

# BOOK

user's manual



# END-USER AGREEMENT

## DEFINITIONS

In this agreement: "CD" refers to both the physical CD-ROM and the ISO image BOH comes on; "software" refers to the contents of the CD; "package" refers to the physical material (CD-ROM, box, inlay, booklet); "product" refers to the software and the package as a whole.

## LICENSE

You can install the software on all the computers that you own and that are not publically accessible. You can make one (1) copy of the CD for backup and, if you bought the ISO image, installation. You cannot use (any part of) the product to make profit without written permission. You cannot redistribute the software by any means.

## LIMITED WARRANTY

The package is guaranteed to be free from defects for a period of ninety (90) days from the date of purchase. You can request the replacement of a defective package by returning it, at your expenses, to your dealer along with a copy of the purchase receipt.

## DISCLAIMER

THE PRODUCT IS PROVIDED "AS-IS" WITHOUT ANY OTHER WARRANTY. TO THE FULLEST EXTENT PERMITTED BY LAW, THE AUTHOR, THE CONTRIBUTORS AND THE PUBLISHER CANNOT BE HELD LIABLE FOR ANY DAMAGE ARISING OUT OF THE (INABILITY OF MAKING) USE OF IT: USE AT YOUR OWN RISK.

## GOVERNING LAW AND JURISDICTION

This agreement shall be governed by the laws of Italy. The court of Campobasso (Italy) is appointed as the venue for any dispute.

## EPILEPSY WARNING

Some people are susceptible to epileptic seizures when exposed to certain flashing lights or light patterns - and they may even be unaware of it. Using the software may cause problems to such people. The player must stop immediately and a doctor should be consulted if any of these symptoms are experienced: blurred vision, dizziness, disorientation, loss of consciousness, twitches, involuntary movements, convulsions.

## WELCOME

Thank you for purchasing **BOH!**

This game has been created with lots of passion and care. I made my utmost effort to ensure that the basic gameplay concept would develop into a challenging and entertaining experience for the player: getting the jist of it is only a matter of few minutes, while completing all the missions will keep you busy for a long time!

The underlying "oldschool" flavour of the gameplay is also present in the mix of old and new techniques utilized for the implementation - if, on the one hand, the end result may look odd in comparison to modern games, on the other hand it offers a fascinatingly different videogaming experience.

Making this game has been demanding but, at the same time, also very pleasing and rewarding, so I hope that playing it will provide you with at least as much fun and satisfaction!

**Simone Bevilacqua**

# GETTING STARTED

## MINIMUM REQUIREMENTS

500 MHz 32-bit CPU • 32-bit graphics card • 16-bit sound card • CD-ROM drive • 16 MB RAM • 15 MB disk space • **AmigaOS 4.0** / **AROS** (x86 CPU) / **Linux** (x86 CPU, **SDL 1.2** and **SDL\_mixer 1.2**) / **MacOS X 10.4** / **Windows XP**

## RECOMMENDED RESOURCES

800+ MHz CPU • joystick

## CD-ROM CONTENTS

The CD-ROM contains a number of files and directories - among them, those of direct interest are:

- ◆ the installer applications (see next section);
- ◆ this manual in PDF format in the **common** directory;
- ◆ the licenses in the **common/licenses** directory.

## INSTALLING & RUNNING

If you have an ISO image, first mount it as a virtual disc or burn it to a CD-R.

Open the CD, launch the installer suitable for your system (unless started automatically) and then follow the on-screen instructions. If your CD does not include the installer for your OS, download the relevant update from the **DOWNLOADS** page of the website and follow the instructions contained therein.

After the installation, download and install also all the updates and expansions not already included in your CD<sup>1</sup>.

Finally, to run BOH, launch the program located in the chosen destination<sup>2</sup>.

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1. Official ISO images always include all the updates and expansions available at the time of the download. The number of the last update is indicated by a suffix in the file name: f.ex., an ISO image named **BOH-u9.iso** includes all the updates through **update9**.

2. Also the documentation and the icon (if present) will be stored therein.

## THE STORY

They appeared. Nobody knows whence. Nobody knows who they are. Nobody knows what they want. But everybody knows what they are capable of. Confusion, horror, destruction, pain. They endlessly generate hordes of enemies that kill instantly with just their touch.

