



END-USER AGREEMENT

DEFINITIONS

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

RIGHTS AND RESTRICTIONS

You can: make copies of the Software; distribute unmodified copies of the Software. You cannot: distribute modified copies of the Software; use (any part of) the Product for a profit.

LIMITED WARRANTY

The Package is guaranteed to be free from defects of production 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 expense, to your dealer along with a proof of purchase.

DISCLAIMER

THE PRODUCT IS PROVIDED "AS-IS", WITHOUT ANY OTHER WARRANTY. TO THE FULLEST EXTENT ALLOWED BY LAW, THE AUTHOR 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 the country of residence of the author at the time of the dispute. The author reserves the right to appoint the venue for the 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. The Software may cause problems to such people. Who experiences blurred vision, dizziness, disorientation, loss of consciousness, twitches, involuntary movements, convulsions while playing/watching the Software must stop doing so immediately and receive the due medical assistance.

HELLO

Thank you for purchasing **BOH**!

If you're reading this, chances are that you're one of those few who (still) like reading manuals. That's commendable and, in this specific case, also fundamental to quickly acquaint yourself with and become very good at this very original game. So here's a most important tip right away: **BOH** is not a shoot'em up!

I made my utmost effort to develop the initial gameplay concept into a challenging, involving and gratifying game. Getting the jist of it requires some effort, but patience and determination will be rewarded with tens — if not hundreds — of hours of play!

Also, I strived to make the game look and feel unlike anything else by combining a strong 8 and 16 bit spirit with a few newer techniques. The end result is a fascinatingly different video gaming experience.

Lots of passion and care have been poured into the making of this game. It has been demanding, but, at the same time, also a true pleasure. I hope that playing **BOH** will provide you with at least as much fun and satisfaction. Enjoy!

Simone Benincasa

GETTING STARTED

REQUIREMENTS

MINIMUM: **AmigaOS 4.1 (PPC) / AROS (x86) / Windows XP (x86)**, 500 MHz CPU, 32 bit graphics card, 16 bit sound card, 20 MB RAM, 30 MB disk, 32 bit binaries support

OPTIONAL: 800+ MHz CPU, joystick, internet

INSTALLATION

- ◆ CD: insert it in a drive, open it and, unless started automatically, run the installer suitable for your system¹.
- ◆ CD image: burn it to a CD-R or mount it as a virtual CD, open the disc, run the installer¹.
- ◆ Archive: unpack it anywhere and, if the unpacked directory contains an installer, run it.
- ◆ Installer: run it.

Then, if an installer was run, follow its instructions.

If **BOH** is already installed in the chosen destination, the installer will update it and (try to) preserve the previous records.

UNINSTALLATION

If available, run the uninstaller; otherwise, delete the program directory.

STARTUP

Run **BOH[.app].exe** from the program directory.

PLAYING THE SOUNDTRACK

Insert the CD in an audio CD player and press the **PLAY** button.

1. The **install-<OS>** one, where **<OS>** is the name of your Operating System.

THE STORY

They appeared. Nobody knows whence. Nobody knows who they are. Nobody knows what they want. But everybody knows what they can do. **Chaos, horror, destruction, pain.** They endlessly generate hordes of wicked minions that kill instantly with just their touch.

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

Now, a few months later, the situation looks even more helpless: the weapons turned out to be weaker than expected, coming up with better ones is an uphill struggle and using the only really effective one, the **Apocalypser**, is a no go — at least until destroying the whole planet **Earth** is unanimously deemed a worthy ultimate sacrifice. To make matters even worse, supplies are completely depleted, so the last members of the **Resistance** are being sent equipped with only the first and weakest prototypes.

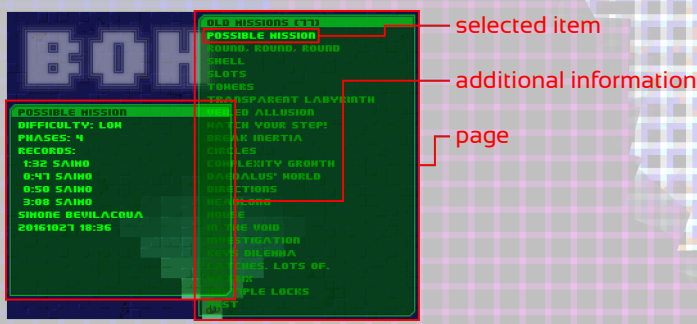
You are among them.

