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INTRODUCTION

Team Bomba will offer you some cool and advanced tips on creating levels. We'll explain things to you so that your levels aren't just good, but also great to look at!

You can choose between these two options:

A. Exploding Bombamode. If you load 'Makingof.bls' with 'bombed.exe', see its contents and read this text at the same time, you will be able to learn how to make levels in each different world. Also, you will be able to modify everything, so you can learn in an interactive mode!

B. Exploded Bombamode. Read this, choose the world you want, and discard the others. But remember, if you really want to edit stages, in the end you are bound to use the editor and switch on the 'Exploding Bombamode'!

LEVEL 1 – SWAMPS



Observe both structures. On the left part of the screen you can see the most common errors that are made when editing levels for Swamps (let's tell you about this world, so that you can see it isn't very difficult to edit levels for):

1a. Observe the bushes on the upper part. Grey bushes have halves of leaves that should be connected with other patterns, as shown on the right screen. There, the upper part of the grey bushes are covered by suitable patterns (choose your option, walkable floating leaves or another bush whose upper part doesn't show more bulbs). They all are correctly connected. Moreover, the lower part of the bushes shows water or connections to the destroyable bushes. Notice two more important things: what pattern is placed behind the bigger bomb item? Simply put the cursor over the cell and observe the 'pattern order' in the editor. When you are playing and take the item, the pattern that you finally see is the one that appears in the editor. So, see how fits the background item placed on the right screen!

What about the destroyable blocks? When you destroy them, you will see what's behind them. So, place the cursor over the ones on the left screen and over the others on the right part. If you don't clearly see the change, simply try to modify 'Makingof.bls' placing the pattern that is shown in the 'pattern order'.

To modify background patterns, simply select your background pattern in the editor and right-click on the desired place. There ya go, what a beautiful feat!

Backgrounds like these can be set behind destroyable blocks, items, gems and crystals. Test it (notice the gem on the lower part of the screen too)!

If you feel brave today, start editing in level 9, there's a blank sheet specially prepared for you!

> We highly recommend not to overwrite this 'Makingof.bls' with your levelset with the same name. This way you can always learn from this example set for your own future use.

1b. What do you think of those floating square-blocks on the left screen? Don't they seem a bit... messed up? Observe the right screen and see that they can fit, even in that column at the middle of the screen!

1c. Statues and bushes with incorrect shadows are shown on the left screen. Use shadows wisely.

1d. Observe how you can make the stage varied by placing a lot of different graphics and respecting the walkable paths and also the non walkable walls. For instance, floating balls are nice, but all of them in a column (as shown on the left) looks much too repetitive. The same goes for the one-pattern stuff at the bottom of the screen (moreover, those patterns are connected wrong, observe the leaves again).

That annoying matter is solved on the right part, where it has been placed a column. Using big statues and filling the spaces correctly is possible too, as shown below. Observe that even the blank patterns along the big ball-statues are behaving as non walkable patterns since you can't get there in any way. They look nice, give more clarity and the path remains intact.

1e. The wall on the left part of the screen is bad built (with one single pattern, the one which is generally used for drawing the right part of a wall, plus other upper inadequate pattern). The right screen shows what it should be constructed like.

1f. Observe the walkable flowered patterns: connected in the wrong way, and shadows not properly placed on the left part of the screen: correctly connected and shadowed on the right part. There are less decorations, however, the stage looks more beautiful and clearer to the eye.

Conclusion: Observe above all the connections of the leaves and the connections between the bushes, blocks, walls and... don't think all of this is much too hard for you! Practice, make playable stages from the beginning, you'll get more and more experienced in making the levels look pretty till you really think you've got the key of creating stages for Swamps!

LEVELS 2 & 7 – FORBIDDEN RUINS



Observe both structures. On the left part of the screen you can see the most common errors made when editing levels for Ruins.

Let's focus on the level 2, to start with something:

2a. If you take a look at the bottom of the screen, you will find differences between both treatments of shadows. The 'correct shadows' option, available in the editor, makes this task a lot easier, covering the bottom of statues and blocks with shadows automatically. Observe both partitions.

Nevertheless, some work with respect to this matter can't be done automatically. Observe both the statue on the left part of each screen and the bridge. The upper part of the statue is shadowed on the right screen, but notice that the other statue on the top doesn't need any shadow: there's no non-walkable pattern that covers its upper part.

In respect of the bridge, the columns require levelled shadows like the ones placed on the right part, but... switch to level 7, and observe the kind of construction made by bridge patterns with no columns. Is it necessary to put shadows there? That will depend on your choice...

Observe the treatment of shadows in the construction below too.

