

BOULDER DASH CONSTRUCTION KIT

AMSTRAD CPC AND SPECTRUM

ADDITIONAL NOTES

Spectrum Loading

On 128K machines, select 48K BASIC.

Use LOAD"" to load program.

Please ignore references to disc in the following instructions.

You may use Kempston, Cursor or Interface 2 joysticks, or the keyboard keys Z,X,L,P and V to fire. This choice is made right at the start of the program.

Use the upward arrow on the H key, and instead of ESC, use Q.

Amstrad Loading

To load the game, first switch off and on your computer, and if using a disc type RUN"DISC". If using a tape, press CONTROL and small enter. With a disc drive connected, you will need to type TAPE.IN first.

Use a joystick or the keyboard arrows and space bar.

Boulder Dash Construction Kit will load in one go, complete with the 15 part Boulder Dash IV game.

Please note that ESC is used to abort a game when Rockford gets stuck. The small upward arrow returns you back to the main menu. From here, option N, NEW, returns you right back to the initial menu — however your game sequence remains intact.

Using Tape

When using tape you may use blank names in order to load whatever file is next on tape. The ENTER key needs to be pressed to begin saving or loading and the main colours will return to their original values during this process.

Use ESC to return to the menu if you wish to abort the load or save.

Using Disc

Please have a formatted disc handy for your own caves. You must use CPM as normal to format, copy and rename files, although you could copy by loading and subsequently saving.

The files function does not work for tape based systems, but you may load or save without a filename if desired.

Disc errors may prompt you to retry or cancel, typically when a disc is write-protected or absent. You are advised to cancel and retry the whole command. Other common errors are a full disc when saving, and a non-existent file when loading.

After a disc or tape operation, you may experience a slight delay to allow the motor to halt.

Creating your own games

1. From the start up menu you may load in your own game which is then automatically played. You may press the up-arrow to return to the Kit.
2. You may also play the current game held in memory from either the starting menu, or the last option in the GAMES menu.
3. Games are built up from 1 to a maximum of 20, by the GAMES option in the menu accessed from option M. There is also a memory limitation, but as a guideline, the Boulder Dash IV game has 15 screens.
4. The first option in GAMES enters the current screen being edited by the Kit into the game. It will be either a CAVE or an INTERMISSION, depending on which option was selected from the starting menu when that cave was generated. You must have an entrance and exit defined before you can do this.
5. You continue loading or creating screens and choosing option 1, until you have as many caves that you want in the game. You may only add to the end of the sequence. Use the CLEAR option to restart from screen 1. The CLEAR option should be used before you start your own sequence, unless you already have a sequence saved, which you would LOAD in from the GAMES menu.
6. You may play the game sequence straight away by choosing the last option in GAMES, but don't forget to use SAVE, in the GAMES menu, to save the whole game sequence.

Other minor changes

1. The lines option can also draw boxes using the current brush — this is ideal for clearing large sections.
2. Amoeba and slime can be used together — which makes for some interesting possibilities.
3. IN and OUT work with the dice.