You just have a glimmer of hope that the equipment of those who tried — and failed — before can still be picked up somewhere in the reality-bending mazes that the invaders built out of nothing as their deadly hiding places. But you don't 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.

MENUS

Menus are organized in pages. Each page is made of a circular list of items. The blinking item at the top is the currently selected one. Where applicable, additional information related to the selected item is shown separately.



NAVIGATION

control	keyboard	joypad
▲/▼	[ARROW UP]/[ARROW DOWN]	[UP]/[DOWN]
▲/▼	[PAGE UP]/[PAGE DOWN]	—
✕	[SPACE]/[RETURN]/[ENTER]	any button
◀	[ESCAPE]/[BACKSPACE]	[LEFT]

- ◆ To confirm the selected item, press ✕.
- ◆ To pass to the previous/next item, press ▲/▼².
- ◆ To pass to the previous/next block of items, press ▲/▼².
- ◆ To jump to the next item beginning with a given alphanumeric character, press the corresponding key.
- ◆ To return to the previous page, press ◀ or choose the item ➡³.

2. The list scrolls down/up and wraps around at the top/bottom.
3. Doing this from the main menu page quits the program altogether.

MAIN MENU PAGE

- ◆ **NEW MISSIONS (X)**⁴: opens the page that lists the missions not completed yet⁵.
- ◆ **OLD MISSIONS (X)**⁴: opens the page that lists the missions already completed.
- ◆ **OPTIONS**: opens the configuration page.
- ◆ **?**: opens the general information page⁶.

NEW/OLD MISSIONS PAGES

These pages list the available missions, ordered by difficulty and name⁷. Also shown is this information about the selected mission:

- ◆ difficulty⁸ (**very low** / **low** / **average** / **high** / **very high**);
- ◆ number of phases;
- ◆ record time (**MM:SS**) and holder (if any) for each phase;
- ◆ total time (**HH:MM:SS**) of play (if any);
- ◆ author(s) credits;
- ◆ last modification date and time (**YYYYMMDD HH:MM**).


OPTIONS PAGE

- ◆ **LANGUAGE**: opens the page that lists the available languages⁹.
- ◆ **THEME**: opens the page that lists the available themes^{9 10} and the options **<NEXT/SESSION>**, **<NEXT/MISSION>**, **<RANDOM/SESSION>**, **<RANDOM/MISSION>**, which apply the next or a random theme every session of play or after every mission.
- ◆ **DIFFICULTY: normal/easy**: sets the difficulty; **easy** moderates the enemies spawning¹¹, increases the weapons power by 1 Hit

4. Hidden if there are no missions. **X** is the number of missions.

5. Locked missions are hidden and excluded from the count that determines **X** (see **MORE ABOUT MISSIONS**, p. 20).

6. Includes the total time of play. To close it, press  or .

7. Training/unlocked missions (if any) appear at the top, with a  icon.

8. Only for non-training missions.

9. Also shown are the author(s) credits and the last modification date and time relative to the selected item.

10. See **THEMES**, p. 9.

11. See **ENEMIES**, p. 19.

Point (HP)¹² and, upon failure, allows to restart the current mission from the last phase played¹³.

- ◆ **VIDEO MODE**: opens the page that lists the available full screen resolutions¹⁴ and the **WINDOW** option.

- ◆ **PIXEL MODE**: opens the page that lists the available pixel modes¹⁵, which set size (**1x-6x**) and style (**solid/CRT/LCD**) of pixels.

- ◆ **INTERPOLATION**: **B+E/B/0FF**: defines what the graphics interpolation applies to¹⁶ (battlefield+enemies/battlefield/nothing).

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

- ◆ **MUSIC**: **ON/0FF**: enables/disables music.

- ◆ **NAME REQUEST**: *once / per session / always*: defines whether the player name is asked once and for all / before the first mission of a session of play / before every mission.

