BOULDER DASH
CONSTRUCTION KIT

MAXX OUT! SERIES

BY EPYX

Game Designed by First Star Software, Inc.

Instruction Manual
for use with Commodore 64®/128™,
Apple II®, IBM® PC and
Compatibles, Atari® ST™
and Atari 800 Computers™

The name's Rockford.™ And diamonds are my game.

It ain't always easy. You spend half your life in the diamonds and half your life out of 'em.

So I decided to do some research. And I started at the Cairo Museum of Diamond History...
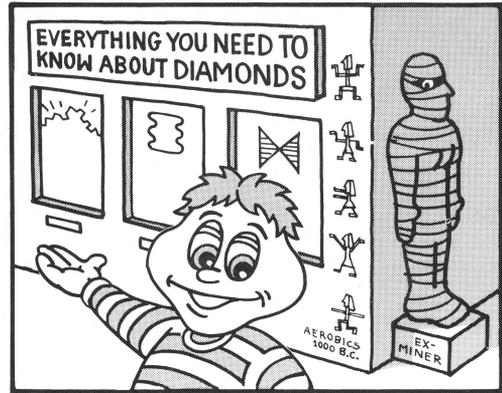
Looks like I came to the right place. Check out these glass cases!

BUTTERFLYCUS DIAMONDICUS
TURNS INTO DIAMONDS WHEN IT EXPLODES FROM CONTACT WITH MOVING BOULDERS
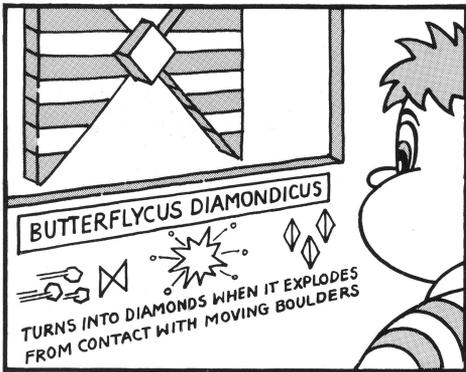
Sure they turn into diamonds - but these critters can turn you into mine dust too!

AMOEBA-BABA DIAMONDIBA
TURNS INTO DIAMONDS WHEN SUFFOCATED
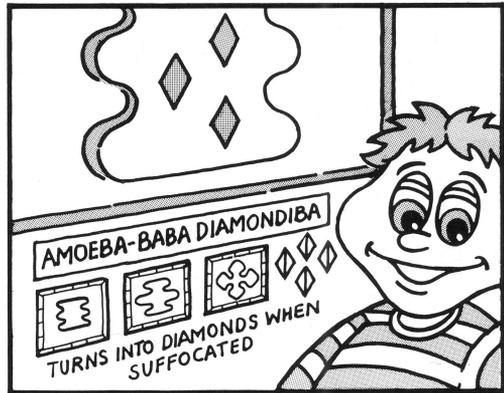
And *this* slimy stuff can multiply into a fortune - or a fiasco...

DIAMOND-PERFECTA BRILLIANTA
THIS PILE OF PERFECT DIAMONDS WAS FOUND NEAR MOUNT ELECTRONICA MEMORIATUS

Woah...Now we're talking diamonds... I'll just jot this down and hop on the next plane to fame and fortune.