It took long and desperate researches to prepare the weapons suitable to face such a deadly tide. The **Resistance** formed. And the real fight started.

Now, a few months later, the situation looks even more helpless: the weapons turned out not to be as effective as expected and engineers struggle to come up with better ones. To make matters even worse, supplies are now over: the last members of the **Resistance** are being sent equipped with only the first and weakest prototypes.

You are among them.

You just have the little hope that, somewhere, the battlefield still keeps the equipment of those who tried - and failed - before. But you do not really care: your only obsessive thought, your only burning desire is to find those unfeeling breeders of sorrow and wipe their existence from the face of the world. Them. The Evil Masters.

The hunt is on.

# MENUS


The program starts directly with the easy-to-use menu interface.


Every page has a circular list of options<sup>3</sup>, whose topmost (and blinking) item is always the currently selected option. Additional windows may appear automatically to show details about the selected items.


## NAVIGATION

The following table shows the default controls<sup>4</sup> menus can be easily navigated with:

control	keyboard	joypad
	[arrow up]	direction up
	[arrow down]	direction down
	[x]/[space]	button 1
	[escape]	button 2


To confirm the current selection, press .

To pass to the next item, press : the list will scroll 1 step up and wrap around at the bottom (i.e. the previous topmost item will be moved to the end of the list).

To pass to the previous item, press : the list will scroll 1 step down and wrap around at the top (i.e. the previous bottommost item will be moved to the top of the list).

When the list is too long to be entirely visible, pressing [page up]/[page down] will scroll down/up (respectively) the list by a page.

Pressing an alphanumeric key will select directly the next item whose initial character matches the key.

To return to the previous page<sup>5</sup>, press  or choose the "←" item.

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3. The option currently in effect is omitted from the list.

4. Keys/buttons that have in-game functions can be redefined (see the **CONFIGURE PAGE** section).

5. Going back from the main page will quit the program altogether. In window mode, the "close" gadget quits the program anytime.

## MAIN MENU PAGE

- ◆ **PLAY NEW MISSION**<sup>6</sup>: opens the page that lets you to choose a mission among those that have not been completed yet.
- ◆ **PLAY OLD MISSION**<sup>7</sup>: opens the page that lets you choose a mission among those that have already been completed.
- ◆ **CONFIGURE**: opens the page that lets you configure several aspects of the program.
- ◆ **READ NOTES**: opens the page<sup>8</sup> that shows a few notes about the program, among which the version and the total playing time.

## PLAY NEW/OLD MISSION PAGES

These pages list the names of all the available missions, ordered by difficulty and then by name<sup>9</sup>. Choosing a mission will start it. A window shows the following information about the selected mission:

- ◆ difficulty (**very low / low / average / high / very high**);
- ◆ number of phases;
- ◆ record time (**MM:SS**) and holder for each phase (if any);
- ◆ total playing time (**HH:MM:SS**);
- ◆ name(s) of the author(s);
- ◆ last modification date (**YYYYMMDD HH:MM**).

## CONFIGURE PAGE

- ◆ **CHOOSE LANGUAGE**: opens the page that lets you choose your preferred language<sup>10</sup>. For each translation, a window shows the name(s) of the translator(s) and the last modification date.
- ◆ **CHOOSE THEME**: opens the page that lets you choose the set of data that defines how the game looks and sounds<sup>11</sup>. For each

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6. This option is available only if there is at least 1 uncompleted mission.

7. This option is available only if there is at least 1 completed mission.



8. To return to the menu press  or .

9. Some missions are "secret": they appear at the top, with an open lock icon, when all the missions they depend on are completed, and remain there until played. To add more missions, simply put them in the **missions** directory.

10. To add more translations, simply put them in the **phrasebooks** directory.

11. To add more themes, simply put them in the **themes** directory. The graphics in this manual refer to the default theme.

theme, a window shows the name(s) of the author(s) and the last modification date. The list is closed by <NEXT / SESSION>, <NEXT / MISSION>, <RANDOM / SESSION>, < RANDOM / MISSION>, which select the next or a random theme each time the program is started or before every mission.

