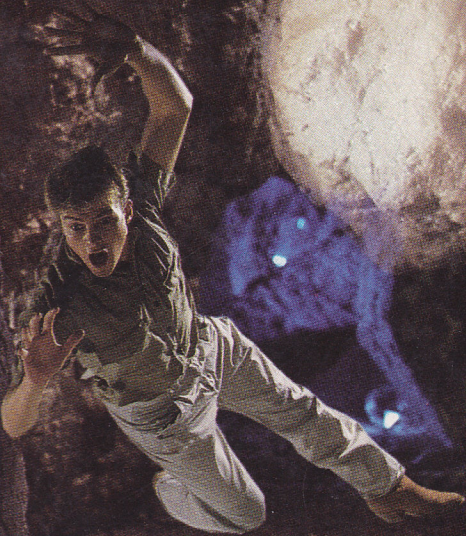


Two Games In One · All New BoulderDash II · Plus The Original

SUPER BOULDERDASH™



APPLE II, II+, IIe, IIc

64K

1 Joystick Required

SUPER BOULDERDASH

1140



ELECTRONIC ARTS™

SUPER BOULDERDASH

GETTING STARTED

(Follow the directions appropriate to your computer system).

Apple II: (*IIe* users: Make sure your caps lock key is down). Plug the joystick into the joystick port. Insert the disk in the drive and turn on the computer. To play *BoulderDash I*, insert the disk with the label side up; to play *BoulderDash II*, insert the disk with the label side down. To leave the startup screen, press the **Spacebar**. Press **A** for Apple joystick, or **J** for joystick.

To start the game at Cave A, Level 1, press the joystick button. If you prefer, you can start with Caves E, I, or M at any of five difficulty levels: move the joystick right or left to select the other caves, and move it up or down to select the other difficulty levels. For a two-player game, press **2**. When you have selected the cave and level you want, press the joystick button to start. See table below for keyboard commands.

Commodore 64/128: Turn on the disk drive, turn on the computer, and put the disk in the drive. Type **LOAD "EA",8,1** and press **Return**. To play *BoulderDash I*, insert the disk with the label side up; to play *BoulderDash II*, insert the disk with the label side down. Press **F1** to display the selection menu. To select the number of players and joysticks, press **F3** until the desired combination appears at the bottom of the screen. For a one-player game, make sure your joystick is plugged into Port 1.

To start the game at Cave A, Level 1, press the joystick button. If you prefer, you can start with Caves E, I, or M at any of five difficulty levels: move the joystick right or left to select the other caves, and move it up or down to select the other difficulty levels. When you have selected the cave and level you want, press the joystick button to start. See table below for keyboard commands.

Atari 400/800: Plug your joystick into the joystick port and remove all cartridges. Turn on the disk drive. When the busy light goes out, insert the disk in the drive; close the drive door and turn on the computer. (Atari XL and XE owners: when you turn on the computer, hold down the **Option** key until the logo appears). To play *BoulderDash I*, insert the disk with the label side up; to play *BoulderDash II*, insert the disk with the label side down. To display the selection menu on *BoulderDash I*, press the **Start** key; to display the selection menu on *BoulderDash II*, press the **Joystick Button**. To select the number of players and joysticks, press the **Option** key until the desired combination appears at the bottom of the screen.

To start the game at Cave A, Level 1, press the joystick button. If you prefer, you can start with Caves E, I, or M at any of three difficulty levels (at levels 4 and 5, you must start with Cave A). Move the joystick right or left to select the other caves, and move it up or down to select the other difficulty levels. When you have selected the cave and level you want, press the joystick button to start. See table below for keyboard commands.

IBM PC/PC jr: Insert the disk in Drive A and turn on the computer. Follow the onscreen directions and select either *BoulderDash I* or *BoulderDash II* from the game menu. Press the **Shift** key or the joystick button to exit the demo.

Press the **Spacebar** to display the selection menu in *BoulderDash I*, and press the **Shift** key to display the selection menu in *BoulderDash II*. Use the Up/Down arrow key or the joystick to select level of play and the Left/Right arrow key or the joystick to select the starting cave. Use the **Esc** key to select number of players and joysticks. If you are using the keyboard, choose "1 joystick" and use the keyboard cursor keys. When you are using the keyboard, the **Shift** key is equivalent to the joystick button.

Press the **Shift** key or joystick button to start with Cave A, Level 1. If you prefer, you can start with Caves E, I or M at any of three difficulty levels (At Levels 4 and 5, you must start with Cave A). Move the joystick to the right or left to select the other caves, and move it up or down to select the other difficulty levels. When you have selected the cave and level you want to play, press the **Shift** key or joystick button to start. See table below for keyboard commands.

KEYBOARD COMMANDS

Command	Apple II	Commodore	Atari	IBM
End/Restart Game	Control-R	F1	Start Key	Control-B
Sound On/Off	Control-S	NA	NA	Control-S
New Rockford	Esc	Run/Stop	Esc	Esc
Continue Game (when Rockford dies)	Button	Button	Button	Button or Shift key
Pause/Restart Game	Spacebar	Spacebar	Spacebar	Spacebar

GAME OBJECTIVE

The objective of Boulder Dash is to search each cave, and collect as many diamonds as you can in each one. In particular, you need to collect the number of diamonds shown at the left of the diamond icon (on the bar at the top or bottom of the screen) before your time runs out. As soon as you do this the tunnels you have dug flash brightly, to let you know that the door to the mysterious escape tunnel is open, and that you can now gain access to the next cave. As you proceed in your quest, you can use existing tunnels or dig new ones.

The number to the right of the diamond icon indicates your score for each diamond you collect. Once you have collected the designated number of diamonds, the score for each diamond increases, which means you receive extra points for each diamond you collect after the escape tunnel appears. However, because you also receive bonus points equal to the number of seconds remaining on your clock, you may be better off making for the escape tunnel rather than collecting more diamonds. In any event, just remember that your clock keeps ticking, and that your primary object is to advance to the next level before you run out of time.

CHANCES

You start off with three chances (or Rockfords, see **Game Elements**, below). You receive a bonus Rockford after every 500 points. Whenever you receive a bonus, the tunnels you have created will "shimmer". You can also earn a bonus each time you complete a **Playable Intermission** (see below).

CAVES AND LEVELS

The 16 caves in each game are numbered A through P. Each cave has 5 Difficulty Levels. You can select your starting cave by moving the joystick left or right, and the difficulty level by moving the joystick up or down when you are in the menu screen. (The greater the Difficulty Level the less time you have and the more diamonds you have to collect). After making a selection, press the joystick button to start the game.

SCORING

The current point value per diamond is displayed immediately to the right of the diamond icon. The number of points per diamond varies, depending on the cave, Difficulty Level, and bonus status. In particular, you receive bonus points for each diamond you collect after you have collected the required number. And after every 500 points the tunnels sparkle for a moment as you are awarded another Rockford. You also score 1 bonus point for each second of time remaining when you exit the cave.

During play the scoring bar tells you the current status of play for the particular cave and level of difficulty selection as follows:

Required Number of Diamonds	Point Value	Number of Diamonds Collected	Time	Total Points
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PLAYABLE INTERMISSIONS: You can play four short interactive puzzles after completing Caves D, H, L, and P. If you complete a Playable Intermission successfully, you receive a bonus Rockford.

GAME ELEMENTS

ROCKFORD: Rockford is the hero of the game. He can dig through the earth and collect the diamonds he finds along the way. He can push single boulders horizontally if there is nothing to block their path. Rockford can stand directly under a boulder without being crushed, but if a boulder or diamond falls on him, you can kiss him goodbye. At the start of the game you have three Rockfords or three chances to collect the required number of diamonds and proceed to the next cave. If you lose all your Rockfords, you have to start the game again.