It appears you have an interest in diamonds young man...
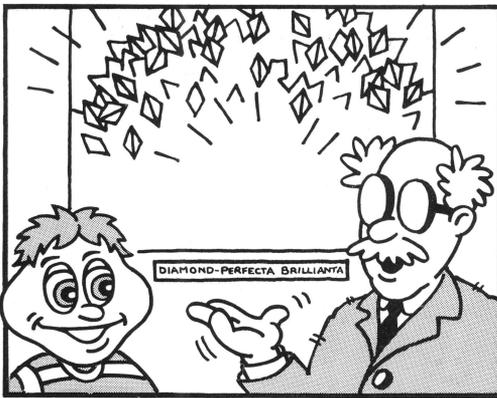
...most young miners do. Thinkin' they can get rich quick and the like. Well sometimes you can, but you have to do your homework.
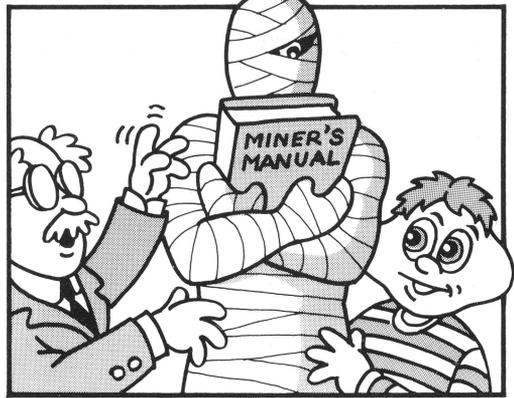
... Every successful - and not-so-successful - miner has read the ancient miner's handbook. It tells you how you can make it to the top - but read the fine print...
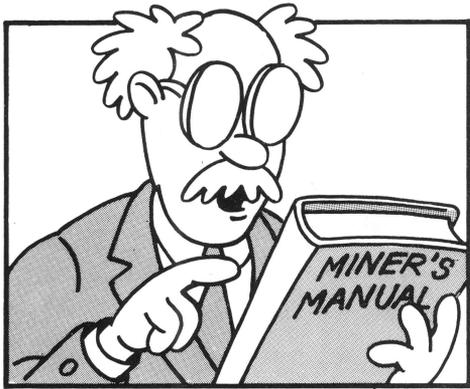
...For instance there is the curse you know - the curse of poor planning, poor concentration, poor minin' skills. All will bring overly anxious young miners to the poor house. Are you thinking about that?
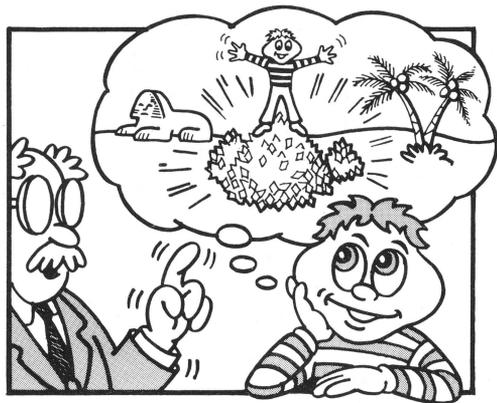
...Yeah....uhuh...sure...I'm giving that some thought...

OBJECTIVE

You have two objectives in **BOULDER DASH™CONSTRUCTION KIT™** You can either play the pre-saved game provided on the program disk, or construct your own games with the *construction kit*.

If you play the pre-saved game, your objective in **BOULDER DASH CON-STRUCTION KIT** is to search through different caves to find as many diamonds as possible. You must rely on strategy and planning to guide you through each cave. With quick reflexes and careful moves you can avoid different obstacles and enemy creatures. You have a limited amount of time to mine each cave, and each cave has a limit to the number of diamonds you can mine.

GETTING STARTED

For Commodore 64®/128™

- Set up your Commodore 64/128 computer as shown in the owner's manual. (**Note:** For Commodore 128, set system to C64 mode.)
- Turn ON your disk drive and computer.
- Plug your joystick into Port #1. (For 2-player games, plug the second joystick into Port #2.)
- Insert the **BOULDER DASH CONSTRUCTION KIT** disk into the disk drive, label side up, and type **LOAD"*",8,1** and press **RETURN**.

With the FAST LOAD™Cartridge:

- Turn ON the computer and disk drive.
- Insert the **BOULDER DASH CONSTRUCTION KIT** disk into the disk drive, label side up.
- Press the C= (Commodore) key and the **RUN/STOP** key to load the program.

For the Apple II® series

- Set up your Apple II computer as shown in the owner's manual.
- Plug your joystick in as shown in the owner's manual, or refer to the KEYBOARD COMMAND CARD for keyboard controls.
- Insert **BOULDER DASH CONSTRUCTION KIT** into the disk drive, label side up.
- Turn the computer and disk drive ON.

For the IBM PC® and compatibles

- Set up your IBM PC or compatible as shown in the owner's manual.
- Plug in your joystick as shown in the owner's manual, or refer to the KEYBOARD COMMAND CARD for keyboard controls.
- Insert your **DOS** disk into the disk drive (Drive A on a two drive system), and turn ON your computer.
- When DOS is loaded, insert the **BOULDER DASH CONSTRUCTION KIT** disk into the drive, label side up.
- Type the command **BDCK**.

For the Atari® ST™

- Set up your Atari ST computer as shown in the owner's manual.
- Plug your joystick into Port #2. If you are playing with two joysticks, remove the mouse cable and insert the second joystick. (**Note:** For construction you need to use your Mouse.)
- Insert the **BOULDER DASH CONSTRUCTION KIT** disk into drive **A**, label side up, metal end first.
- Turn ON the computer and a window will appear. Double click on the file named **LOADER.TOS**.

For the Atari® 800™

- Set up your Atari 800 as shown in the owner's manual.
- Plug in your joystick as shown in the owner's manual. If you are using the keyboard, refer to the KEYBOARD COMMAND CARD for key controls.

