EXHIBIT 9

Boomshine Web Game

Shirohagen

Posted 10 April 2007 - 09:45 PM

Just found this nice and disarmingly simple flash game online:

[(http://www.k2xl.com/games/boomshine/) http://www.k2xl.com/games/boomshine/ (http://www.k2xl.com/games/boomshine/)](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

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

Jackd

Posted 10 April 2007 - 09:59 PM

.this game would be perfect for the gp2x

xnopasaranx

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

rokdcasbah

Posted 11 April 2007 - 10:51 AM

?have you tried extender

.Alex

Posted 11 April 2007 - 12:16 PM

[http://www.gp2x.de/cgi-bin/cfiles.cgi?0,0,0,0,27,1371) http://www.gp2x.de/c...0,0,0,0,27,1371) (http://www.gp2x.de/cgi-bin/cfiles.cgi?0,0,0,0,27,1371)](http://www.gp2x.de/cgi-bin/cfiles.cgi?0,0,0,0,27,1371)

!^ very fun, everyone should try it

Destructo2000

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!

Jackd

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.

.Alex

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 (http://www.k2xl.com/phpBB2/viewtopic.php?t=906) .

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
(http://nagoya.cool.ne.jp/o_mega/product/e2.html) as an obvious inspiration?

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

Destructo2000

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 :))

.Alex

Posted 15 April 2007 - 09:14 PM

QUOTE(Destructo2000 @ Apr 15 2007, 05:09 PM) (http://www.gp32x.com/board/index.php?
act=findpost&pid=521643)

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

Destructo2000

Posted 15 April 2007 - 09:54 PM

🙂 .OoOoOoOoh... Hmm...I hope this "Little known handheld" is the GP2X

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norm

Posted 16 April 2007 - 12:10 AM

QUOTE(Destructo2000 @ Apr 15 2007, 10:54 PM) 🖾 (http://www.gp32x.com/board/index.php?
(&act=findpost&pid=521664

🙂 .OoOoOoOoh... Hmm...I hope this "Little known handheld" is the GP2X

me too, that game is very addictive

Nagelfar

Posted 16 April 2007 - 08:18 AM

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

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norm

Posted 16 April 2007 - 12:37 PM

QUOTE(Nagelfar @ Apr 16 2007, 09:18 AM) 🖾 (http://www.gp32x.com/board/index.php?
(&act=findpost&pid=521734

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

!!sweet

Nagelfar

Posted 16 April 2007 - 02:03 PM

QUOTE(norm @ Apr 16 2007, 02:37 PM) 🖾 (http://www.gp32x.com/board/index.php?
(&act=findpost&pid=521767

QUOTE(Nagelfar @ Apr 16 2007, 09:18 AM) (http://www.gp32x.com/board/index.php?(&act=findpost&pid=521734

.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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