- ◆ **SET VIDEO MODE**: opens the page that lets you choose a full screen resolution<sup>12</sup>, the window mode and the zoom level<sup>13</sup>.
- ◆ **USE ENHANCED/STANDARD WEAPONS**: increases/restores the power of weapons<sup>14</sup>;
- ◆ **ENABLE/DISABLE INTERPOLATION**: activates/deactivates the smoothing of graphics<sup>15</sup>.
- ◆ **CHOOSE VOLUME**: opens the page that lets you set the volume of sounds/music to **loud**, **normal**, **low** or **zero**.
- ◆ **TURN MUSIC ON/OFF**: toggles music during menus navigation;
- ◆ **SET KEYBOARD**: opens the page that lets you reconfigure the keyboard controls. When asked about a control, press the key to assign to it. The new settings affect menus navigation as well.
- ◆ **SET JOYPAD**<sup>16</sup>: opens the page that lets you reconfigure the joyypad controls. When asked about a control, press the button to assign to it. The new settings affect menus navigation as well.
- ◆ **INVERT MENU CONTROLS**: swaps / and [page up]/[page down] around so that menu lists scrolling is inverted.

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12. All the suitable resolutions are listed. If the system cannot be queried, only 320x240 and its multiples up to 4x are listed. See the **CHOOSING THE BEST FULL SCREEN MODE** section for more information.

13. Available zoom levels: 1x, 2x, 3x, 4x. Unsuitable zoom levels are omitted. Zooming may affect the smoothness of video refresh and, in extreme cases, slow down the program execution.

14. Enhanced weapons are 1 LP more powerful than the standard ones (see the **EQUIPMENT** section in the **HOW TO PLAY** chapter). When used, missions are never considered completed and records are not saved.

15. Disabling interpolation gives a speedup at the cost of much rougher graphics. Recommended for slow systems only.

16. This option is available only if a suitable device is detected.

## CHOOSING THE BEST FULL SCREEN MODE

Choosing the best mode is important to avoid unpleasant visual effects and to reduce the computational load.

In **BOH** the whole screen rotates: if pixels are not perfectly square, graphics, being pre-rendered, seem to shrink and expand as they rotate. For this reason, the first requirement is that the chosen resolution should have the same aspect ratio of the monitor. F.ex., on a 4:3 monitor, 640x480 would be fine, whereas 640x512 would not.

To help with the choice, **BOH** tentatively marks with ★★ those resolutions which respect the monitor ratio<sup>17</sup>.

**BOH** always renders an area of 320x240 pixels. If the chosen resolution is bigger, zooming might be required to cover the screen extensively. Since zooming does not come for free, a secondary criterion is that the zoom factor should be as small as possible. F.ex., if the available resolutions are 480x300, 720x450 and 1440x900, the best one would be 480x300, because no zooming would be needed, whereas the others would need, respectively, 2x and 3x zooming.

Therefore, each resolution is listed with the required zoom factor.

You might have guessed that using 480x300, which is bigger than 320x240, would leave part of the screen unused. In fact, the ideal resolution for a monitor that has a native resolution of 1440x900 is 384x240, as it allows the game graphics to cover the whole screen vertically, respecting the ratio. Of course, still there would be black bands at the sides, but that is an unavoidable consequence of the fact that 320x240 has a ratio of 4:3, which is less rectangular than 16:10 (the monitor ratio).

If the ideal resolution is supported by the system, it is marked with ★★★; otherwise, it is added to the list anyway and marked with ★<sup>18</sup>.

Please note that the actual results depend a lot on how the system handles full screen modes, so following strictly these indications does not guarantee success. When nothing else helps, just try all the available resolutions starting from the smallest one.

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17. Since **BOH** does not talk to the hardware or the OS directly, it assumes that the highest resolution reported by the system is the monitor's.

18. This is useful on those OSes that allow to freely define the system modes.

## HOW TO PLAY

When a mission is selected, you are first asked your name<sup>19</sup>. Then, after a concise recap<sup>20</sup>, the mission starts.