- ◆ **RECORDS SUBMISSION**: **ON/0FF**: enables/disables the submission of records to the online world standings¹⁷.

- ◆ **KEYBOARD**: reconfigures the keyboard controls; when asked to define a control, press the desired key¹⁸.

- ◆ **JOYPAD**¹⁹: reconfigures the joypad controls; when asked to define a control, press the desired button¹⁸.

- ◆ **MENU CONTROLS**: *standard/inverted*: defines whether / and / work as normal or in reverse²⁰.

12. See **EQUIPMENT**, p. 13.

13. However, it also blocks the flagging of missions as completed and the saving of records. See **OVERVIEW**, p. 11 and **MORE ABOUT MISSIONS**, p. 20.

14. Only the suitable resolutions among those reported by the system are listed. The chosen video mode may limit the available pixel modes. See **CHOOSING THE FULL SCREEN AND PIXEL MODES**, p. 10.

15. Only the suitable pixel modes are listed. The chosen pixel mode may limit the available video modes, affect the smoothness of video refresh and, in extreme cases, slow down the program execution. See **CHOOSING THE FULL SCREEN AND PIXEL MODES**, p. 10.

16. Disabling the interpolation is intended for slow systems only.

17. The web page www.retream.com/BOH/standings.php lists the world records. When submission is enabled, all the records not yet submitted are sent upon quitting from the main menu page (if the required registration has not been completed yet, a registration procedure starts automatically).

18. At the end of the reconfiguration, press  or  to exit.

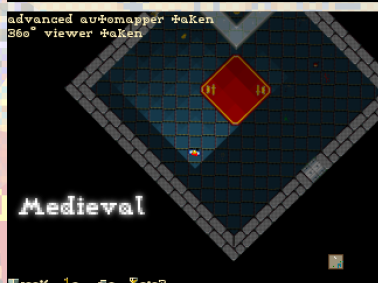
19. Hidden if a suitable device is not detected.

20. See **NAVIGATION**, p. 6.

THEMES

Themes define how the game looks and sounds²¹. Any mission can be played in any theme.

The pictures below show how the same location of the same mission looks like when different themes are applied²².



21. This implements the concept that reality gets bent by the Evil Masters.

22. The big writings indicate the themes names. The graphics in the rest of this manual are from the theme Sci-Fi.

CHOOSING THE FULL SCREEN AND PIXEL MODES

BOH rotates the whole battlefield: if pixels are not square, the graphics shrink and expand unpleasantly as they rotate. On contemporary monitors pixels are likely not to be square when the chosen resolution is not the native one and the monitor stretches the image to cover the whole screen.

If the native resolution cannot be used, it is advisable to disable the stretching (if possible) and to choose a resolution that has an aspect ratio close to the native one²³. To help with the choice, **BOH** marks the available resolutions as follows²⁴:

- ◆ 2 thumbs-up = correct ratio;
- ◆ 1 thumbs-up = acceptable ratio;
- ◆ 0 thumbs-up = unsuitable ratio.

Internally, graphics are 320x240 pixels. If the chosen resolution is bigger, zooming may be needed to fill the screen as much as possible. The zoom factor is dictated by the chosen pixel mode²³.

Notes:

- ◆ the resolution limits the available pixel modes (e.g. 1024x768 excludes the **4x**, **5x** and **6x** pixel modes);
- ◆ the pixel mode limits the available resolutions (e.g. a **3x** pixel mode excludes the resolutions below 960x720);
- ◆ resolutions other than the native one normally reduce the sharpness of graphics;
- ◆ the first time it is started, **BOH** uses the desktop resolution and the biggest **solid** pixel mode possible.

The additional computing power needed by zooming and the **CRT** and **LCD** pixel modes might make slow systems unable to run the game at full speed. For best results, on such systems it is recommendable to perform the following steps²³:

1. select the **1x solid** pixel mode;
2. select the smallest resolution with correct/acceptable ratio;
3. select the biggest pixel mode available;
4. if needed, try more pixel modes, in decreasing size order;
5. if needed, disable interpolation.

