, the player, the enemies, the teleporters, the pattern order and the statusbar. In the title bar, you can see the name of the program and the levelset you're editing. If you've edited a levelset, there will be an asterisk (*) behind the name of the levelset, indicating you need to save if you don't want to lose any data after e.g. quitting the program or loading a new levelset.

Current level

In the menu bar you can find all the menu's that are available. All menu's are described in seperate chapters. Then there's the part where you can see the level that has been created. This is the left part of the window. In this case level 2 is being displayed. You can change which level you want to edit by clicking on the left/right buttons above the displayed level. You can also change levels by pressing *CTRL* plus a number. For example, if you press *CTRL+0*, you'll be transported to level 10.

Building blocks

On the right side of the editor, you can see the patterns that can be put in a level. The background setting used for this level is called *Forbidden Ruins*. You can change the background graphics by clicking on the left/right buttons above patterns. The patterns you can put in the level are divided in 4 groups. First there are the patterns the player and enemies can walk over, on top of the window. This part is usually divided in two parts, namely patterns without shadow and patterns with shadow.

Then there's the patterns on the second row that give the player extra options, e.g. a speed up, extra bombs, more lifes or extra time. The next row consist of other special items, namely the exit, a gem that has to be collected by the player (not available in all level sets), an item that has to be destroyed by the player and walls that can be destroyed. The next section of patterns are the patterns the player can't walk over. The upper row of these patterns have a special meaning. If you put any of these patterns in a level, the game will put shadow beneath it if a block is destroyed or an item picked up. The game won't do this for the rest of the patterns in this section.

The patterns can be put in the level by selecting a pattern by left-clicking on it with the mouse, or by moving the cursor with the cursor keys. Then head to the level and left-click again to put the pattern there. By holding the left mouse-button, it's possible to easily put a lot of the same pattern in the level.

Using items

You can put items and gems behind destroyable walls by first putting an item (or gem) on the map and followed by a right-click on it. You can undo this operation by right-clicking on it again. This way it's possible to create levels where the player has to blow up walls in order to find out where the items/gems are.

Items that are behind destroyable walls look like this:

In this case there's a bomb behind the wall.

The Exit

The exit can be put (almost) anywhere in the level. If you put it on a non-walkable pattern, the exit will still be placed but the original pattern will be replaced with a walkable pattern. You don't have to take care of removing old exits, because the editor will do this for you. An exit placed in a level will look like this:

The exit is only visible for 50%, the other 50% is the walkable pattern that will appear when playing the level (the exit can only be seen when the objective of the level has been reached).

Putting in the player

You can specify the starting-point of a player in the level by clicking on one of the four players (to choose the direction the player has to initially look to) and then clicking at the place in the level where you want the player to start. There are three parts of a level you can't put the player: the upper row of the level, the column on the leftof the level and the column of the right of the level.

Enemies

There can be up to five enemies in a level. This works almost the same as putting the player in the level. Just click on an enemy and then click somewhere in the level to put it there. If you want to change the settings of an enemy, head to *Enemy settings* in the *Edit* menu, or double click on an enemy on the right half of the screen. It's also possible to delete an enemy. Just select one in the right part of the editor and press *DEL*.

Teleports

Teleports can be used to transport the player from one place to another place in the level very quickly. Teleports always have to be used in pairs, because the the teleports will transport the player from the left teleport to the right teleport and vice versa. If you don't use them in pairs, the game may hang when the player enters the teleport.

A maximum of 8 pairs of teleports can be used in the game. All pairs are connected by line, which color depends on whether the pair of teleports is selected in the editor or not. The current pair of teleports will always be connected by a white line, while others will be connected by gray lines. This way you can keep track of pairs of teleports very easily.

Pattern Order

Last but not least is the display for the pattern order. Whenever you move over a part of the level, you can see what's behind the current pattern. This is very useful when putting items and walkable patterns behind a destroyable brick. To put a walkable pattern behind a destroyable brick, first select the walkable pattern, then move to the destroyable brick and right-click on it. In the display for the pattern order you'll see that the walkable brick has been changed.