### OVERVIEW<sup>21</sup>

A mission can consist of one or more phases. Each phase takes place in a battlefield made of dungeons, dangerous areas, etc. Controlling a **Resistance** Member (RM from now on), you must defeat the Evil Master hiding in that place or, in some cases, find the exit key, and then reach the exit. This is no easy task not only because of the traps-packed corridors and mind-blowing puzzles, but also because of the countless enemies that the Evil Master throws at you more and more as you advance. If discovered, the Evil Master will make the existing enemies go berserk, will stop spawning more and will attack you directly. A mission is accomplished when all phases are completed successfully.

### SCREEN



The screen shows:

- ◆ the battlefield in top-down view;
- ◆ the RM at the center;
- ◆ a Head-Up Display (HUD) at the bottom-left corner;
- ◆ a map<sup>22</sup> at the bottom-right corner;
- ◆ temporary messages at the top-left corner.

### CONTROLS

These are the default controls which guide the RM's actions:










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19. This request is skipped if the **USE ENHANCED WEAPONS** option is active. The requester opens with the last name typed in. Editing is done with the usual keys. To confirm and go on, press  [enter] or  on the joypad. To restore the previous name and go on, press . In some themes (like the default one), upper and lower case characters may look identical.


20. Press any key/button when you are ready to go on.



21. This is a simplified description. Further information about missions can be found especially in the **MORE DETAILS ABOUT MISSIONS** section.

22. Only when the *RM* has an *automapper* (see the **EQUIPMENT** section).


control	keyboard	joypad
	[arrow up]	direction up
	[arrow down]	direction down
	[arrow left]	direction left
	[arrow right]	direction right
	[right shift]	button 3
	[keypad 0]	button 4
	[space]	button 5
	[x]	button 1
	[z]	button 2

To run forward, press  (the battlefield will scroll downwards).

To walk backward, press  (the battlefield will scroll upwards at half the speed).

To turn left/right, press / (the battlefield will rotate in clock-wise/anti-clockwise direction; when moving, speed will be halved).

To sidestep, press / or  + / (the battlefield will slide sideways according to the chosen direction).

To shoot, press <sup>23</sup> (to stop shooting, release).

To zoom/unzoom the map, press .

To pause, press [p] (any key/button will break the pause).

To abandon the mission<sup>24</sup>, press [escape].


## EQUIPMENT

The RM begins missions with the following equipment:


- ◆ a fully charged shield;
- ◆ a class C weapon;
- ◆ a small light.

The shield covers the whole body. It completely neutralizes the

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23.  is also used to open some passages (see the **PASSAGES** section).


24. In window mode, the "close" gadget quits the program anytime.

deadly touch of the enemies and, in turn, acts as an offence weapon as it instantly kills the enemies that come into contact with it. The flip side of the coin is that every time an enemy is killed the charge diminishes proportionally to the enemy's power and when the charge gets too low the shield becomes dangerous also for the wearer<sup>25</sup>: if it discharges completely, it implodes dematerializing whatever is inside. The charge level is indicated beside the HUD icon .

The class C weapon is the weakest of all: its power rating is 1 LP (i.e. it inflicts to enemies a damage of 1 Life Point) and its reload time (i.e. the delay before fire can repeat) is 0.6 seconds.








The small light emits a short 90° cone of rather faint light. It is indispensable to see in dark places.

Fortunately, better and other pieces of equipment are often scattered on the battlefields - to pick them up, simply walk on them<sup>26</sup>. Here is a comprehensive table of what can be found.

aspect	device	function/features
	partial recharge	recharges the shield by 20%
	total recharge	recharges the shield in full
	class B weapon	power rating: 2 LP reload time: 0.5 s
	class A weapon	power rating: 3 LP reload time: 0.4 s
	mid light	amplitude: 180° range: average brightness: average

25. At 10% of the charge it starts to pulse to signal the danger.

26. If already in possession of better equipment, objects are not picked up. Recharges are taken only if the shield is not fully charged already.

