

## BOULDERDASH CONSTRUCTION KIT

### LOADING INSTRUCTIONS

Spectrum	LOAD**
Commodore 64 (Disk)	SHIFT RUN/STOP
Commodore 64 (Disk)	LOAD** (J,1)
Amiga (Cass) 484	RUN*
Amstrad (Cass) 644K 128 TAPK	(Enter) RUN* (Enter)
Amstrad (Disk)	RUN/STOP

**RTM:** Turn off computer. Insert game disk and switch on. Using the mouse, double-click on the **LOADER.LPRG** file displayed, the program will now load.

**AMIGA:** Turn off computer. Insert game disk and switch on. The program will now load automatically.

When the program has loaded you will be given the choice of using the Construction Kit or playing the game. Press the appropriate key, and the program will then run the selection desired.

### THE GAME

The object of Boulder Dash is to search through caves and collect the indicated number of diamonds in the time limit. The way to solve the caves is usually very simple, but not at first apparent. Please read the description of the game elements in the 'CONSTRUCTION KIT' to understand more about the different aspects of the game.

### PLAYING THE GAME

Once the game selection has finished loading you will be asked for a file name - type **GAME1** (this is a set of 16 pre-defined caves) or the name of one of the games you have created using the **Kit**.

You can move your character, Rockford, around the cave using the joystick. If you find you can't complete the cave you are in, pressing **ESC** will wipe Rockford's coordinates out! You can then start the cave again. You are awarded an extra life every 500 points.

### CONSTRUCTION KIT

By using this part of the program, you can create your own Boulder Dash caves and intermissions. You can also make a complete game by using up to 64 screens in any order of caves and intermissions. These designs can be used with the Boulder Dash file game.

On the Kit, control of the edit screen is by mouse. Clicking the right button or pressing **ESC** saves the menu that you are currently in. On Amiga use the cursor keys and space.

Starting. When editing for the first time, you will be presented with a menu that gives the choice of editing a current cave or intermission or creating a new one. Use the mouse or keys to move the pointer (on the menu), and click on the desired option. Along the top or side of the screen you will see a number of icons. Reading from left to right their functions are described below (to select an icon press the left button).

### OBJECTS

**Boulder:** The rocks will fall if unsupported, and can be pushed if there are no objects in front of it. When selected, place on the game screen by moving the mouse and pressing the left button.

**Diamond:** In every cave a certain number of diamonds need to be collected to win, and to leave the cave.

**Enchanted Wall:** Looks like any other wall, except when hit by an object it will 'ret' for a certain time. During this time, it will turn boulders into diamonds and vice versa.

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

**Titanium Wall:** This wall is indestructible.

**Growing Wall:** If there are no obstacles next to it, this wall will grow into a free space.

**Extra Rockford:** These won't move, but you must protect them from being destroyed by boulders, etc.

**Oil:** Used as a filler. Stops all objects except Rockford!

**Prefix:** They explode on contact, killing Rockford. They are destroyed by dropping boulders on them, or by contact with Ametals.

**Butterflies:** They behave as stone, except they produce diamonds when they explode.

**Amorad:** This grows through dirt, and unless confined (when it will turn into diamonds) will eventually turn into boulders.

**Slime:** Looks like Ametals, but allows rocks and diamonds to pass through.

**Hidden Exit Door:** This door looks just like Titanium Wall, and is obviously difficult to find.

**Exit Door:** This exit will be revealed as soon as the required number of diamonds have been collected.

**Entrance:** This is where Rockford starts.

### COMMANDS

**Low Mode:** (press L) This shows a row of the current icon selected. Click for the start position, and place again for the end position.

**Random:** Selecting the dice icon will place 30 of the selected objects on the game screen randomly.

**Erase:** (press E) This selects an empty space, which can be used to delete misplaced objects.

**Clock:** (press C) This allows the timings and counters to be altered.

**C:** (press C) This changes the colours. In the colour menu, select the colour to change and press the button, the RGB indicators can be changed by using the mouse, press the left button to select a new colour.

**T:** (press T) This sets the screen you are editing. Use the joystick to control Rockford. You have one life only.

**M:** (press M) This selects the main menu described below.

**N:** (press N) This selects new screen, and clears the cave/intermission you are working on.

Other functions accessed by keys only are:

F - Full screen (when the whole playing area)

S - Sound on/off

**NOTE:** On the Kit, pressing O swaps between scrolling area and non-scrolling play area. On the Amiga to view the different areas of the play screen, select full screen (F) and then move the cursor to the new area.

### MAIN MENU

Using the main menu you can set up the cave/intermission parameters, load, save, delete a cave, access the disk commands, and the games options.

### GAME OPTIONS

This allows the player to link together different caves and intermissions. Use the mouse or keys to select the caves and intermissions. After the Y/N option to decide whether the player can access that cave from the main game. You can then save your sequence to disk. **NOTE: PLEASE USE A SEPARATE DISK TO SAVE YOUR CAVES AND INTERMISSIONS.**

**A NOTE ABOUT CAVES AND INTERMISSIONS:** A standard Boulder Dash 'game' consists of a total of 16 caves and 4 intermissions. The caves are made up of 4 16 screens of maze, etc, and this is where the player must collect the required diamonds. After every 4 caves the player is rewarded with a 'bonus game' intermission. This is just a single screen where he/she can score extra points or time. Obviously, using this kit, we can alter the number of caves and intermissions to any number of sequence.