

BEOWOLF

USER'S MANUAL



END-USER AGREEMENT

DEFINITIONS

In this agreement: "Software" refers to any and all files constituting the game **BOH** and its accessory utilities and data; "Medium" refers to the medium the Software is delivered on; "Package" refers to the CD-ROM, box, inlay and booklet; "Product" refers collectively to the Software, the Medium and, if present, the Package.

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 Medium for backup. You cannot use (any part of) the Product for profit without written permission. Except for the above, you cannot reproduce and/or redistribute (any part of) the Product.

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 proof of purchase.

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 using it 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.

HELCOHE

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 • 16 MB RAM • 20 MB disk space • **AmigaOS 4.0** / **AROS** (x86 CPU) / **Linux** (x86 CPU, **SDL 1.2**, **SDL_mixer 1.2**, **SDL_net 1.2**) / **MacOS X 10.4** / **Windows XP**

RECOMMENDED RESOURCES

800+ MHz CPU • joypad • internet connection

INSTALLING FROM CD

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. The game, the documentation and the icon (if present) will be installed to the chosen destination.

After the installation, download and install also all the updates and expansions not already included in your CD¹.

RUNNING

Launch the program located in the chosen destination.

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**.

THE STORY

They appeared. Nobody knows whence. Nobody knows who they are. Nobody knows what they want. But everybody knows what they can do. 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 breeders of sorrow and wipe them from the face of the world. Them. The Evil Masters.

The hunt is on.

HENUS

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



Every page has a circular list of items²; the topmost (and blinking) item is always the currently selected one. Additional windows may appear automatically to show details about the selected items.

NAVIGATION

These are the controls³ 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 previous/next item, press / (the list will scroll 1 step down/up and wrap around at the top/bottom).

To scroll down/up the list by a page, press [page up]/[page down].

To jump directly to the next item beginning with a certain alphanumeric character, press the corresponding key.

To return to the previous page⁴, press  or choose the "←" item.

MAIN MENU PAGE

◆ **NEW MISSIONS** (x)⁵: opens the page that lets you to choose a mission among those that have not been completed yet.

2. Items relative to the options currently in effect are omitted.

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

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

5. This option is available only if there is at least 1 uncompleted mission. x is the number of missions, except the secret missions not yet unlocked (a mission is unlocked when all the other missions it depends on are completed).

- ◆ **OLD MISSIONS (x)**⁶: opens the page that lets you choose a mission among those that have already been completed.
- ◆ **OPTIONS**: opens the page that lets you configure the program.
- ◆ **?**: shows a few notes about the program, among which the version and the total time of play⁷.

NEW/OLD MISSIONS PAGES



These pages list the names of all the available missions, ordered by difficulty and then by name⁸. 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 time of play (**HH:MM:SS**);
- ◆ name(s) of the author(s);
- ◆ last modification date (**YYYYMMDD HH:MM**).

OPTIONS PAGE

- ◆ **LANGUAGE**: opens the page that lets you choose your preferred language⁹. For each translation, a window shows the name(s) of the translator(s) and the last modification date.
- ◆ **THEME**: opens the page that lets you choose the set of data that defines how the game looks and sounds¹⁰. For each theme, a window shows the name(s) of the author(s) and the last modification date. The list includes also **<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.
- ◆ **VIDEO MODE**: opens the page that lets you choose a full screen

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

7. To return to the menu press  or .

8. Secret missions appear at the top, with an open lock icon. More missions can be added to the **missions** directory anytime.

9. More translations can be added to the **phrasebooks** directory anytime.

10. The graphics in this manual refer to the default theme. More themes can be added to the **themes** directory anytime.

mode¹¹, the window mode and the zoom level¹².

◆ **DIFFICULTY: normal/easy**: sets the global difficulty - **easy** moderates the enemies spawning, ups the weapons power by 1 HP and allows to restart from the last phase¹³ (but it does not permit records to be saved and missions to be marked as completed).

◆ **INTERPOLATION: yes/no**: enables/disables the filter that makes graphics look smoother¹⁴.

◆ **VOLUME**: sets the sound volume from 0 (mute) to 4 (loud).



◆ **MUSIC: yes/no**: enables/disables music.

◆ **NAME REQUEST: once / per session / always**: defines whether the player name has to be asked once only / each time the program is started / before every mission.

◆ **RECORDS SUBMISSION: yes/no**: enables/disables the submission of records to the world standings¹⁵.