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- Turn ON your disk drive and wait for the busy light to go off.
- Insert your **BOULDER DASH CONSTRUCTION KIT** disk into the disk drive and turn ON the computer.

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IMPORTANT: Please be aware that all commands listed in this manual are for the **Commodore 64/128** version of the program, but should be the same for most other systems. Please refer to your KEYBOARD COMMAND CARD for keyboard or other commands specific to your system.

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Make your Selections

After the game is loaded, you will have a set of choices to make. First you must choose between using the BOULDER DASH *Construction Kit* (to create/edit your own mazes), or the BOULDER DASH *Game Module* (to play the pre-saved game.) Follow the directions on screen to make your selection.

Note: If you are unfamiliar with BOULDER DASH games, it is a good idea to start out in the *Game Module* mode. You will become familiar with the different objects and moving creatures and how they work. You can then create your own caves exactly as you like!

You must next select the number of players (1 or 2) you will play with, and the number of joysticks (1 or 2) you will use. Choose the number of players/ joysticks by pressing **F3**, (see KEYBOARD COMMAND CARD for key commands on the Apple, IBM, Atari 800, Atari ST).

The *Game Module* comes with one complete pre-saved game for you to start with. The game, **GAME1**, consists of 12 caves and 3 intermissions. Caves scroll to be 4 screens large. Intermissions are single screens, and allow you to earn bonus points. (Intermissions rewards you for getting through caves alive. If you lose an intermission, you still go on to the next cave.)

To play the pre-saved game, load it by pressing **RETURN** (or see KEYBOARD COMMAND CARD) when asked for the game file. **GAME1** will shift colors when it's loaded, and you can select a cave or intermission number (01 - 15) to play by moving the joystick up or down. Press the **FIRE BUTTON** when the number of your choice appears (and the game will begin). (See the KEYBOARD COMMAND CARD to make your selections with the keyboard.)

Mining a Cave

In each cave you will find different obstacles and enemy creatures you will need to avoid or trap while mining for or creating diamonds. See Appendix A for a list and description of each obstacle and creature.

Start the Game

To start the game after you've made all your selections, press the **FIRE BUTTON.** Pause at any point in the game by pressing the **SPACE BAR.** Restart the game by pressing the **SPACE BAR** again. (See KEYBOARD COMMAND CARD for key commands for other systems.)

You will start with 3 lives, but will earn an extra life with every 500 points you earn.

Scoring Information

At the top of the screen is a bar with numbers. The numbers stand for the following information (left to right):
- The number of diamonds you are required to mine in the current cave in order to exit.
- The value of each single diamond.
- The number of diamonds you have collected so far.
- The time you have remaining to complete the cave.
- The total points you have accumulated.

(This order may differ from system to system)

Earn points for:
- Each diamond you collect.
- Every second you have left on the timer when you exit the cave.
- Every diamond you collect above the minimum number of diamonds required to exit (bonus points).

CONSTRUCT A GAME

From the first menu screen, select the BOULDER DASH CONSTRUCTION KIT mode (#1). You will be given the following choices:
- **Edit An Existing Screen**: Edit a game that is already created and saved to disk.
- **Create a New Cave**: Construct your own cave from scratch.
- **Create A New Intermission**: Create a single-screen cave that can later be inserted between regular caves.

You will then have a palette available to you from which you can select items to create a cave or intermission. The objects along the side of the palette contain the elements and obstacles that appear in BOULDER DASH *Game Module*. You will use the items in the palette to construct your own caves and intermissions.

With the *CONSTRUCTION KIT*, you can create games as wild as your imagination. A game can be as long or as short as you like. Remember, when you are constructing your games that caves scroll to be 4 screens large. You can see all 4 screens at the same time by using the *Full Screen* function (press **F** or see the KEYBOARD COMMAND CARD). Intermissions are single screens used for bonus points.

Construct your games, cave by cave, saving each cave as you create it. Use boulders, growing walls, butterflies, amoeba's, and other items to add risk and adventure to your caves. But remember always to add an entrance, an exit, and some diamonds (or means for creating diamonds) in your caves. Appendix **A** gives you a list of obstacles and creatures, and a list of commands for constructing your caves.

After constructing and testing each cave and intermission, you should *Save* it. You may change the sequence in which caves and intermissions are played at any time.

Saving A Cave

- Select the *M* (menu) *icon* or press the **M** key.
- Use the joystick to select **SAVE**;
- Type in a NEW file name for your cave and press **RETURN**. (The name you use must be unique and the computer will give it an extension automatically. If you want to use a file name that already exists on the disk, you must first delete the existing cave or intermission.)