23. See **OPTIONS PAGE**, p. 8.

24. The program assumes that the native resolution is that of the desktop.

HOW TO PLAY

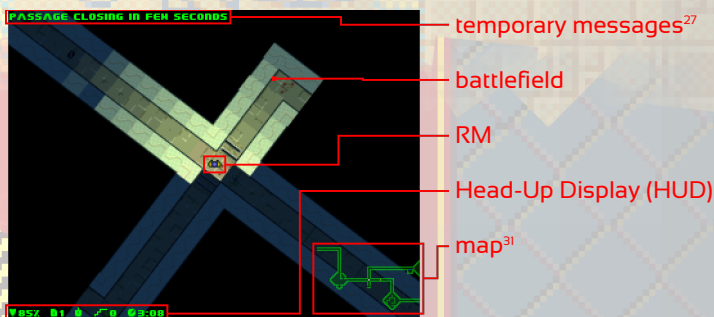
When a mission is chosen, the player is asked to enter his/her name²⁵. Then, after a briefing²⁶, the mission starts.

OVERVIEW

A mission is played controlling a Resistance Member (RM). A mission consists of one or more phases²⁷. A mission is completed when all its phases are completed. A mission is failed when it is aborted, the RM dies, or the time expires²⁷.

A phase takes place in a specific battlefield²⁸. A phase is completed when the RM takes the exit²⁹ after either defeating the Evil Master (EM)³⁰ hiding in the battlefield or, in some non-final phases, finding the exit key²⁹. As the RM advances, the EM spawns more and more enemies³⁰. If the EM is to be defeated, the RM must fight it directly after summoning it from a summoning point²⁹.

SCREEN



25. Provided that the **DIFFICULTY** option is set to **normal** and depending on the **NAME REQUEST** option (see **OPTIONS PAGE**, p. 7). The requester opens with the last name typed in. Cancelling the editing restores the previous name.

26. Press any key/button to proceed further.

27. See **MORE ABOUT MISSIONS**, p. 20.







28. See **BATTLEFIELDS**, p. 14.










29. See **SPECIAL LOCATIONS**, p. 18.

30. See **ENEMIES**, p. 19.

31. Only when the RM has an automapper (see **EQUIPMENT**, p. 14).

DEFAULT CONTROLS³²

control	keyboard	joypad
 / 	[ARROW UP]/[ARROW DOWN]	[UP]/[DOWN]
 / 	[ARROW LEFT]/[ARROW RIGHT]	[LEFT]/[RIGHT]
	[X]	[BUTTON 1]
	[SPACE]	[BUTTON 2]

- ◆ To move forward, press .
- ◆ To move backward³³, press .
- ◆ To turn left/right³⁴, press  / .
- ◆ To start/stop shooting, press/release ³⁵.
- ◆ To open the hidden passages³⁶, press  when the RM is facing them from close distance³⁷.
- ◆ To zoom/unzoom the map, press and release ³⁸.
- ◆ To show/hide the full screen map, press  for a short while³⁹.
- ◆ To pause, press [ESCAPE]⁴⁰; then, to resume/abort the mission, press /[ESCAPE].

EQUIPMENT


The RM begins missions with this minimal equipment:

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

32. Can be reconfigured (see **OPTIONS PAGE**, p. 8).

33. The speed is half of the forward speed.

34. When moving, the turning speed is fixed; when standing, the turning speed increases progressively up to a certain point.

35. It is of no use to press and release  frantically, as the rate of fire is limited by the class of the current weapon (see **EQUIPMENT**, p. 13).

36. See **PASSAGES**, p. 17.

37. Only when the RM has the remote control (see **EQUIPMENT**, p. 14).

38. Only when the RM has an automapper (see **EQUIPMENT**, p. 14).

39. Only when the RM has the advanced automapper (see **EQUIPMENT**, p. 14).







40. The pause also kicks in if the screen/window loses the input focus.


The shield covers the whole body. It eliminates the enemies that come into contact with it. Every time it eliminates an enemy, its charge⁴¹ diminishes proportionally to the enemy's power⁴². When it discharges completely, it implodes dematerializing the RM⁴³.

The class C weapon has a power rating of 1 HP (i.e. it inflicts to enemies a damage of 1 HP⁴²) and a low rate of fire.