◆ **KEYBOARD**: 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.

◆ **JOYPAD¹⁶**: lets you reconfigure the joypad controls. When asked about a control, press the button to assign to it. The new settings affect menus navigation as well.

◆ **MENU CONTROLS: standard/inverted**: defines whether  and  and [page up]/[page down] should work as described in the **NAVIGATION** section or the other way around.

11. 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 details.

12. 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.

13. See the **HOW TO PLAY** chapter for details.

14. Due to the rougher graphics, disabling is suggested for slow systems only.

15. All the records not yet submitted will be sent upon quitting from the menu. The 25-character code that identifies your copy of **BOH** will be requested if a valid one has not been specified yet (dashes can be omitted and letters can be lowercase). The real-time standings are available on the official website.

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, those resolutions which respect the monitor ratio¹⁷ are marked with ★★ (otherwise, ★ is used).

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 without stars¹⁸.

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.

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 name¹⁹. Then, after a concise recap²⁰, the mission starts.

OVERVIEW²¹

A mission can consist of one or more phases.

Each phase takes place in a battlefield made of dungeons, dangerous areas, etc.

The Resistance Member (RM from now on) controlled by you must reach the exit after either defeating the Evil Master hiding in that place or, in some specific non-final phases, finding the exit key. This is no easy task not only because of traps, dangers, obstacles and mind-blowing puzzles, but also because of the countless enemies that the Evil Master spawns more and more as the RM advances.



The Evil Master, if present, is summoned from a specific point that the RM has to discover. When the Evil Master appears, stops spawning enemies, makes the existing ones go berserk and starts attacking the RM directly.

A mission is accomplished when all its 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 map²² at the bottom-right corner;
- ◆ temporary messages at the top-left corner.

19. This request might be skipped depending on the **DIFFICULTY** and **NAME REQUEST** options (see the **HENUS** → **OPTIONS PAGE** section). 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.

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



CONTROLS

The game has been designed to make use of as few keys/buttons as possible. The following table shows the default in-game controls:

control	keyboard	joypad
	[arrow up]	direction up
	[arrow down]	direction down
	[arrow left]	direction left
	[arrow right]	direction right
	[x]	button 1
	[space]	button 2

To run forward, press .

To walk backward, press  (the speed is halved).

To turn left/right, press / (when moving, the turning speed is fixed; when standing, it increases progressively up to a certain point).

To shoot, press ²³ (to stop shooting, release).

To zoom/unzoom the map, press and release .

To toggle map fullscreen rendering, keep  pressed for a while.

To pause, press [p] (any key/button breaks the pause)²⁴.


To abandon the mission²⁵, press [escape].

EQUIPMENT

The RM begins missions with just the following equipment:


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

The shield covers the whole body. It eliminates instantly the enemies that come into contact with it. Every time it eliminates an enemy its charge diminishes proportionally to the enemy's power.

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

24. The pause also kicks in automatically if the screen/window loses the focus.








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

When it discharges completely, it implodes dematerializing the RM²⁶. The charge level is indicated beside the HUD icon .

The class C weapon has a power rating is 1 HP (i.e. it inflicts to enemies a damage of 1 Hit Point) and a slow reload time.







The small light emits a short 90° cone of rather faint light.

The table below lists the pieces of equipment that can be found along the way - to pick them up, it is enough to walk on them²⁷.

aspect	device	function/specifications
	partial recharge	recharges the shield by 20%
	total recharge	recharges the shield in full
	class B weapon	power rating: 2 HP reload time: average
	class A weapon	power rating: 3 HP reload time: quick
	aiming device	projects a beam that shows the shooting trajectory
	mid light	amplitude: 180° range: average brightness: average
	big light	amplitude: 360° range: long brightness: high

26. At 10% of the charge the shield starts to pulse to signal the danger.

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

	360° viewer	expands the RM's field of vision to 360° ²⁸
	normal automapper	automatically creates a map of the locations that enter the RM's field of vision
	advanced automapper	like the small one, but offers also a full-screen view ²⁹ of the map
	short-range detector	automappers add-on that emits an audio signal if an enemy is close (the closer the enemy, 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 the hidden passages ³⁰

BATTLEFIELDS

A battlefield is made of a variable number of corridors, passages and more or less ample areas. It always includes an entrance and an exit. It may spread over several levels, each of which, aside from limited light spots, may be totally dark or have an ambient illumination of its own³¹. Depending on the difficulty degree of the mission, its overall structure is more or less dangerous, enigmatic and disorienting.