Game Sequence Options

When you are finished constructing and saving your caves and intermissions, select the word **GAME** from the menu. You will get the following options:

New: Clears the game sequence.

Files: Reads the catalog of caves and intermissions from the current disk.

Load: Loads a previously created game sequence. You must provide the name of the desired game sequence.

Save: Saves the current game sequence on your disk. You must provide a unique name for it.

Edit: This option allows you to put all the caves you have constructed and saved into the sequence of your choice. Three columns will appear on the screen. Take the following steps to put your caves and intermissions into a game sequence:

- Highlight the ARROW in the *Right* column, and use the joystick to place it in front of the the file you want to move. Then press the **FIRE BUTTON** (or Key commands).
- Highlight the ARROW in the *Left* column and place it in the location you want the file from the *Right* column to appear (move the joystick up or down), and press the **FIRE BUTTON** (or Key commands).

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- Highlight the ARROW in the *Middle* column and toggle between **Y** (Yes) and **N** (No) by moving the joystick up or down. This will determine which of the caves and intermissions the player can select in the final game sequence you've created.
- When you press the **FIRE BUTTON**, the file from the right column should appear in the column on the left at the position you selected. If a cave cannot be selected (No), then the player must earn the right to play it by winning the previous cave.

Note: See your KEYBOARD COMMAND CARD and apply key commands in place of joystick commands in the above sequence. In the Atart ST version, the above options have different names and use Mouse controls.

Disk Options: Provided for your convenience are the following items (not necessary to play or construct a BOULDER DASH game):

- Catalog
- Format
- Delete
- Rename
- Copy

These items are the usual disk commands. Please consult your disk manual for further instructions.

Appendix A

The following palette items and commands are accessed on the construction screen in the following way:

- Position the highlighting box, with the joystick, over an item, creature or letter and press the **FIRE BUTTON**.
- Position the highlighting box on the construction screen in the place you want the selected item to appear and press the **FIRE BUTTON**.

The Palette

Boulders: Will fall (when not supported by dirt areas or walls) and crush items beneath them. A single boulder can be pushed left or right into empty spaces by Rockford.™

Diamonds: Every cave must have a certain number of diamonds. They can be created from other elements in the palette (see *Butterflies*).

Enchanted Walls: This wall turns boulders into diamonds and diamonds into boulders. This milling process can be set to last a specified length of time when constructing or editing a cave.

Walls: Use these to build paths, strongholds, and obstacles for creatures and diamonds. They can be destroyed by explosions.

Titanium Walls: These are indestructible walls and nothing may be placed on the walls i.e., you can't place an exit door on a titanium wall.

Growing Walls: These walls grow to fill any holes that Rockford digs at the end of the wall...which can put him in a tight spot!

Extra Rockford: He doesn't move, so be sure to protect him from fireflies, butterflies, and falling boulders!

Dirt: Used as a filler and to support rocks and diamonds. Rockford digs a path as he walks, but butterflies and fireflies can't go through dirt.

Fireflies: They can destroy Rockford by landing on him and exploding. You can destroy them by dropping boulders on them. They always fly in a predictable direction.

Butterflies: Drop a boulder on them and they explode into diamonds.

Amoebas: This gooey stuff can grow through dirt, but can be contained by walls or boulders. If suffocated within walls, it will turn into diamonds. But if not contained, it will grow uncontrollably.

Slime: This slimy gunk is permeable so boulders and diamonds can fall through it. (When you are constructing a cave, you can set the time it takes for boulders and diamonds to fall through the slime.)

Hidden Exit Door: This door looks like a Titanium Wall, so remember where you put it when you're constructing your cave!

Exit Door: This door will be revealed as soon as the required number of diamonds are collected.

Entrance: This is the door that Rockford uses to enter the cave. You must remember that a cave is not complete without both an entrance and an exit!

The Commands (used in construction)

Lines: Select **L** *icon* from the construction screen (or press the **L** key). Then select an item or creature you would like to place in your cave. Press the **FIRE BUTTON** at the first place you want the item to appear, and move the joystick to the last place (on the same line or an exact diagonal) you want the item to appear. Press the **FIRE BUTTON** again and the item will appear in a solid line within the start and end points you set.

Random: Select an item you'd like to place randomly on the cave screen. Choose the *Dice icon* (or the **D** key) and 20 of your selected items will appear in the cave in random positions. To see the full cave with items, press the **F** key.

Erase: Select the *Eraser icon* (or the **E** key) to erase items you've placed on your screen and to create paths.