BOULDERS: The rocks are subject to the law of gravity. They fall straight down if unsupported, and they topple off underlying objects if there is nothing to block their way. Experimentation is the best way to learn the "physics" of Boulder Dash.

DIAMONDS: You have to collect the required number of gleaming diamonds in order to exit one cave and advance to the next. You can create additional diamonds several different ways. For example, transforming butterflies, suffocating amoebas, or dropping boulders through an Enchanted Wall will all create additional diamonds. When you have collected the required number of diamonds a flash lets you know that the escape door is now operational. The escape door pulsates when in that state, so you can find it more easily.

FIREFLIES: Beware the deadly fireflies; they will explode on contact with Rockford. (Helpful hint...their behavior is predictable, since they only move along the edges of the exposed areas). Try turning the tables by dropping boulders on them, which causes them to blow up. (This comes in handy when you need to demolish a wall to gain access to some diamonds).

BUTTERFLIES: The colorful butterflies behave much like fireflies, except that they fly in the opposite direction of the fireflies and they turn into diamonds when they explode. They will explode on contact with Rockford, so approach them with caution.

AMOEBA: The amoeba is a green blob that bubbles and grows through earth and air. Rockford can touch it without harm, although fireflies and butterflies explode when they come into contact with it. When Rockford surrounds the amoeba with rocks, it runs out of growing space, suffocates and turns into diamonds. However, if the amoeba grows too large (about 200 squares) it turns into boulders. And if your Rockford should get trapped in an amoeba, he will not live to see another cave.

ENCHANTED WALL: The Enchanted Wall looks like any other wall, except that when it is hit by a falling boulder it "vibrates" for a short time. During this period, any boulders that drop through it are magically transformed into diamonds, but only if there is empty space below the wall. It will also turn diamonds into boulders if they drop through it. Once the enchantment phase is complete, it cannot be reactivated in the same round.

TITANIUM WALL: The exterior wall is an indestructible boundary to play action. Rockford can exit to the next cave only through the escape door.

ESCAPE DOOR: Initially the Escape Door looks like a portion of the Titanium Wall. After Rockford has collected the required number of diamonds, the Escape Door is activated and begins to flash. At this point you can exit, provided you do so before time runs out.

TIME: Each cave is timed. The time counter flashes and a tone sounds to warn you when you have 10 seconds left to play.

STRATEGY TIPS/ HINTS

ROCKFORD Rockford can affect an object that is next to him without moving into it. For example, he can gobble a diamond, push a boulder, or dig through earth without moving into that square. To do this, keep the joystick button depressed and move the joystick in the direction of the object or earth you wish to affect. Rockford will not move, but the object will react.

BOULDERS You may sometimes find yourself digging or moving downwards only to realize that a boulder has been toppled by your movement and is about to land on you. The only way to avoid losing your Rockford in these situations is to move quickly to the right or left, out of the boulder's way. Rockford runs as fast as a boulder falls, so it will never catch up to him, unless you hesitate or stop.

EXIT As soon as you have collected the required amount of diamonds for the particular cave, the Exit is revealed. Make sure you know the location of the escape door so you can reach it before time runs out.