The next sections detail the building blocks that form battlefields.

FLOORS

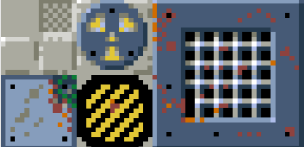
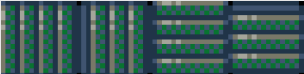
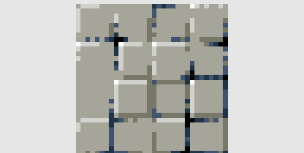
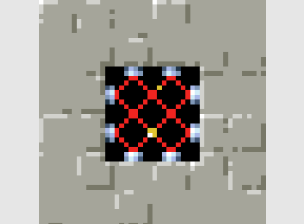
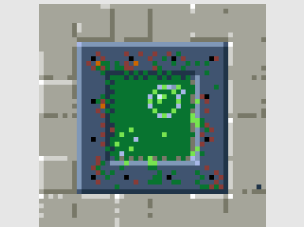
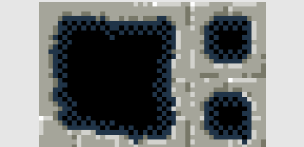
Floors are where the RM and/or ground enemies move.

28. 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.

29. The battlefield is not visible while the map is shown in fullscreen.


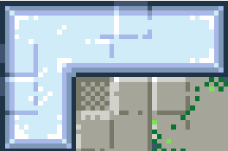
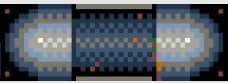



30. See the **PASSAGES** section for details.

31. When fighting directly, the Evil Master could use it as a disturbance factor, making it flash continuously.

aspect(s)	type	description
	ordinary floors	can be walked on without problems
	moving floors	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 walking³² and also block shots, light or sound.


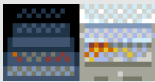
aspect(s)	type	description
	barriers	block everything
	transparent barriers	block everything but light
	blocks	block walking
	destructible objects	block walking; explode when shot, damaging enemies (-1 HP) and shield (-1%), if too close; may cause chain explosions; after the explosion, the passage becomes clear; may hide recharges - to search, push until notified ³³
	fixed lamps	block walking; emit a 360° bright light
	rotating lamps	block walking; emit a faint light while rotating

32. 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.

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


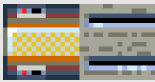

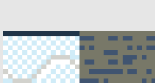


CONNECTIONS

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 ³⁴ ; 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 ³⁵
	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


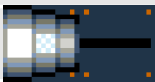



34. The current floor is indicated beside the HUD icon .

35. 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) ³⁶
	one-way passages	open only from one side; stay open for 3 seconds and then close as soon as the passage is clear

SPECIAL LOCATIONS

The following locations play a special role.

aspect(s)	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  ³⁷
	message point	reveals a message (a hint, a clue, a part of story, etc.) when the RM touches its front side; the message disappears if the RM turns or walks away
	summoning point	summons the Evil Master when trodden

36. 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).

37. 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 ³⁸ 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 prologue (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 report³⁹ shows:

- ◆ an epilogue (if any);
- ◆ the number of passages opened⁴⁰;
- ◆ 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, temporary messages at the top-left corner of the screen notify/show:

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







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

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


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

ENEMIES

The Evil Masters' creatures belong to 6 different classes, each with its own characteristics. In the following table, the values in the HPs column express the resistance to weapon shots⁴¹; the power ones indicate the drain on the shield charge in case of collisions against the RM⁴².

aspect	class	HPs	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 attacking from the shadows
	1	4	5	quick	afraid of being looked in the eyes... to a certain degree...

Evil Masters are totally different beasts altogether:

aspect	HPs	power	speed
	18	8	very, very quick

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

42. 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, make sure that your system meets the minimum requirements 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.
- ◆ If you experience problems after changing the settings, quit the game (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 **Tail to Nose**, a coin-op **Formula 1** game; 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!)⁴³.
- ◆ 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.

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- ◆ Mod DB: www.moddb.com/games/boh

43. To create your own expansions, please refer to the developer's manual.

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

SDL by **Sam Latinga** and others / **SDL_mixer** by **Sam Latinga, Stephane Peter, Ryan Gordon** / **SDL_net** by **Sam Latinga, Roy Wood, Masahiro Minami** / **libogg, libvorbis, libvorbisfile** © 2002 Xiph.org Foundation

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