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

Additional pieces of equipment are scattered throughout the battlefields. The RM can pick them up by moving over them⁴⁴.

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 rate of fire: average
	class A weapon	power rating: 3 HP rate of fire: high
	aiming device	projects a beam that shows the shooting trajectory
	360° viewer	expands the RM's field of vision to 360° ⁴⁵








41. Its level is indicated beside the HUD icon .

42. See **ENEMIES**, p. 19.

43. When the charge is 10% or less, the shield pulses to indicate the danger.

44. When the RM is not equipped with better items already or, relatively to recharges, when the shield is not fully charged yet.

45. Normally the RM has a frontal field of vision of 180°.

	mid light	amplitude: 180° range: average brightness: average
	big light	amplitude: 360° range: long brightness: high
	normal automapper	automatically creates a map of the locations that enter the RM's field of vision
	advanced automapper	like the normal one, but offers also a full screen view ⁴⁶ of the map
	short-range detector	emits an audio signal when a hidden enemy is close (the closer, the higher the frequency)
	long-range detector	like the short-range one, but capable of detecting enemies at a greater distance
	remote control ⁴⁷	opens the hidden passages ⁴⁸

BATTLEFIELDS

Battlefields are made of (barriers enclosing) areas of various shapes and sizes, passages, connections, obstacles, traps, puzzles, etc. They have an entrance and an exit. They may spread over multiple levels, each with an own ambient illumination (or none at all).

FLOORS

Floors are the surfaces that the RM and/or the ground enemies⁴⁹ move over⁵⁰.


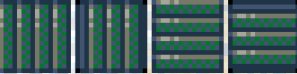
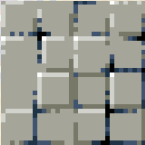
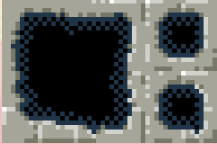
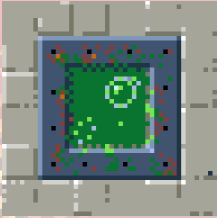
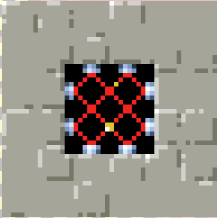
46. Hides the battlefield.

47. When the RM has it, the HUD displays the icon .

48. See **PASSAGES**, p. 17.


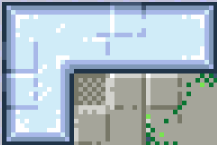
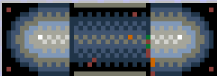
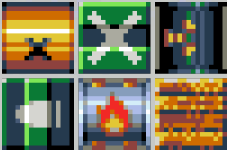


49. See **ENEMIES**, p. 19.

50. The RM movements produce sounds that depend on the floors types.

aspect(s)	type	description
	ordinary floors	can be moved over without trouble
	moving floors	move up, down, left, or right, dragging the RM and the ground enemies
	crumbly floors	wear away under the RM's weight; collapse if the RM spends 1 sec. in total on them; the pits they leave kill the RM; avoided by ground enemies
	pits	kill the RM; avoided by ground enemies
	traps	inflict 1% damage to the shield (then, the RM bounces back); avoided by ground enemies
	enemy fields	inflict 1% damage to the shield (then, the RM bounces back)

OBSTACLES

Obstacles block the movement of the RM⁵¹ and of the (ground) enemies, and, depending on the type, also shots, light and/or sound.

aspect(s)	type	description
	barriers	block everything
	transparent barriers	block everything but light
	blocks	block movement ⁵²
	destroyable objects	block movement ⁵² ; explode when shot, damaging enemies (-1 HP) and shield (-1%), if they are close enough; may cause chain explosions; after the explosion, the passage becomes clear; may hide 5% recharges ⁵³
	fixed lamps	block movement ⁵² ; emit a 360° bright flickering light
	rotating lamps	block movement ⁵² ; emit a faint rotating light

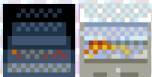
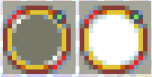
51. The RM attempts to slide along the surfaces of obstacles. The wider the collision angle, the greater the slowdown.