	big light	amplitude: 360° range: long brightness: high
	360° visor	expands the RM's field of vision to 360° <sup>27</sup>
	small automapper	automatically creates a map of the locations that enter the RM's field of vision
	big automapper	like the small one, but with a bigger display
	short-range detector	automappers add-on that emits an audio signal if one or more enemies are close (the closer the enemies, the higher the frequency)
	long-range detector	like the short-range one, but capable of detecting enemies at a greater distance
	remote control	device for opening a certain type of passages

## BATTLEFIELDS

A battlefield is made of a variable number of corridors, passages and more or less ample areas possibly spread over several levels. It always includes an entrance and an exit. It may have an ambient illumination of its own and may be illuminated by other light sources such as the RM's light, fixed lights, rotating lights, explosions and sparks.

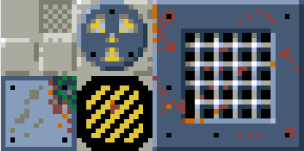
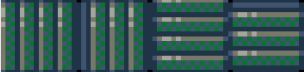
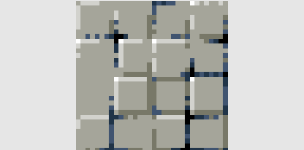
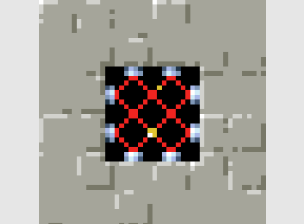
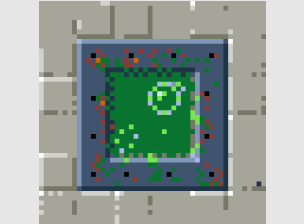
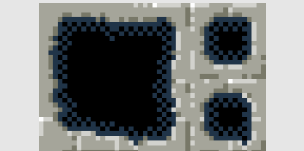
The next sections detail the building blocks that form battlefields.

## FLOORS

Floors are where the RM and/or ground enemies walk.

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27. Normally RM's field of vision is limited to 180° (90° to the left and 90° to the right), meaning that the RM cannot see what is behind, even if illuminated.

aspect(s)	type	description
	ordinary floors	can be walked on without problems
	conveyor belts	continuously move up, down, left or right
	crumbly floors	collapse under the RM's weight if trodden for 1 second in total; emit cracking noises; avoided by ground enemies
	enemy fields	do a damage of 1% to the shield when the RM steps on them (then, the RM bounces back); can be trodden by ground enemies
	traps	do a damage of 1% to the shield when the RM steps on them (then, the RM bounces back); avoided by ground enemies
	pits	deadly holes; avoided by ground enemies

## OBSTACLES

Obstacles hinder walking<sup>28</sup> and may also block shots/light/sound.

aspect(s)	type	description
 <sup>29</sup>	barriers	block everything
	transparent barriers	block everything but light
	blocks	block walking
	destroyable objects	block walking; explode when shot, damaging enemies (-1 LP) and shield (-1%), if too close; may cause chain explosions; after the explosion, the passage becomes clear; may hide recharges - to find them, push until a notification is given <sup>30</sup>
	fixed lights	block walking; emit a 360° bright light
	rotating lights	block walking; emit a faint light while rotating


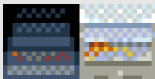
28. The RM and ground enemies attempt to slide along the surfaces of obstacles. The resulting movement speed depends on the collision angle: if the direction is almost parallel to the surface, the slowdown is barely noticeable; if the direction is perfectly perpendicular, movement stops entirely.

29. The default theme uses totally black squares to increase the sensation of claustrophobia; other themes may make use of graphics (f.ex. walls).

30. The search progress is indicated as a percentage at the top-left of the screen (see the **MORE DETAILS ABOUT MISSIONS** section).




