Diamond Caves II V1.3

COLLABORATORS

	TITLE : Diamond Caves II V1.3		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		December 31, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Diamond Caves II V1.3

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                        Diamond Caves II
Emerald Mine - the next generation

Version V1.3 (19.11.1997)

(C) Copyright 1997 by
            Peter Elzner

             diamond productions
             -
             Shareware
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             Check out the diamond productions homepage at
http://www.diamond-pro.com/index.html
where you can order Diamond Caves II online and receive your access code
within 24 hours!
```

Please note that registered users of Diamond Caves I can order Diamond
Caves II for half the price.

1.2 Requirements & Installation

                    Requirements

This game is written in an OS-friendly way, so it may not be as fast as a
common hardwarehack would be but it runs on 68060 processors and on
gfx-boards.

Diamond Caves II requires:

- Kickstart 2.0
- 1MB chipmem and 2MB fastmem
- Harddisk

- asl.library v38 (if you want to use the screenmode requester,
  can be found on the Workbench Disk V2.1)
-
                MUI
                3.x (if you want to use the Editor,
  MUI can be found on AmiNet)

recommended for ultimate joy:

- Kickstart 3.x
- at least a 68020
- 2MB chipmem

This program has beed successfully tested with Enforcer, Mungwall and
CodeWatcher.

Diamond Caves II runs fine on ECS, AGA and CyberGfx.

Installation

Diamond Caves II can be run directly out of its directory. To
install Diamond Caves II to (hard)disk, just copy the whole directoy
(including all the subdirectoys) to the destination volume. If you are
using the Workbench, drag the DC2 drawer where you want it.

You might want to change some of the options in the game, for example the
screenmode. This can be done in the
                Title Menu
                of the game.

1.3 Copyright & Distribution

                    COPYRIGHT

                              DISTRIBUTION

                              DISCLAIMER

                              SHAREWARE

1.4 COPYRIGHT

                    Diamond Caves II and the Diamond Caves II Leveleditor are ←
                        copyrighted (C) 1997 by
                    Peter Elzner
                        .
That means that you are NOT ALLOWED to modify the programs and
documentations in any way. In particular, you MUST NOT remove the
documentation or any other file.

You are NOT ALLOWED to use this software or any part of it for any other
purpose than that one mentioned in this documentation, this also includes
any images and samples.

Diamond Caves II and the Diamond Caves II Leveleditor are
                    SHAREWARE
                    !

1.5 DISTRIBUTION

                    The Diamond Caves II package including the Diamond Caves II ←
                        Leveleditor
and the 50 Levels included are freely distributable. That means you are
allowed to re-distribute these packages as long as you follow these points:

 - Any re-distribution has to include all files in this archive, without
   any modifications. You are NOT ALLOWED to add or remove any files
   to/from the archive.

 - This package may be freely distributed via BBSs, InterNet/UseNet,
   software libraries such as Fred Fish's and Aminet CD-ROM, and other
   similar electronic channels. You MUST NOT include it on any disk that
   is sold for more than 5 US Dollar (or an equivalent in other currencies).

 - Disk magazines and services that charge extra for file transfers may
   NOT distribute it without written permission by
                    Peter Elzner
                    !

You are NOT ALLOWED to distribute your registration code in any way!
It contains your personal data and may only be used by the user whose name is
encrypted into the file. This name is diplayed at the beginning of the game and
in the about requester of the Leveleditor.

If you include Diamond Caves II on a Disk-Mag, PD-library (or even CD-ROM)

                    I
                would be happy to receive a free copy.

1.6   DISCLAIMER

By using this product, you accept FULL responsibility for any
damage or loss that might occur through its use or the inability to use
it. This program has beed successfully tested with tools like Enforcer,
Mungwall and CodeWatcher but the developer of the software can
NOT be held responsible for any errors and lost data.

1.7   SHAREWARE

                This product is SHAREWARE. Free distributable only says that you ←
                    do not have
to pay for copying or re-distributing the unregistered version of the
program. You are allowed to test this product for 30 days. If you like it
and decide to use the product regularly, please read the chapter

                How to register
                and pay the shareware fee.

1.8   The Game

                Welcome to Diamond Caves II

Like Diamond Caves I, this game is based on the idea of Boulder Dash back
on the good old C64 and the great Amiga game Emerald Mine by Kingsoft. I
added some new ideas and updated the Diamond Caves I gfx and sfx.

The main goal is to collect enough Emeralds or Diamonds and reach the Exit
in time.

This task may be mastered alone or in teamwork.

If you are an experienced Diamond Caves I or Emerald Mine player, you might
start the game right now, everything is self-explaining or at least very
DC and EM like.

And if you continuously fail to solve a level, try watching the replay-file,
it may give you a clue.

The Titlemenu

You can select the options using a Josytick in port 2 or the Keybaord.

The titlemenu of Diamond Caves II contains the following items:
* Player
  this is your name in the game. Using this name, you can record your
  progress throughout the whole game and every Level. You may select a
  present name, delete one or enter a new name.
  You have to select a name if you want to play a Level.
  * Player (single)
  * Player (teammode)
  In addition to the Players name, you can always see wether you are
  playing in single player mode or in teammode. To change between
  these modes, move your Joystick to the left or right while on this
  item.
* Levelgroup
  Each Levelgroup has a name and may contain up to 99 Levels. Some contain
  less but you always have to solve a Level to get access to the next one.
  You have to select a Levelgroup if you want to play a a Level. If you
  have not played this Levelgroup before, you can only select the first
  Level.
* Level
  This is the currently selected Level. If you select play, you will start
  with this levelnumber out of the selected levelgroup.
* Handicap
  This is your maximum level available. You can not play levels higher that
  your current handicap in this levelgroup but if you solve the highest
  level, you will get access to the next one. The number in brackets is the
  maximum number of levels available in this levelgroup.
* Highscores
  Click here to read the top-30 highscore list for the selected level.
  A highscoreentry looks like this:

      Score Time Player
    ...
   8 S 1805 161 Hawk
   9 T 1670 148 the two guys
  10 S 1482 152 somebody
      | | | |
      | | | +- the players name
      | | +----- the time (in sec) that was left when he entered the exit
      | +---------- the score
      +------------- "S" = single player mode and "T" = teammode

* start game
  the most important option in this menu: start the game
* record game
  this will start the game like "start game" does but everything you do will
  be recorded for you to watch it later or show it to your friends!
* replay game
  Click here to watch a previously recorded game.
  Every Level in the unregistered version comes with pre-recorded
  replay-files for both single player and teammode.
* game options
  to configure the game, see below
* exit
  I hope you won't need this too often...

The bottom of the title menu provides you with these additional information:
* Score
  The overall and complete Score of the selected Player. Every game he has
  every played goes into this.
* Games won:
  The number of games he has won (and in brackets the complete number of
  games played).

Game Options

This menu offers some configuration options:

* Number of Players
  Single player mode or team mode (two players at the same time).
* Player1
* Player2
  Select how you want to control each player. Currently possible are
  Joystick in port 1 (mouse port), Joystick in port 2 and Keyboard.
  Keyboard means cursor keys and space or shift as the firebutton.
* screenmode
  Diamond Caves II will run on (hopefully) every screenmode that is
  capable of displaying at least 320x240 in 32 colors. You need
  asl.library v38 to use this menu item because of the asl screenmode
  requester. asl.lib v38 is part of the Amiga OS since Kickstart2.1
  Diamond Caves II runs even on CyberGfx screens but you should be
  aware of the fact that the game can get realy slow if the playfield
  is bigger than the CyberGfx screen.
  Note: In Diamond Caves II, the same screenmode is used for both the
  title menu and the actual game. The title menu will adapt it's font
  if the screen is at least 640x400.
* Audio
  Turn audio on or off. If you turn it off, the program will not even
