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Crash! Boom! Bang!

[Boom Boom Rocket Achievements \(Xbox 360\)](#)

A complete list with the things you can achieve while playing

Boom Boom Rocket is another [Guitar Hero](#)-like, this time one released for the XBLA service by [Electronic Arts](#) and developed by Bizarre Creations. As the double "boom" in the name suggests, the game can also be considered similar to Dance Dance Revolution! - it's just that here the player has to trigger fireworks explosions in time with the music. The game was released on the 11th of April 2007 in Europe and North America and it is still unavailable for download in Asia. And, just to be sure that there is no secret regarding the similarities between Boom Boom Rocket and the aforementioned games, since November 2007, it recognizes both the dance pad and the GH guitar. It also had one DLC release - the Rock Pack in late 2007. We know that true gamers play all these games just for fun, as they should and not in order to achieve specific point landmarks to prove their friends they are very cool, but we also know that sometimes you just can't live without achieving everything possible with a title you really enjoy. If that's the case and you want to know exactly what to look for when it comes to the game, we have prepared a full list of achievements. Good luck!

ACHIEVEMENTS

- Bonus, Schmonus (5 points) Activate the bonus run for the first time.
- Carpal Tunnel Syndrome Award (50 points) Get an A rating on 10 songs on medium.
- Curtain Call (10 points) Complete 10 songs with any rating.
- Honor Roll (15 points) Get an "A" rating for any song on medium.
- Johnny 3 Fingers (5 points) Unlock your first firework type.
- Johnny No Fingers (25 points) Unlock all firework types.
- Pyro (10 points) Achieve 100% hit ratio on any song.
- Sore Thumb Award (30 points) Successfully complete 5 laps in an endurance game on hard.
- Speeding Ticket (5 points) Successfully complete 3 laps on an endurance game on medium.
- Suma Cum Laude (20 points) Get an "A" rating for any song on hard.
- The "C" Student (15 points) Get a C rating or above on 10 songs on any difficulty.
- The Easy "A" (10 points) Get an "A" rating for any song on easy.

Here is a guy who got skills at the game: