BOULDER DASH

Boulder Dash™ is a trademark of First Star Software, Inc.
Designed by Peter Liepa with Chris Gray
Licensing arranged by International Computer Group
Converted for the Amstrad by Dalali Software

Player Options

1 or 2 players can play using 1 or 2 joysticks
or the keyboard.

Loading:

Atari: Remove all cartridges
Switch off computer
Press PLAY on tape recorder
Hold down START key and switch
    computer on
Press RETURN after the bleep
The game will then load and run automatically.

Amstrad: Ensure tape is fully rewound
Press CTRL and small ENTER key
Follow on-screen instructions
The game will load and run automatically

Function Keys

To get to the menu screen:
Atari: Press START
Amstrad: Press ENTER or RETURN

To select no. of players and control options:
Atari: Press OPTION
Amstrad: Press ENTER/RETURN

To restart a cave: Press ESC on both machines

Joystick/keyboard alternative commands

Joystick left	Z
Joystick right	X
Joystick up	+
Joystick down	?
Joystick trigger	SHIFT

Use the joystick trigger to start at the default level (Cave A, Difficulty Level 1). When Rockford is destroyed, press trigger to continue.

To Pause the game, press the space bar. Press space bar again to resume.

Caves and Levels

There are 16 Caves, of several scrolling screens, labelled A to P. To select a different Cave, move the joystick left or right, or press the equivalent key when you are in the menu screen.

To select a different Difficulty Level, go to the menu screen and move the joystick up or down, or press the equivalent key. The higher the Difficulty Level, the less time you have and the more Jewels you have to collect. You may choose Cave A,E,I or M on Difficulty Levels 1-3. On Difficulty Levels 4 and 5, you must start with Cave A. After making your selection, press the joystick trigger or SHIFT key to start.

THE CAVES

A	Intro	Pick up Jewels and exit before time is up.
B	Rooms	Move the boulders to get all the Jewels.
C	Maze	You must get every Jewel to exit.
D	Butterflies	Drop boulders on Butterflies to make Jewels.
E	Guards	You must get past the deadly Firefly guards.
F	Firely Dens	Each Firefly guards a Jewel.
G	Amoeba	Stifle the Amoeba with boulders to create Jewels.
H	Enchanted Wall	Activate the Enchanted Wall and create as many Jewels as you can.
I	Greed	Pick up as many Jewels as you can.
J	Tracks	Avoid the Fireflies to get the Jewels.
K	Crowd	Move boulders in tight spaces to get the Jewels.
L	Walls	Drop boulders on Fireflies at the right time and place to blast holes in the walls and get the Jewels.
M	Apocalypse	Bring Butterflies and Amoebas together to see the Jewels fly.
N	Zigwag	Transform Butterflies into Jewels, without wasting boulders and avoiding Fireflies.
O	Funnel	There is an Enchanted Wall at the bottom of the rock funnel.
P	Enchanted Box	The top of each square room is an Enchanted Wall, but you'll have to blast your way inside.

Scoring

Each player starts with 3 chances. The top of the screen shows the score display:

No. of Jewels required		Point Value	No. of Jewels collected	Time	Total Points

The number of points per Jewel changes according to the Cave, Difficulty Level, and bonus status. The bonus value is shown after the required number of Jewels have been collected. Every 500 points the tunnels sparkle for a moment and you get a bonus Rockford. You also score 1 bonus point for each second of time remaining when you exit the Cave.

Playable Intermissions

There are 4 short interactive puzzles that you can play after completing Caves D, H, L and P. There is no penalty for losing or not playing the intermissions, but if you complete them successfully, you receive bonus Rockfords.

Game Objective

The objective of Boulder Dash is to search through each Cave and collect as many Jewels as possible in as short a time as possible. Once the indicated number of Jewels are collected, the door to the mysterious escape tunnel is revealed and you go to the next level. Strategy and planning will help you master the "physics" of Boulder Dash. Boulders drop predictably enough, but you and Rockford also have to block growing Amoebas, transform Butterflies, outmanoeuvre Fireflies, and overcome numerous other obstacles.

Game elements:

Rockford: This little fellow is the star of the game. Rockford has the power to dig through the earth and collect Jewels. If he digs under a boulder and doesn't stop, he will not be struck and the boulder will drop down into the tunnel. 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 Jewel falls on him, you will have to start again.

Boulders:	The rocks will fall whenever gravity dictates. They will fall straight down if unsupported, or they will topple off underlying objects if there is nothing to block their way. Experimenting is the best way to learn the "physics" of Boulder Dash.
Jewels:	You must collect the required number of diamonds to discover the hidden escape door, exit one Cave and advance to the next.
Fireflies:	The deadly Fireflies glide about in the tunnels. Their behaviour is predictable; they move along the edges of all the exposed areas. This is a help, since they will explode on contact with Rockford. Turn the tables by dropping boulders on them, which causes them to blow up. This comes in handy when you want to demolish a wall to get some Jewels.
Butterflies:	The colourful butterflies behave much like Fireflies. However, they fly in the opposite direction of the Fireflies and they turn into Jewels when they explode.
Amoeba:	The Amoeba is a green blob that bubbles and grows thourhg earth and air. Fireflies and Butterflies will explode on contact with the Amoeba. When Rockford surrounds the Amoeba with rocks, it runs out of growing space, suffocates and turns into Jewels. However, if the Amoeba grows too large (about 200 squares big) it will die and turn into boulders.
Enchanted Wall:	The Enchanted Wall looks like any other wall; however, when hit by a falling boulder it begins to vibrate for a limited time. During this period, any boulders that drop through it are magically turned into Jewels, but only if there is empty space below the wall. It will also turn Jewels 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 only exit to the next Cave through the escape door.

Escape Door:	Initially the Escape Door looks like a portion of the Titanium Wall. After Rockford has collected the required amount of Jewels, it is activated and begins to flash. At this point the mysterious escape door is revealed and you may exit, providing time doesn't run out.
Time:	Each Cave is timed. When time is running out, a warning sound will occur.

Strategy/Tips

Rockford	Rockford can affect an object that is next to him without moving into it. Keep the joystick button or equivalent key depressed and move the joystick in the direction of the object of earth you wish to affect, or use the equivalent key. Rockford will not move but the object will react.
Boulders	You will often find yourself digging or moving downwards only to find that a boulder has been toppled by your movement and is about to land on you. The only way to avoid losing your man in these situations is to move quickly right or left, out of the boulder's way. Rockford runs as fast as a boulder can fall, so it will never catch up with you, unless you hesitate or stop.
Exit	When Rockford has collected the required amount of Jewels for the Cave he is in, the Exit is revealed. At this time you should decide whether to go for bonus Jewels (at a higher value) or to exit for the time bonus points (1 for each second remaining). Make sure you know the location of the escape door and that you can get to it before time runs out.

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