Last things

The last part of the editor is the statusbar. If you can't remember what the function of a specific pattern is, just move the mouse over it and you can see it in the statusbar.

FILE MENU

In the file menu, you will find several options for opening files, creating files e.g.

New

This option will create a new levelset, named *untitled.bls*. A shortcut for this operation is *CTRL+N*. If you edited the current levelset and enabled *Ask question* in the *Editor settings*, a question will be asked to let you save the current levelset.

Open

This option will load a levelset. A shortcut for this operation is *CTRL+O*. If you edited the current levelset and enabled *Ask question* in the *Editor settings*, a question will be asked to let you save the current levelset.

Save

This option will save the current levelset. A shortcut for this operation is *CTRL+S*.

Save as

This option will let you choose a filename to save the current levelset to. A shortcut for this operation is *F12*.

Exit

This option will quit the program. If you edited the current levelset and enabled *Ask question* in the *Editor settings*, a question will be asked to let you save the current levelset.

Recent files

In the filemenu, you might also see files you've recently been editing. If you select one of these files, that file will be loaded which means you don't have to select the *Open* command to load it, thus making editing several levelsets more conveniently.

EDIT MENU

In the edit menu you can find several options that affect the levels.

Level settings

Each level has its own settings, e.g. what kind of background graphics it should use, what kind of enemies there are in the level and how much time the player has to complete the level. These settings can be changed in the *Level settings editor*. You can get there by going to *Edit* and then choosing *Level settings*. Pressing CTRL+L will also bring up this option. The level settings editor looks like this:

By using the pulldown menu *Level* you can select the level you want to change the settings for. The default value here depends on which level is currently being edited.

There are four different goals to clear a level. First there's *Kill enemies*, secondly *Collect gems*, thirdly *Destroy gem's* and last (but not least) *Collect & Destroy gems*. You can select one by picking one from the pulldown menu *Goal*.

It's possible to choose which background music you want to use for each level, by picking one from the *Music* pulldown menu. It doesn't really matter which one you choose, but if you want to use the correct BGM for each graphical setting, you can check this list to see which songs should be used for which graphical setting:

Background music	Background graphics
Down Tha Bombaswamps	Flooded Greek Gardens
The Boggy Marshes	Flooded Greek Gardens
Arabian Nights Fallen City	Forbidden Ruins
Fallen City	Forbidden Ruins
High In The Sky	Clouds
Frozen Clouds	Clouds
Volcano Inferno	Volcano
Down Into The Fires of Hell	Volcano
Dimension Plus	Another Dimension
Another Dimension	Another Dimension
Aztar's Lair	Fortress
Volcanic Beat	Fortress

By moving the slidebar you can change the amount of time the player gets to finish the level. The minimum time is 15 seconds while the maximum time is 9:59 minutes. You can slide the bar by using the mouse or by moving it using left/right to decrease/increase time with 1 second. If you use page up/page down you can change the amount of time by one minute. Make sure the slider is focused when changing the time with the keyboard!

There can be three different enemies at any one time in one level. You can select which enemies should be used in a level by picking them in the *Enemy type* combo-boxes. Unfortunately not all enemies look good in all levels, due to palette problems. Head to *Enemy Usage* to find out which enemies can be used for which graphical settings.

Enemy settings

With the *Enemy settings* menu you can change the look of an enemy, how fast it moves, how it behaves and what direction it will move to initially. Select *Edit* and then *Enemy settings* to get to this menu, or press *CTRL+E*. You can also get to this menu by double-clicking on an enemy on the right half of the screen. The menu looks like this:

If you double-clicked on an enemy, this menu will show the settings for that particular enemy; otherwise it will show you the settings for enemy one. If you want to change the settings for another enemy, just pick one from the *Enemy* pulldown menu.

By default, all enemies move slow. If you want to make things more difficult for the player, you can select another speed from the *Speed* pulldown menu. You can choose between slow, normal and fast. Slow means that the enemy moves at halve the speed of the player, normal means the enemy moves as fast as the player and fast means that the enemy moves twice as fast as the player.

It's possible to change the direction the enemy has to move to. You can choose a direction in the *Direction* pulldown menu.