2b. Let's continue with the level 7. Observe the statues at the top. When you blow up that destroyable block, the shadow of the statue won't disappear. And the debris, as shown, doesn't fit with that shadow below. However, the central statue requires a shadow, since the block above won't be destroyed. The left part of the screen is created incorrectly, the right one is well done.

The gem below the upper construction shows a misplaced shadow on the left screen. Place the cursor over the gem to see which pattern is under it. Don't forget to review these details if you want a perfectly made level, but don't get desperate if you don't pick up all of these advices at once; you'll learn how to build all of this gradually.

2c. Let's resume with gems. What about that gem on the bridge? A correct pattern has been placed behind it, but... wouldn't it be better to place the gem at other place? Even on the right part, with those stairs as background (place the cursor over the gem again) it doesn't seem to be very suitable. Now, switch to level 2 and observe the crystal. It doesn't fit there very well... So, try to avoid that sort of placement, but if you can't avoid it, make sure you put a right pattern as background or your level won't look nice.

2d. Another stylistic matter: variated blocks (right) show a better aspect than a single kind of them all together (left). A statue (right) fits better than two blocks of the same type together (left).

2e. Beware of this kind of common mistake: The bridge on the left needs a block that removes the open path to the life-item! Remember, that fourth pattern shown in the walkable patterns row of the editor is exactly that, walkable! And making a player walk from some height directly to the floor is not logical! The right screen shows a non walkable pattern below the life-item that blocks the way.

2f (Text included in 1a). What about the destroyable blocks? When you destroy them, you will see what's behind them. So, place the cursor over the ones on the left screen, and over

the others on the right part. If you don't clearly see the change, simply try to modify 'Makingof.bls' by placing the pattern that is shown in the 'pattern order'.

To modify such background patterns, simply select your background pattern in the editor and right-click on the desired place and there ya go! Backgrounds like these can be set behind destroyable blocks, items, gems & crystals. Test it!.

2g. Have a look at both levels 2 & 7 and realize what's bad (left) and well (right) built in respect of the water stuff.

The 'night effect' is optional. You choose if you want to include it or not.

Conclusion: Take care of your levels by managing shadows, constructing rivers and bridges correctly.

LEVEL 3 – FROZEN CLOUDS



Observe both structures. On the left part of the screen you can see the most common errors made when editing levels for Clouds.

3a. First of all, observe the general aspect of the left screen and compare it with the one belonging to the right screen. The paths of both divisions are the same, but the look of the right screen seems cleaner and nicer, with less decorations.

3b. See the bridges on the left. Badly made, and with the gem whose pattern behind it is placed correctly but... it's simply ugly. Apart from that, the destroyable block is placed correctly, its background item is also placed correctly (make a right click to place a background/walkable pattern here). Nevertheless, notice that two bridges together make the level look ugly.

3c. The big hole on the right fills 9 non walkable patterns that are covered by a crowded amount of mixed stuff on the left part. Which division do you prefer?

3d. That pillar doesn't look worse on the right screen and it has less decorations than the left one.

3e. Clouds (up). Let's focus on the real important part of this world: the clouds (How intelligent!): observe the upper part of each partition (left = wrong, right = correct). Simply, learn how to draw clouds. Practice if you want in this same level or if you prefer, in level 9 (a blank sheet prepared 4 you! ;)

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Also observe details like the first pattern put in the second row; or in that same row, the last pattern.

3f. Clouds (right). Observe the connection between the clouds, incorrect on the left screen and correct on the right one. See the pillar, the connections again, and the cloud on the lower part (connected wrong on the left part, cut by the right part).

3g. Clouds (Down). The guy who made this left part didn't realize he placed a cloud + pillar pattern at the bottom! Don't be like him ;)

Conclusion: Clouds look nice with a lot of clouds and only a few decorative elements that can even be... more clouds. So the most important thing in Clouds is connecting them well. Finally, don't make the bridges be like the left part!

LEVELS 4 & 8 – VOLCANO'S INFERNO



Observe both structures. On the left part of the screen you can see the most common errors made when editing levels for Volcano.

4a. Observe the lava edges on the upper part of the screen. The right partition shows how to use the metallic fences when there is no walkable pattern above and how to place the metallic structure where walkable patterns are above it. Besides, the metallic structure shows both a lava background and accompanies the pattern above it with a steel floor. The fence simply prepares the terrain for the lava.

See also that the metallic structure can cover the right and left part of the floor that is alongside it, and how bad the structure is placed on the left partition. You can also see which lava pool is created correctly, and the same goes for the two patterns with lava placed at the bottom of each screen.