52. Except for that of flying enemies (see **ENEMIES**, p. 19).

53. To search, have the RM move as if to push the objects. The search status is reported by a temporary message (see **MORE ABOUT MISSIONS**, p. 20).


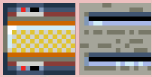



CONNECTIONS

Connections⁵⁴ link areas on different levels or any two points.


aspects	type	description
	staircases	lead downstairs or upstairs ⁵⁵
	teleporters	are linked in circular chains of any length; after a short wait in their center, transfer the RM to the next teleporter; while active, destroy non-EM enemies


PASSAGES

Passages⁵⁴ link adjacent areas.






aspect (close/open)	type	description
	timed passages	open 3 sec. after being touched; stay open for 3 sec. and then close as soon as their area is clear
	locked passages	are opened with keys  ⁵⁶ (each of them requires any one key)
	hidden passages	are opened with the remote control ⁵⁷ ; camouflage with the barriers (but the automappers do detect them)
	automatic passages	are initially open; activate when the RM enters them; close as soon as their area is clear

54. Enemies never take connections or operate passages.

55. The current level number (and label, if defined) is (are) indicated beside the HUD icon .









56. The RM can collect the keys scattered around by moving over them. The number of keys carried is indicated beside the HUD icon .

57. See **EQUIPMENT**, p. 14.

		button passages	open when the RM presses (the last of) the associated button(s)  ⁵⁸
		one-way passages	open when touched from a specific side; stay open for 3 sec. and then close as soon as their area is clear

SPECIAL LOCATIONS


The following locations play a special role.

aspects	type	description
		entrance
		exit
		message point
		summoning point

58. Button passages are labelled with a letter and, optionally, with an index (when the RM touches a passage, its label is revealed by a temporary message; see **MORE ABOUT MISSIONS**, p. 20).








Any number of buttons can be associated to any number of passages:

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

59. The RM can collect it by moving over it. When the RM has it, the HUD displays the icon  besides the number of keys. Exit keys are never found in final phases.

ENEMIES

Enemies belong to seven classes, each with own characteristics.

aspect	class	HP ⁶⁰	power ⁶¹	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 ⁶² !
	3	2	3	average	normally 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 degree
	EM	18	8	extremely quick	nasty, very nasty (see below)

EMs stay hidden and spawn the other enemies continuously.

When summoned, they: stop the spawning; force the enemies already spawned to attack the RM blindly with HPs, power and speed increased by 50%; usually make the ambient illumination flash irritatingly; come out of hiding and attack the RM directly.

They are immune to the shield and to the teleporters. They can teleport anywhere anytime.

60. Indicates the resistance to shots (e.g. a class 2 enemy dies only when shot 1/2/3 times with a class A/B/C weapon; see **EQUIPMENT**, p. 13). Non-fatal hits halt enemies for a moment.

61. Indicates the drain on the shield charge in case of collisions against the RM (e.g. a class 2 enemy causes a charge loss of 4%).

62. The enemies belonging to this class are referred to as "flying enemies". The other enemies cannot fly and thus are referred to as "ground enemies".

MORE ABOUT MISSIONS

Some missions are initially locked and appear in the menu⁶³ only when all the other missions they depend on are completed.

Some phases must be completed within a time limit⁶⁴.

Some phases award recharge bonuses upon completion.

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

At the beginning of a phase, a briefing shows⁶⁵:

- ◆ the mission name;
- ◆ the phase number (if there are multiple phases);
- ◆ a prologue (if any);
- ◆ the recharge bonus (if any);
- ◆ the time limit (if any);
- ◆ the current record and holder (if any).


At the end of a phase, a report shows⁶⁶:

- ◆ an epilogue (if any);
- ◆ the number of passages opened⁶⁷;
- ◆ 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 temporary messages notify/show:

- ◆ description of the objects picked up;
- ◆ description/status of the passages touched/opened;
- ◆ ascent/descent/teleporting to different levels;
- ◆ progress and result of searches for recharges;
- ◆ information given by message points;
- ◆ summoning of EMs.