Test: Select the *T icon* (or the **T**) to test a cave or intermission you've created.

Menu: Press the *M icon* (or the **M** key) to see the file menu. To choose one of the menu items, move the joystick to highlight your choice and press the **FIRE BUTTON.** From the Menu you can *Save* and *Load* your caves, or make a *Games* sequence. You can also access the *Disk Options.*

New Screen: Select the *N icon* (or the **N** key) to clear the screen.

Palette: Use the *P icon* to hide the Palette. Press the **P** key to bring it back.

Timers: Select the *Clock icon* (or the **V** key) to set *values.* For example, the speed at which Rockford moves through the cave, the time you have to finish the cave, and the time it takes boulders and diamonds to fall through the slime. When an item is highlighted, change the number by pressing the joystick up, down, left, or right. [Up increases the numbers by 10's, Down decreases by 10's; Left or Right increases or decreases by 1's.] Make your selection and move to the next item by pressing the **FIRE BUTTON** (or Key Commands).

Full Screen: Press the **F** key to view all four screens in a cave at the same time. Move the large cursor on the screen with the joystick, and press **F** again (or the **FIRE BUTTON**) to return to a single working screen in a new location.

Additional Keys

C: Gives you a color menu so you can change colors on the screen.
SPACEBAR: Pauses and Resumes the game (in the *Game Module*).

HELPFUL HINTS:

If Rockford gets in a tight spot and wants to grab a diamond or push a boulder without moving, press and hold the **FIRE BUTTON,** then move the joystick in the direction of the diamond or boulder (or Key commands). Rockford will remain in the same place, but the diamond will be pulled toward him, or the boulder will be pushed away from him into an empty space.

CREDITS

Game design by **First Star Software, Inc**. Published under agreement with **First Star Software, Inc**. Licensing arranged by **International Computer Group**. Commodore and Atari 800 versions programmed by **Jeff Schneider**. Apple conversion by **Pat Montello**. MS-DOS conversion by **Ibid, Inc**. Atari ST conversion by **Data Byte** and **Paul Carr**. Screens Designed by **Fernando Herrera**. Based on the original Boulder Dash by **Peter Liepa** with **Chris Grey**.

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BOULDER DASH™ CONSTRUCTION KIT™
For the Apple II® computers
KEYBOARD COMMAND CARD

After loading Boulder Dash Construction Kit, start the game from the title screen by pressing **RETURN**. You will then have the following set of options: Choose the number of players (1 or 2) with the up and down direction keys (**U** and **J**). Load the pre-saved game by typing **GAME1** and pressing **RETURN**.

When GAME1 is loaded, choose which cave or intermission you want to play by pressing the right (**K**) and left (**H**) direction keys. Press the **Open Apple** key to start the game.

When playing the game you can pause at any point by pressing the **SPACE-BAR**. Restart the game by pressing the **SPACEBAR** again.

To move Rockford, use the following keys:
- **U** key = up
- **J** key = down
- **H** key = left
- **K** key = right
- **Open Apple** key = Action key

Game Mode Key Commands:

KEY	FUNCTION
U, J, H, K	Moves Rockford up, down, left and right
Any key	Stops Rockford

Hint: Try keeping your left hand on the Z key and the Open Apple key for fast stopping or Action key functions.

H or K + Action key	Pushes a boulder, pulls a diamond, or digs dirt without moving Rockford.™
CONTROL + S	Toggles the sound On/Off
ESC	Aborts the current cave or intermission
CONTROL + R	Restarts the game

Construction mode Key Commands:

KEY	FUNCTION
U, J, H, K	Moves the cursor around the screen
Action Key	Selects and Places an icon
P key	Displays the Palette On/Off
L key	Select Line mode On/Off
T key	Play test a cave/intermission (ESC to abort test)
E key	Select the Eraser icon
N key	Start a New screen (Y to confirm)
V key	Select the Value mode
Action key	Select an item

U, J, H, K keys	Change the values
ESC	Exit the Value mode
F key	Display the Full screen
U, J, H, K keys	Move the frame cursor
Action key	Places frame cursor and exits Full screen mode
M key	Select Menu mode
U, J, H, K keys	Highlight a Menu option
Action key	Execute a Menu option
ESC	Exit a Menu or Sub-menu

Make a Game Sequence:

H or K keys	Select a Column
U or J keys in Col. 3	Select a Source cave
U or J keys in Col. 1	Select a Destination position
Action key	Copy Source cave to Destination position in Game Sequence
U or J keys in Col. 2	Set Selectability of the cave
ESC	Exit Game Sequence mode