4b. Observe the metallic walls in both screens. The ones on the right are well constructed, the ones on the left are not. Observe the blue pattern at the bottom-left corner of the right screen; the light of the lava doesn't reach there, and that effect seems more suitable than a lot of computers, like the ones placed on the left screen. What do you think of it?

4c. At last, notice how bad that structure is placed on the left of the first screen; the same goes for the pillar at the down-right corner of that stage. Check out the right partition to see a practical alternative to those constructions.

Conclusion: The key for this world resides in correctly handling the metallic fields in combination with the lava patterns. As a prize for reading this, you can take a look at the level 8, where a real level of the game is copied & pasted so that you can observe it and have it as model for your terrific Volcano stages!

LEVEL 5 – ANOTHER DIMENSION



Observe both structures. On the left part of the screen you can see the most common errors made when editing levels for Another Dimension.

5a. Notice how messy the stage on the left is. In spite of their identical structures with respect of the paths, the difference between both parts can be easily noticed. Fake gems and crystals are spread everywhere giving an ugly look to the level. Columns and statues are used incorrectly and don't work as expected.

5b. The bridge on the left level only is annoying. The stairs are behind that gem, this makes the shadow be there (although it doesn't fit with the gem, and not even with the stairs, simply try to place a shadow below the stairs to check it).

5c. Instead of all of this mess, including that unreal column placed on the right part of the left partition, there are well placed and connected rocks on the right screen. The rocks placed on the left screen are connected badly and shadowed incorrectly.

5d. The lower part of the screen is messy as well on the left partition; a solid structure like a bridge solves the problem on the other side.

5e. Observe the true gems on each screen and place the cursor over them. The ones on the right are shadowed correctly; on the contrary, the ones on the left one are not properly shadowed and their background is not suitable. Remember that you can always see the background patterns by placing the cursor over destroyable blocks, items, gems or crystals.

5f. Find out how the shadows are placed in each stage. Apart from the automatic shadows correction (available in the editor by clicking the 'options' menu), there are some correct shadows placed on the right screen (ball statue, behind the upper gem, below the teleport). However, the left screen doesn't bother with these things, as you can easily see everywhere.

5g. At last, realize what the fifth & sixth patterns of the walkable row can do: take a look at the rock structure on the top of the right screen and notice that there's one of those patterns below the gem; there's another above the bridge. Those patterns serve to connect rock structures with walkable patterns and you'll sometimes find them very handy. Use them wisely.

The bottom-left part of the first screen requires one of those patterns.

Conclusion: In spite of being a rock solid world, you can construct beautiful levels for Anodim by correctly handling the rock & shadow stuff, and managing the rest of the non walkable patterns wisely. Good luck!

LEVEL 6 – AZTAR'S FORTRESS

Oh! What's this? A real Fortress level as model for my great imagination!

Yes, this is one of the levels that is included in the last world of Bombaman! Why didn't we include a comparison with 2 screenies as usual? Well, we are lazy enough to only copy & paste such a pretty level for you! Moreover, Fortress is such a well made world that all the things couldn't be properly seen in such a little space and well, why denying it, isn't this stage superbly built? ;)

Apart from this big fanfare, observe the level, how the tubes are dealt with, the big tanks, the walkable patterns and the shadows. Place the cursor over any pattern to see which walkable pattern is set as background in each case. Observe how those computers are constructed of one walkable pattern and a non walkable pattern; see how the tubes are connected to those buildings wisely, observe that adding shadows below the stairs is not a general rule but that it sometimes can fit; realize why there are some 'simple' tubes' and others which show shadows or water on their upper part... And well, try to edit stages by yourself, there's a black sheet in this same 'Makingof.bls'; if you fancy switching to the level 9, it's specially prepared for you!

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Conclusion: Mix shadows and water wisely, place the tubes correctly and remember: the more mistakes you make when editing, the more you'll learn about the world you are editing for!

EPILOGUE

All of this will help you when making stages, but remember: you don't need to know everything at the beginning! The best way to get in the mood is to create stages! Try your abilities and be surprised of what your imagination can create!

Make good use of the real levels (6 & 8) included in 'Makingof.bls' and explore each corner in the editor, including menus, level & enemies' settings!

DISASTER! AND NOW WHAT?

If you overwrite by chance 'Makingof.bls' with your own stages and you can't recover the previous version, we have the solution! Hmmm not that one, what were you thinkin' about??? Well, we offer a secure pack of levels: 'Security.bls' contains exactly the same as 'Makingof.bls'! Simply, open it and save it as 'Makingof.bls' if disaster happens. And do not open that *.bls except in this case, to avoid more problems! If you erase both *.bls you will have erased your tutorial of Bombaman!

All of this stuff is made to enjoy and any illegal use of it (getting annoyed or desperate) will be punished by Team Bomba!

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