

# **EXHIBIT 9**

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## Boomshine Web Game

Shirohagen

#1

**Brutal Deluxe**

●●●●●●

Group: GP32 Hardcore

Posts: 742

Joined: 12-January 04

Location: London

Interests: Graphic Design & Retro Gaming

Posted 10 April 2007 - 09:45 PM

Just found this nice and disarmingly simple flash game online:

<http://www.k2xl.com/games/boomshine/>

Doesn't look like something which needs complicated source code just fleshing out a little. The basic mechanic could form the seed of a compelling little puzzler...

I can't code but I'd happily help with ideas and graphics if anyone fancied giving it a go...

Some other games on that site too...

®

This post has been edited by Shirohagen: 10 April 2007 - 09:48 PM

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Jackd

#2

**Mega GP Mania**

●●●●●●

Group: GP32 Hardcore

Posts: 782

Joined: 18-August 06

Posted 10 April 2007 - 09:59 PM

this game would be perfect for the gp2x.

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xnopasaranx #3

Superbad!



Group: X-treme Team  
Posts: 2,358  
Joined: 31-January 06  
Gender: Male

Posted 10 April 2007 - 10:38 PM

it's quite addictive. I think this would be a project for alex as he is an abstract gfx god.

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rokdcasbah #4

got me a date with botticelli's niece



Group: GP32 Hardcore  
Posts: 1,513  
Joined: 05-January 06  
Gender: Male  
Location: up on cripple creek

Posted 11 April 2007 - 10:51 AM

have you tried extender?

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Alex. #5

Retired



Group: GP Guru  
Posts: 4,582  
Joined: 24-August 05  
Gender: Male

Posted 11 April 2007 - 12:16 PM

<http://www.gp2x.de/c...0,0,0,0,27,1371>

^ very fun, everyone should try it!

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Destructo2000 #6

GP32 Hardcore



Group: Members  
Posts: 118  
Joined: 02-January 07

Posted 15 April 2007 - 04:26 PM

I think somebody should definately port this over or make something similar for the gp2x. It really is perfect for it. We need more games like this. Someone push this idea please!

Location: North Carolina, USA

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Jackd

#7

Mega GP Mania



Group: GP32 Hardcore

Posts: 782

Joined: 18-August 06

Posted 15 April 2007 - 06:00 PM

damn extender is quite a bit like it. You could essentially make boomshine by doing some simple mods to extender. Zoom it out way more, dont let the blocks kill the "launcher", make the explosion fields stay for much longer and change the scoring system so its based on how many explosions you make in relation to the quota for the level.

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Alex.

#8

Retired



Group: GP Guru

Posts: 4,582

Joined: 24-August 05

Gender: Male

Posted 15 April 2007 - 08:53 PM

Well now that I played both this and Extender some more, I agree, they're slightly different, although they have a common core. Very fun games, both of them.

This seems like a very fun project, although I wonder how many circles SDL can handle at an acceptable speed, especially with alpha blending. Perhaps we could do away with alpha blending and still have a decent game. 😊 I'll give this a try this coming week, and see if I can get anything nice done.

*Edit:*

Nevermind, it looks like [someone beat me to it](#).

Regarding the linked topic, isn't it kind of silly that the author is so uptight about 'clones', yet nowhere in the game's site or description does he mention [Every Extend](#) as an obvious inspiration?

This post has been edited by Alex.: 15 April 2007 - 09:13 PM

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Destructo2000

#9

GP32 Hardcore



Group: Members

Posts: 118

Joined: 02-January 07

Location: North Carolina, USA

Posted 15 April 2007 - 09:09 PM

Thank you Alex! Thank you! Very often a game I want never gets worked on so I appreciate it! I wish you the best of luck. (Mostly so I can play it 😊 )

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Alex. #10



Retired



Group: **GP Guru**  
Posts: 4,582  
Joined: 24-August 05  
Gender: Male

Posted 15 April 2007 - 09:14 PM

QUOTE(Destructo2000 @ Apr 15 2007, 05:09 PM) ↩

Thank you Alex! Thank you! Very often a game I want never gets worked on so I appreciate it! I wish you the best of luck. (Mostly so I can play it 😊 )

You missed the edit by minutes 😄

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Destructo2000 #11

GP32 Hardcore



Group: Members  
Posts: 118  
Joined: 02-January 07  
Location: North Carolina, USA

Posted 15 April 2007 - 09:54 PM

OoOoOooh... Hmm...I hope this "Little known handheld" is the GP2X. 😊

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norm #12

aka kapakux89



Group: GP32 Hardcore  
Posts: 614  
Joined: 29-September 06  
Gender: Male  
Location: Kent, England  
Interests: DUBSTEP & TECH

Posted 16 April 2007 - 12:10 AM

QUOTE(Destructo2000 @ Apr 15 2007, 10:54 PM) ↩

OoOoOooh... Hmm...I hope this "Little known handheld" is the GP2X. 😊

me too, that game is very addictive

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Nagelfar #13

GP32 Hardcore




Group: GP32 Hardcore  
Posts: 227  
Joined: 16-December 05

Posted 16 April 2007 - 08:18 AM

I would give this a shot, too, nice and easy to program.

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 norm #14

aka kapakux89



Group: GP32 Hardcore  
Posts: 614  
Joined: 29-September 06  
Gender: Male  
Location: Kent, England  
Interests: DUBSTEP & TECH

Posted 16 April 2007 - 12:37 PM

QUOTE(Nagelfar @ Apr 16 2007, 09:18 AM) ↩

I would give this a shot, too, nice and easy to program.

sweet!!

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 Nagelfar #15

GP32 Hardcore



Group: GP32 Hardcore  
Posts: 227  
Joined: 16-December 05

Posted 16 April 2007 - 02:03 PM

QUOTE(norm @ Apr 16 2007, 02:37 PM) ↩

QUOTE(Nagelfar @ Apr 16 2007, 09:18 AM) ↩

I would give this a shot, too, nice and easy to program.

sweet!!

I'll try this tonight in JAVA to see if SDL on the GP2x is fast enough to handle all those circles. If it is, me and/or Alex. can do it again in C++ if the need arises (meaning: for all the JAVA is slow Trolls out there).

I'm thinking about calling it Abstracto, what do you say?  
Anyone up to contribute a titlescreen, music or soundeffects?

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