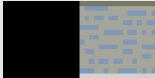

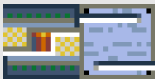
## CONNECTIONS

Connections allow to quickly move to physically separate areas.

aspect(s)	type	description
	teleports	connected in variable-length chains; after a moment's wait in the center, take the RM to the next device; destroy enemies during teleporting
	staircases	lead downstairs or upstairs <sup>31</sup> ; not taken by enemies




## PASSAGES

Passages connect contiguous areas. Walking through them in a certain sequence is usually required to finish phases.

aspect (close/open)	type	description
	timed passages	open 3 seconds after being touched; stay open for 3 seconds and then close as soon as the passage is clear
	locked passages	require keys  (1 per passage) - the RM can collect the keys scattered around by walking on them <sup>32</sup>
	hidden passages	are opened by the remote control (press  with the RM facing them); camouflage with the barriers - the automapper draws them in a specific color
	automatic passages	initially open; after the RM steps on their areas, close as soon as the passage is clear





31. The current floor is indicated beside the HUD icon .

32. The number of keys currently carried is indicated beside the HUD icon .

	button passages	open after the RM has pressed (all) the associated button(s)  ; any number of passages can be linked to the same button(s) <sup>33</sup>
	one-way passages	open only from one side; stay open for 3 seconds and then close as soon as the passage is clear

## KEY LOCATIONS

The following locations play a special role. One and only one of each is found in every map.

aspects	type	description
	entrance	lets the RM in at the beginning of phases and then closes forever
	exit	opens when the Evil Master is defeated or with the exit key  <sup>34</sup>
	summoning point	summons the Evil Master when trodden

33. Connected passages and buttons are labeled with the same letter (to discover the name of a passage just touch it).

Possible cases:

- ◆ button X → passage X (when button X is pressed, passage X opens);
- ◆ button X → passages X1, ..., Xp (when button X is pressed, passages X1, ..., Xp open);
- ◆ buttons X1, ..., Xb → passage X (when all buttons X1, ..., Xb are pressed, passage X opens);
- ◆ buttons X1, ..., Xb → passages X1, ..., Xp (when all buttons X1, ..., Xb are pressed, passages X1, ..., Xp open).

34. A ★ besides the number of keys in the HUD indicates the possession of the exit key. Exit keys are never found in final phases.

## MORE DETAILS ABOUT MISSIONS

Some specific phases award predefined recharge bonuses.

Sometimes phases have a time limit, so pay attention to the countdown beside the HUD icon  and to the acoustic beeps.

When a phase is successfully completed more quickly than ever before, the new record is stored and ascribed to the name specified.

Each phase is introduced by an informative page that shows:

- ◆ the mission name;
- ◆ a synopsis (if any);
- ◆ the phase number (if there are more than 1);
- ◆ the recharge bonus (if any);
- ◆ the time limit (if any);
- ◆ the current record and holder name (if any).

At the end of a phase, a report<sup>36</sup> shows:

- ◆ the number of passages opened<sup>37</sup>;
- ◆ the number of enemies eliminated with the weapons;
- ◆ the recharge bonus (if any);
- ◆ the elapsed time (marked as new record, if that is the case);
- ◆ the time left (if there was a time limit).

During the action, the following events are notified in real-time through temporary messages<sup>38</sup> at the top-left corner of the screen:

- ◆ objects picking;
- ◆ passage(s) opening/closing;
- ◆ kinds/labels of passages;
- ◆ status of destroyable objects inspections;
- ◆ ascents/descents/teleporting to different floors;
- ◆ Evil Master summoning.

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35. If there is no time limit, the clock counts the time since the phase started.



36. On success, press any key/button to go on; on failure, press [escape] to abort or any other key/button to retry.

37. Some phases can be completed without opening all passages. Some others are purposefully structured so that it is actually impossible to open all passages (f.ex. there could be less keys than locked passages).


38. Each message has a specific duration.

## ENEMIES

The Evil Masters' creatures belong to 6 different classes, each with its own characteristics. In the following table, the values in the LPs column express the resistance to weapon shots<sup>39</sup>; the power ones indicate the drain on the shield charge in case of collisions against the RM<sup>40</sup>.

aspect	class	LPs	power	speed	behaviour
	6	2	1	very slow	from afar, seem drunk
	5	2	2	slow	brainless, but always on the prowl
	4	1	1	very quick	like class 5... but they fly!
	3	2	3	average	normally very, very prudent
	2	3	4	average	keen on attacks from shadows
	1	4	5	quick	afraid of being looked in the eyes... to a certain degree...