63. See **MAIN MENU PAGE**, p. 7.

64. A clock beside the HUD icon  indicates the time left. Beeps play when the seconds are 0 and, in the final minute, every second. If there is no time limit, the clock indicates the time elapsed since the phase started.

65. Press any key/button to proceed further.

66. On success, press any key/button to proceed further; on failure, press [ESCAPE] to abort or any other key/button to retry.

67. In some phases, opening all the passages is optional or even impossible.

MISCELLANEOUS NOTES

OTHER CONTROLS

- ◆ In string requesters: text editing works as normal⁶⁸; [RETURN] or [ENTER] confirm; [ESCAPE] cancels.
- ◆ [F1] saves a screenshot of the internal graphics⁶⁹.
- ◆ [F2] saves a screenshot of the visible graphics⁶⁹.
- ◆ [ALT]+[F4] or the window close gadget quit the program.
- ◆ In menus, [F3] applies the next theme.
- ◆ In menus, [F12] resets the configuration.

HINTS

If you cannot just complete a mission, return to it later. Shoot at enemies only if necessary. Do not waste time. Use recharges wisely.

TROUBLESHOOTING

- ◆ If **BOH** does not start, ensure that your system meets the minimum requirements.
- ◆ If the video refresh is not smooth: a) select a lighter pixel style⁷⁰; b) select a smaller pixel size⁷⁰; c) if the window video mode is active, select a full screen video mode⁷⁰; d) disable interpolation⁷⁰; e) if other applications are running, close them.
- ◆ If the joystick is not detected, ensure that it is: correctly configured in the OS; connected before **BOH** is started.
- ◆ If you wish to reset the settings, press [F12] from the menu or quit **BOH**, delete the file **configuration.txt**⁷¹ and restart **BOH**.
- ◆ If records submission fails due to server-side changes, set **SITE.URL**, **SITE.PORT** and/or **SITE.PATH** in the file **configuration.txt**⁷¹ as indicated on the **RETREAM** channels.
- ◆ In all other cases, send by email a detailed description of the problem, your system specifications and the file **BOH-log.txt**⁶⁹.

68. In some themes (like **Sci-Fi**) upper and lower case characters look identical, but internally the case of characters is handled as normal.

69. In **T**: on **AmigaOS/AROS** or in **%TMP%** on **Windows**.

70. See **OPTIONS PAGE**, p. 8.

71. In the program directory (and/or where **Windows** relocated it; e.g. **%LOCALAPPDATA%\VirtualStore\Program Files (x86)\BOH**).

CREATING AND ADDING CONTENT

The game can be expanded by adding more missions, themes and phrasebooks. Please refer to the Developer's Manual regarding how to create and add more content.

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, the name was kept because themeability makes the game's identity very mutable, almost undefineable.
- ◆ Gameplay-wise, **BOH** was inspired by these **Commodore 64** titles: **Impossible Mission**, **The Amazing Spider-Man** and **Wizard of Wor**; from a technical point of view, inspiration came from the **MS-DOS** version of **Shadowlands** and the coin-op racing game **Tail to Nose**; other influences came from **Alien Breed**, **Ambermoon**, **DreamWeb** and **The Chaos Engine** for the **Amiga** computer.
- ◆ Development began sometime in the middle of 2007 and was done mostly on an **AmigaOne XE** running **AmigaOS 4**.
- ◆ The code is 100% C.
- ◆ **BOH** is part of a saga that, as of this writing, includes six different games. **BOH** opens the story, with the **Evil Masters** bringing chaos to **Earth**. **Huenison** focuses on the fight against one of them, the eponymous character. Eventually the **Evil Masters** were repelled, but, as seen in **QUOD INIT EXIT Ilo**, during their retreat, **Huenison** and his companions happened to pass by planet **Suinio** and decided to cause trouble there as well. Having witnessed the **Evil Masters'** cruelty, the **Pembkians** decided develop the defense training program that **SkillGrid** is part of. In **MAH**, years later, the danger came from the **Apocalypser**, the weapon that had been developed against the **Evil Masters** and that the **Purifiers** activated to destroy the **Earth**. Finally, **KOG** assigns a new task to the hero who deactivated the **Apocalypser**.

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