OVERVIEW

Boulder Dash™ Construction Kit consists of two programs. With the Construction Kit you can create your own Boulder Dash screens. With Boulder Dash IV the game you show the series set of challenging screens which we have made for you or use to play the screens you create with the Construction Kit.

LOADING

ATARI: Disk-retrieve all cartridges. 'Computer' should be left. Turn on the disk drive. When the busy light goes out insert the disk with the label side up. Close the drive door. Turn on the computer. The program will load and run automatically. Wait until the title screen is displayed then follow the screen instructions.

NOTE: XL/XE Owners should hold down the Option key while turning on the computer.

COMMODORE 64/128: Disk turn on your computer and disk drive. Insert the disk with the label side up. Close the drive door. Type LOAD "*",8,1 then press the RETURN key. The program will load and run automatically. Wait until the title screen is displayed then follow the screen instructions.

SCREEN INSTRUCTIONS

Press 1 to run the Construction Kit
Press 2 to run the Game.

ATARI: Cassette-One side of the cassette contains the Construction Kit. The other side contains the Game. Be sure you want to run. Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Press Rewind to make sure the tape is completely rewound. Press Play on the recorder. While holding down the Start key turn on the computer. After a

SPECIAL REQUIREMENTS

One or two joysticks.

CONSTRUCTION KIT

A—OVERVIEW
Design and create your own Boulder Dash caves and intermissions. You have total control to place any item, boulders, diamonds, walls, etc. You can add your own cave systems while you are creating it and correct it, if necessary, right on the spot.

You can also make complete games using up to 64 screens. You can mix your caves and intermissions in every order you want, and then play them with Boulder Dash IV the Game.

You can have as many games on one single diskette as they fit on the disk or tape space allows. (One diskette can hold up to 10 caves and intermissions, with 20 screens each. A total of 200 caves and intermissions.)

And best of all, it is easy to use. For most operations you only have to choose an item from the palette by placing the cursor over your selection and pressing the trigger. The program even provides disk commands for the maintenance that allows you to

SPECIAL MENU

ATARI ONLY: ESC — Exit any function.

C—THE BRUSHES
Select any brush by placing the cursor over the icon and pressing the trigger. Now you can move your cursor to anywhere on the screen and "paint" with it by pressing the trigger again. You will always paint on the working screen which is one quarter of the total area for a cave. To view the full screen (cave) press the F key. (see Full Screen below).

BOULDER: The rocks will fall if unsupported, topple off wall edges, and can be pushed one at a time if there are no objects of any kind in front of it.

DIAMONDS: In every cave a certain number of collected diamonds are always needed to win, and in the case of hidden exits as an appearance of Magic Wall. You may also collect more of them but it will not improve your score, when you reach a start without diamonds if you provide the means to create them. (See Butterflies and enchanted walls, below).

ENCHANTED WALL: Looks like any other wall, however, when hit by a falling object, it mills for a certain amount of time (see timers). During this period of time it will turn boulders into diamonds and diamonds into boulders. They must hit the wall when falling and the area below the wall must be empty.

WALL: A regular wall is used to build spaces and paths. It can't be crossed, but it can be destroyed by explosions.

TITANIUM WALL: This wall is indestructible and boulders don't fall off their edges.

GROWING WALL: If there are no obstacles to the right or left of this wall, it will grow closing spaces. Please note that you have to place dirt or some moveable object nearby to prevent the wall from growing indefinitely.

EXTRA ROCKFORD: When you place an extra Rockford(s) in the screen, he (they) won't move, but you must control him (them) from being destroyed by boulders, fireflies or butterflies.

ATARI ONLY

B—THE PALETTE
The Palette is functionally divided into two groups: The brushes and the commands. Most of the commands can also be called with a single keystroke as indicated below.

KEY	Functions	KEY	ICON	Functions	KEY
	BRUSHES				
	Boulder	X	X	Diamond	
	Enchanted wall	X	X	Titanium	
	Titanium wall	X	X	Growing wall	
	Extra Rockford	X	X	Dirt	
	Firefly	X	X	Butterfly	
	Amoeba	X	X	Slime	
	Hidden Exit door	X	X	Regular Exit door	
	Entry door	X	X	Line mode	
	FUNCTIONS				
	Random	X	X	Test Screen	
	Change Colors	X	X	New Screen	
	Main Menu	X	X	Time & Counters	
	Remove Palette	X	X		
	Full Screen				
	Turn sound on/off				
	Exit Function				

still be controlled. When you select edit, you are presented with a screen divided in two columns. The one on the right contains the names of all the caves and intermissions on the current diskette. The one on the left, the sequence of your current game.