Evil Masters are totally different beasts altogether:

aspect	LPs	power	speed
	16	8	very, very quick

39. An enemy dies when its LPs are over. For example, a class 2 enemy (3 LP) must be shot twice with a class B weapon (power rating: 2 LP). Note that non-fatal hits have the side effect of stopping enemies for a moment.

40. A class 2 enemy (power: 4) causes a charge loss of 4%.

As the figures suggest, they are superior by far to any other enemy. Moreover, as if it were not enough, they are even immune to the shield ! This means that to get rid of them you have no option but to try to shoot them dead - which they, taken by rage, make even harder by forcing the other enemies to go berserk with strenghts increased by 50%. Not to mention that not at all insignificant capability they have of teleporting themselves anywhere anytime...

# MISCELLANEOUS NOTES

## HINTS

Here is a short list of useful suggestions. It could be longer, but the pleasure of discovering all the tricks and smart moves is left to you!

- ◆ Face the missions in increasing order of difficulty.
- ◆ Do not be let down by the difficulty of hard missions - eventually, you will find your way and complete them.
- ◆ Do not waste time (with enemies).
- ◆ Use recharges wisely.

## TROUBLESHOOTING

- ◆ If the program exists immediately after starting, ensure that your system meets the requirements listed in the **GETTING STARTED** chapter and that it is correctly configured. In particular, if the program opens the window/screen for a moment and then exits quietly, check the audio settings of your system.
- ◆ If your joystick is not detected or does not work correctly, make sure that it is properly configured in the OS and that it is connected before the program is started.
- ◆ If the graphical refresh is not smooth enough: a) close any other application running in the background; b) select a smaller resolution/zoom; c) disable interpolation; d) disable barriers.
- ◆ If you experience problems after changing the settings, quit the program (if running), delete the **configuration.txt** file in the main directory and then restart the game.

If the problem still persists or is not listed above, please send a detailed report (including your machine specifications), along with, if present, the **log.txt** file found in the main directory.

## COMPATIBILITY WITH OTHER PLATFORMS

The **Windows** version should run also on the following systems (which, however, are not officially supported): **Windows 98/NT/ME/2000** and **Linux + Wine**.

## TRIVIA

- ◆ "BOH" is an Italian interjection that means "I don't know": the project started as a hard-to-label experimentation, so it was the only suitable name for the directory where the first source files were stored; then, when the time of choosing a proper name came, "BOH" remained because of the influence themeability has on the game's identity.
- ◆ As regards the gameplay, BOH was inspired by these C64 titles: **Wizard of Wor**, **The Amazing Spider-Man** and **Impossible Mission**; from a technical point of view, inspiration came from the MS-DOS version of **Shadowlands** and a coin-op **Formula 1** game (maybe **Tail to Nose**); other games that influenced it are **Alien Breed**, **The Chaos Engine** and **Ambermoon** for the **Amiga** computer.
- ◆ The program has been written so that developing missions and themes requires no special tool (just lots of patience and some skills!)<sup>41</sup>.
- ◆ Development began sometime in the middle of 2007 and was done mostly on an **AmigaOne XE** running **AmigaOS 4**.
- ◆ The program code is 100% C.

## CONTACTS

- ◆ support requests: [support@bohthegame.com](mailto:support@bohthegame.com)
- ◆ inquiries and feedback: [information@bohthegame.com](mailto:information@bohthegame.com)
- ◆ website: [www.bohthegame.com](http://www.bohthegame.com)
- ◆ Facebook: [www.facebook.com/pages/BOH/99598418583](http://www.facebook.com/pages/BOH/99598418583)
- ◆ Mod DB: [www.moddb.com/games/boh](http://www.moddb.com/games/boh)

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41. To create your own expansions, please refer to the developer's manual available on the **DOWNLOADS** page of the website.

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**Philippe Ferrucci**

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**Ricky Johansson**

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Third-party libraries (see also the **licenses** directory):

**SDL** by **Sam Latinga** and others / **SDL\_mixer** by **Sam Latinga, Stephane Peter** and **Ryan Gordon** / **libogg, libvorbis, libvorbisfile** © 2002 **Xiph.org Foundation**

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**editel**

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