BOULDERDASH STRATEGY TIPS

BoulderDash I

- A* *Intro.*** Pick up diamonds and exit before time is up.
- B *Rooms.*** Pick up diamonds, but this time you have to move boulders to get all the diamonds.
- C *Maze.*** Pick up diamonds. You must get every diamond to exit.
- D *Butterflies.*** In this cave you have to create diamonds. Do so by dropping boulders on butterflies. Sounds awful, but it works.
- E* *Guards.*** The diamonds are there for the grabbing, but they are guarded by the deadly fireflies.
- F *Firefly Dens.*** Each firefly is guarding a diamond.
- G *Amoeba.*** Surround the amoeba with boulders to limit its growth. This will cause it to suffocate (look, it's only an amoeba), and turn into a new diamond. Pick up the diamonds as before.
- H *Enchanted Wall.*** Activate the Enchanted Wall by dropping a boulder on it. Create new diamonds by dropping boulders through the Wall and the ground beneath it (see **Game Elements** in the Manual for more details).
- I* *Greed.*** You have to get a lot of diamonds here. It's a good thing there are so many.
- J *Tracks.*** Get the diamonds, and avoid the fireflies.
- K *Crowd.*** You have to move a lot of boulders around in some tight spaces.
- L *Walls.*** You have to blast through walls to get at some of the diamonds. Try dropping a boulder on a firefly at the right time and place.
- M* *Apocalypse.*** Bring the butterflies and amoeba together and watch the diamonds fly.
- N *Zigzag.*** Magically transform the butterflies into diamonds, but don't waste any boulders and watch out for the fireflies.
- O *Funnel.*** There is an Enchanted Wall at the bottom of the rock funnel.
- P *Enchanted Boxes.*** The top of each square room is an Enchanted Wall, but you'll have to blast your way inside.

BoulderDash II

- A* *Intro.*** Get past the firefly dens, and blow your way into the chamber containing the Enchanted Wall. (Hint: Watch the Demo)
- B *Silos.*** The silo areas contain amoebas which need to be blocked off. Use the rocks at the top and the two at either end to do so. Wait for the amoeba to suffocate and turn into diamonds, then release the rocks that plug the bottom of the silos.
- C *Spiral.*** This is a relatively straightforward contest, at least at the lower levels. You have to pick up almost all the diamonds to exit. At higher levels use coordination and strategy to avoid the fireflies.
- D *Breakthrough.*** Clear the area between the amoeba and the fireflies, then release the squadrons of fireflies. Try releasing the middle squadron, which flies up and around to the amoeba. If the amoeba is insufficiently breached, release the top squadron. In any event, make sure the amoeba is breached sufficiently so you can go in, get all the diamonds and get out. If a looping firefly is blocking the way out, wait for the amoeba to destroy it.
- E* *Shower.*** Watch the pattern of movement — the shower of diamonds and rocks is ultimately predictable. An Enchanted Wall below the slime takes care of objects that are out of play.

- F *Gauntlet.*** In the first phase you have to avoid the fireflies. Try moving Rockford just after a firefly has moved below him, and pause him to the left of each "platform". In the second phase, try to get all the diamonds, starting with the ones in the lower half. It is possible to get all the diamonds.
- G *Jail.*** Because the Exit is surrounded by walls, you have to blast through them, starting with the rightmost wall, by dropping conveniently placed rocks on fireflies.
- H *Ring around the Rosy.*** The trick is to make the fireflies circle around a much smaller lump of earth so that they bump each other out of the loop. They can then be led to the amoeba, like lambs to the slaughter. Try moving Rockford right 3, then down 6, then right again, so as to cut the "island" down to an L-shape. Because the fireflies take a while to follow, use the time to cut out several columns under the amoeba, which the arriving fireflies will use from right to left as the columns get clogged with diamonds.
- I* *Fast Tracks.*** Move around the islands counterclockwise, as do the fireflies. It is best to switch to a new island just after a firefly has passed, so that you are chasing it and not vice versa. The firefly on the center vertical island is a bit of a spoiler — try killing it with the second diamond from the bottom.
- J *Mixed Doubles.*** First, move left two rows below a rock pair, and then right one row below the same pair. The rocks will drop, but only the butterfly will come out while the firefly will continue looping. Moving down and then up under one of the fallen rocks, wait until the butterfly follows and then drop a rock. At higher levels, to ensure that the butterflies follow, go left and follow the outside border counterclockwise, then work on the lower right pair first.
- K *Snake.*** Because you fill up the path you create, collect all the diamonds without recrossing your path.
- L *Gridlock.*** Try to get to the bottom, and clear out as much earth from the bottom up until it is unlikely that you will get trapped in a room.
- M* *Combination.*** The Exit is at the mid lower left of the cave. You need to get only one diamond to get it flashing. Knock out earth on the bottom two rows so that the diamonds line up horizontally. Work your way to the right of the screen in this manner, and then run all the way back along a solid wall of diamonds. On some levels you may need two partial rows of diamonds joined by a column.
- N *Tree.*** There are three rows of seven diamonds. The top row is the most difficult. Stand below a diamond until firefly traffic is sparse. Grab the diamond (by using the button) and then run under a rock, which will seal off your passage from the fireflies. In this way you can keep the situation under control, because you are never directly in the path of a firefly.
- O *Cocoons.*** This is really four puzzles in one, and they can be attacked separately. For the first one, push the rock to the place where the butterfly makes the vertical leg of its cycle, and then drop the rock on it. For the second, bore a hole in the earth at the bottom of the cell and then stand under the rock. As the butterfly moves into the hole, release the rock. The trick here is to keep the butterfly on a vertical path long enough to make the timing of the dropping rock less crucial. For the third puzzle, drop the lower rock onto the wall. When you release the butterfly this rock will be enough to lead the butterfly to a place under the upper rock, which you can then use to bomb it. For the fourth puzzle, move counterclockwise under the cage, release the butterfly, and drop the rock on him as he comes up the left hand side of the resulting island. Or, for additional control, drop the rock on a ledge you create beside the double enchanted wall, and then wait for the butterfly to come around.
- P *Spelunking.*** The Exit is in the center of the cave. The general strategy is to go down the sides to the bottom, and then to undermine as much as possible under the exit, until finally enough rubble comes down to allow you to get back to the top and out.