The high-lighted cursor indicates which option you are on. You can change columns by moving the stick left to right. You can move the pointers (indicated by a c i up/down by moving the stick up/down. The "X" or the "N" next to a cave's name indicates whether this file can be selected by the player in the final game you are creating. To toggle the "X" or the "N" place the cursor up/down when you are on the column. You can select an entry by moving the stick up/down, then select an entry and press the trigger. Now the marked entry will flash. Move the stick up/down and the pointer in the right column will be copied to the space marked with the pointer on the left column.

If you have more caves on a separate disk, you can load them into a game by inserting the disk of the current game and selecting the GAME FILES menu option. Pressing the trigger when actually placing the game with the SOULDER DASH the GAME all the caves and intermissions that are currently on the disk as the game file.

You can exit this option at any time by pressing the UP ARROW key. You may return at any time to "edit" and your sequence will still be in memory.

DISK OPTIONS

These Disk Options are not essential for you to make Boulder Dash games and screens, but are provided for your convenience. Catalog: Selecting this option will list all the files in the current disk, one at a time.

Format: Allows you to format a disk without having to exit the Construction Kit.

Delete: You can erase Any file from the current disk, permanently. You have to provide the file name exactly, with extensions, if any.

Rename: This option allows you to change the name of the file. You have to provide the name of the file to change and its new name as in the prompt above.

NOTE 3: If the file name is wrong, the program will continue searching. To abort the search by pressing the STOP key if you have the Commodore version. Atari owners should press the ESC key. If this doesn't work... press RESTORE key. This will place you at the beginning of the Construction Kit.

BOULDER DASH IV THE GAME

GAME OBJECTIVE

These Caves and Diamonds are what you have to work with, collect the indicated amount of diamonds in the given time, and when the program finds the file, it will be loaded.

NOTE 2: If you provide a name but the tape counter is already past the file, this will not be a problem. You may rewind the tape at **any time** and when the program finds the file, it will be loaded.

NOTE 3: If the file name is wrong, the program will continue searching indefinitely. You can escape by pressing the RUN-STOP key if you have the Commodore version. Atari owners should press the ESC key. If this doesn't work... press RESTORE key. This will place you at the beginning of the Construction Kit.

CHANCES

Each player starts with 3 chances. Bonus men are awarded every 500 points. This is indicated by intermixing in the tunnels. You can earn more as indicated in the Construction Kit.

Loading a game sequence. (Tape)

When the program has loaded, it will ask how many screens one after another to play. Type in 16 screens built-in. Type 15 press Return and wait for the caves to load. If you want to play your own games, insert the tape and type the number of screens you built.

If you don't have the specific name of the Caves(screens) but you know where it is on the tape, you can instruct the program to search only from that point on by typing in the number of the counter where the file begins.

If you don't know the number of caves, is usually very simple but in it to click when you start one, and press search from start. (you may have to press again just to make sure). Whereas, the cave name will show the caves you select will begin loading.

NOTE 1: When you cross the roads, wait

SCORING:

During the game play the scoring bar is located on the top of the screen. From left to right this is the meaning of those numbers: point value of each diamond currently handled, Required Number of diamonds required.

Point value of every diamond collected.
Number of diamonds collected so far.
Time left to complete the cave.
Total points accumulated.

You score points for: every diamond you collect, every second left in the clock when you exit the cave, and every diamond collected above the minimum required to score bonus.

GAME OVER

Once game is over (no more lives, etc.) type Y in answer to the screen's question if you want to replay the same game. Type N and the program will reset. If you want to start a fresh run B. Push. Don't lose any. If you are smart you have to push the far.

5. Ramdo: Kill them all. At the right time. On the right place. You shift them from one firefly to another.

10. Drop. Drop too. On the end, kill the firefly from here.

11. Tut. If you press the keys you feel too confident on them. So tunnel, but the top screen of tunnels may happen. Rockford blasting, don't enter alone.

12. Fill it. Take it all up easy.

13. Blast. The only way to do it is blasting your way through.

14. Tut it! Just don't try this one.

CAVES DESCRIPTION FOR GAME 1

1. Intro. The beginner's cave.

INSTRUCTIONS

FOR THE COMMODORE 64/128 AND ATARI HOME COMPUTERS

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