Usually, enemies move around very stupid; they're just like lemmings, they keep walking until they can't go any further, and then choose a new direction. If you want to change this, just select an AI-type from the *AI type* pulldown menu. In this menu, only numbers are displayed, not what kind of behaviour the enemy will display, so you just have to remember it or look it up in this manual. The available behaviours are described here:

Number	Behaviour	Behaviour description
1	**Wall hitter**	Enemy walks until it can't walk any further. It then chooses a new direction and walks that way.
2	**Wall hitter, bomb avoider**	Same as #1, but also tries to walk away from bombs.
3	**Wall hitter, player searcher**	Same as #1, but also tries to walk towards player.
4	**Random walker**	Enemy that walks around randomly, can change direction any time.
5	**Random walker, through weak walls**	Same as #4, but can also walk through destroyable walls.
6	**Random walker, bomb eater**	Same as #4, but can also eat your bombs.
7	**Random walker, bomb avoider**	Same as #4, but will try to avoid your bombs.
8	**Random walker, Bomb eater, through walls**	This one is a combination of enemy #5 and #6.
9	**Wall hitter, player searcher, through walls**	This one is a combination of enemy #1, #3 and #5.
10	**Random walker, player seacher, bomb eater**	This one is a combination of enemy #3, #4 and #6.
11	**Random walker, player seacher, bomb eater, through walls**	This one is a combination of enemy #3, #4, #5 and #6. The toughest enemy possible in the game!
12	**Random walker, bomb avoider, through walls**	This one is a combination of enemy #2, #4 and #5.

Last but not least, it's possible to change which one of the three enemy graphics the enemy should use. This can be changed by clicking on the left/right buttons under the enemy-picture.

Correct shadows

This menu option puts/deletes shadows at the proper places, so you don't have to put patterns with shadows manually. You can also press *CTRL+H* to do this.

Clear level

This menu option clears an entire level in one go. If *Ask question* in the editor settings menu is checked, you will be asked to confirm this choice. You can also press *CTRL+Del* to do this.


Copy & Paste

With this menu-options you can make copies of levels or even transfer your levels to another levelset. First select *Copy* in the *Edit*-menu (or press *CTRL+C*) to copy a level to a temporary space. Then move to another level in your levelset and select *Paste* in the *Edit*-menu (or press *CTRL+V*). Now you have a duplicate of a level. If you want to transfer a level from one levelset to another levelset, you first have to copy a level, then load another levelset and then paste the level in the new levelset. You can even start the level-editor twice and copy levels between the programs.

The Copy & Paste feature in this program doesn't work like in other programs. It isn't possible to copy a level and paste it in another program like Word. It also isn't possible to copy a level, close the editor, start the editor and paste the level, because once the last level-editor has been closed the leveldata will be removed from memory.

Swap levels

This menu option allows you to swap two levels within a levelset. When you select this option (which can also be done with CTRL+W), the following dialog will appear:
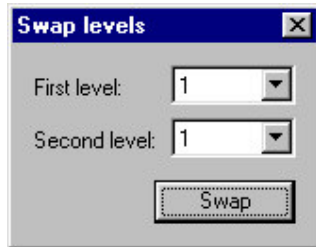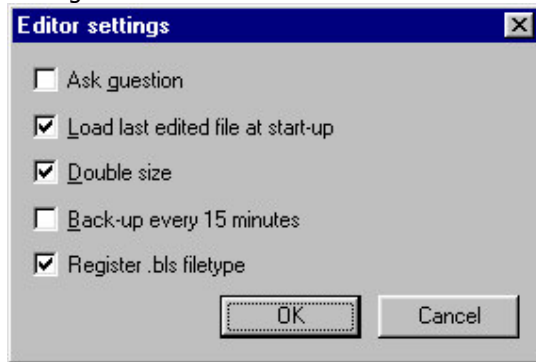

Just select two levels and press the *Swap* button to swap two levels. It's as easy as that!

OPTIONS MENU

Editor settings

The editor settings can be changed by going to *Options* and then selecting *Editor settings*. The editor settings screen looks like this:

By default, the program doesn't ask to save your levelset when loading another levelset, quitting the program or clearing an entire level. If you enable the option *Ask question*, the program will ask to save your levelset (if you edited it) before loading another levelset, quitting the program or clearing an entire level.

If you want to make the editor load the last edited levelset when starting the edit, you have to enable the option *Load last edited file at start-up*.

It is possible to double the size of the editor. You'll need to set your screen resolution at at least 1152x864 to make sure the editor will be completely visible. Lower resolutions will work too, but will also be less convenient and the window may appear to be clipped. Check *Double size* to make the editor appear twice as big.

As you know, Windows might crash every now and then. That's why an option to back-up your data after every 15 minutes has been included, so the loss of data after a crash is minimal. Back-ups will be stored in the file 'backup.bls'. Check *Back-up every 15 minutes* to enable this.

Last but not least, there's an option to register the .bls file type. If you do that, you can simply open a levelset by double-clicking on it, in stead of having to run the editor and load it from there.

HELP MENU

Help

This option will display the helpfile you're reading now. A short-cut for this operation is *F1*.

About

This option will display some lame info about the editor.

RULES

If you want to make some nice levels, there are some rules you need to follow. The following rules are rules that have to be followed, otherwise the game might crash:

- The game will crash if there's no player in the level, so make sure you put a player in it.
- Make sure to put an exit in the level, or else the exit might appear at places you can't get to or the game might even crash!
- The game doesn't prevent the player/enemies from walking outside of the level, so make sure they can't by putting walls in places where they could walk out otherwise. If a player/enemy walks out of a level, this will result in undefined behaviour, including, but not limited to, graphical glitches and crashes.
- Don't put the player/enemies on patterns that aren't walkable patterns or items that can be picked up. Not following this rule will result in undefined behaviour.
- When you pick up an item or blow up a wall, the game replaces it with a specific pattern. If you make a bridge in the clouds-level (see pictures below) and put a destroyable wall on it, it won't look good after that wall has been destroyed.

(before destroying the wall)   *(after destroying the wall)*

If you want to make levels just like the ones that were made for you, you have to stick to the following rules:

- Walkable patterns are just that, walkable patterns. Even if it looks like a bridge or a stairway, it's not! You have to make sure yourself that the player/enemies can't walk off a bridge on places you don't want them to, by putting patterns on specific places. Here's a screenshot which demonstrates how to do it and how *not* to do it:

The left part of the bridge and stairs is incorrect, because the player can just walk off the bridge/stairs by walking up or sideways. In this example, this has been solved by putting water around and above the bridge/stairs, to make the player can't get at incorrect places.

- Don't put four walkable patterns in a square (see pictures below). In Bombaman, you can't move the player to the middle of the four walkable patterns, so it will feel a bit strange if you have levels with this kind of design. Also remember that picking up an item or blowing up a wall may result in a square of four walkable patterns. We recommend you not to make levels with this kind of design.

ENEMY USAGE

In this section, all available enemies are described by a picture, a name and in which graphical setting it can be used.

Forbidden Ruins		
Macho-Pin	High-Eye	Robo-Bob

Greek Flooded Gardens		
Wheely	Red-Eye	Toilet Troll
Can also be used in: Multiplayer stage 1-3, Forbidden Ruins, Clouds		

Clouds		
Cloud Bug	Birdy	Fly-Ball

Fortress		
Lame Bug	XXXTender	Hidden Sight

Volcano		
Hot Ghost	Turbo Driver	Volcano Basher

Another Dimension		
Strange Blob	Tripleye	Stone Gnarler

BOMBAMAN ONLINE

Of course creating Bombaman levels just for yourself isn't much fun. It's more fun to share your custom made levels with other people! Fortunately we figured this out too, and therefore we give you the *Bombaman HQ*. The Bombaman HQ is the online place for all your Bombaman needs. At this place you can show the levels you created to the rest of the world, and also you'll be able to get new levels other people made here! What more could you possibly want?!? Just don't wait any longer and visit http://www.bombaman.net!

CREDITS

This product was brought to you by Team Bomba.
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