***Selectable**

CREDITS

Software © 1985, 1986 First Star Software Inc. Commodore 64/128 conversion by Jeff Schneider (BoulderDash I) and Peter Liepa (BoulderDash II). Apple conversion by Pat Montelo. IBM version by Paul Hodara and Jim Nangano.

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boulder on your head can ruin your whole day!

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- 16 new levels, each with 5 levels of difficulty.
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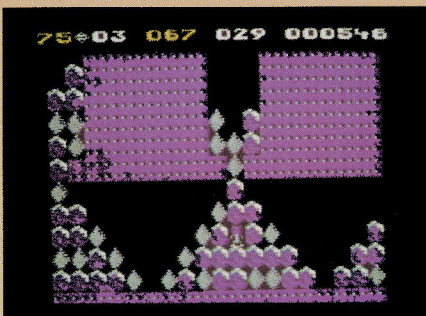
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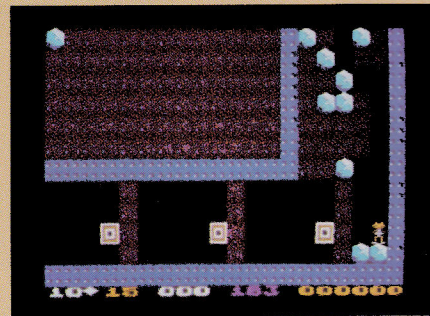
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Gather as many diamonds as time allows. Drop boulders to free diamonds and clobber adversaries.



Incredible maze structures challenge your reflexes and test your strategic thinking. Can you survive the "Gauntlet," or win at "Mixed Doubles"?

The Laws of Boulder Physics

Physics: Boulders and diamonds fall straight down and when stacked too high, will fall to one side or another. Stand underneath a falling object and explore the meaning of the word "@#%\$!"

Bodybuilding: Jump underneath a stack of boulders and your massive strength can hold them up. Quick, smile for the camera! Now, how are you gonna put them down?

Jogging: You can run as fast as a falling boulder or diamond. You just can't stop running...

Economics: Create your own diamonds. Transform butterflies, suffocate amoebas, or drop boulders through enchanted walls and see a gleaming fortune before your very eyes. And, the IRS will never know.

Claustrophobia: Start an avalanche of boulders, and you might find the jewels that you covet trapped beneath an unmovable rockpile. Or, perhaps you'd rather trap yourself instead.