  open the audio.device so that you can play any kind of music (mod-file)
  in the background.
* Animation
  I have introduced this item to speed up the game on slow Amigas. You can
  select the number of animation sequences between every move. The more
  animations, the smoother the gfx and the more CPU-power is needed. Less
  animations will reduce the number of frames per second (fps) and speed
  up the game:

  anim fps
  full 48 (standard)
   med 24 (quite playable)
   low 12
   off   6 (Boulder Dash like)

* DBL Fix
  This is something I have added to fix a bug (or a limitation) of the AGA
  chipset. The AGA chipset can not scroll large overscan-screens propperly,
  there is a flickering part of the screen at the left border. If you have
  seen this once, you know what I mean.
  This Fix will turn this part of the screen black so you won't get confused
  by the flickering.
* fast CyberGfx

while playing on a CyberGfx screenmode you may notice that the game can get
really slow if the playfield is bigger than the visible area of the screen.
Turning the fast CyberGfx mode on will speed up the game in a way that it
only gets slow while scrolling the playfield. This mode is still under
developement and might get improved in future versions.
* Use
  Click here or press ESC to save the changes to disk and return to the main
  menu.

In the Game

In the game you will notice a status bar above the actual playfield. This
status bar provides you with all the necessarry information about what you
have collected so far (keys, dynamite, etc...) and of course how much time
is left and how much Emeralds you have to collect.

In the game you may use the following keys:

[P] to pause/unpause the game
[ESC] to quit the game

In teammode, the screen will by default focus on both players which means
that you can not move very far apart from each other depending on the size
of your screenmode. Or use one of these keys:

[F1] to focus the screen on Player 1
[F2] to focus the screen on Player 2
[F3] to focus the screen on both Players (default)

You know how to configure and start the game,
now read all about
              the Objects in the game
                .

1.9   The Objects in the game

These are the objects you may encounter during gameplay:

* Empty Space (black)
  not much to say :-)

* Sand
  you can walk through it, Monsters can't

* Emerald
  the key object in the game. Collect as many of these green gems as you can.

* Diamond
  some kind of advanced Emerald, the Diamond is worth three Emeralds.
  can be smashed by a Boulder

* Pearl

  even more fragile than the Diamond, the Pearl is worth five Emeralds

* Crystal
  the most valuable gem in the Caves, the Crystal is worth eight Emeralds
  and can't be destroyed

* Boulder
  well, a rock is a rock. Be sure not to rest below one of them,
  they mightsmash you!

* Bombs
  highly explosive!

* Nuts
  they reveal an Emerald if cracked open by a boulder.

Boulders, Nuts and Bombs can be moved by the Player!

* Walls
  * steel Walls - can't be destroyed, some have signs on them
  * brick Walls - can be crushed using some kind of explosion (Bomb)
  * brick Walls containing Emeralds, Diamonds or other gems
    use a Bomb or Dynamite to get the jewel
  * magic Wall (blue) - once a Boulder or a jewel falls onto the magic
    wall, the wall starts spinning for a few seconds, changing everything
    that falls through

Rumors say that there are walls that expand to their sides
and some have even seen (?) invisible walls...

* Doors
  * there are Doors you need a key for (red, green, blue and yellow doors)
    Some doors are grey, so you don't know which kind of key you will need
  * White doors - you will need one white key every time you cross the door!
  * Doors you can open/close using a blue switch
  * Doors that open when you spin a green wheel and close if the wheel stops
    spinning

* Conveyor belts
  Can be turned on/off using a switch. Things lying on the belt will move!
  Has been seen in three different colors.

* Quicksand
  Looks almost like ordinary earth but you can't walk through it.
  Boulders may sink into and out of the quicksand. The darker the quicksand,
  the slower the Boulders.

* Mine
  The mine looks like a piece of earth where someone burried something. Don't
  step on this field because you might explode! You can disarm a mine by
  touching it.

* Exit
  a special gate which starts flashing if you have enough Emeralds to enter.
  Has been seen as a blue gate and as a grey steel gate.

* Acidpool

        everything that falls into the Acid is gone forever, including you!

 * Dynamite
   get it and blow away walls and monsters. Ignite the Dynamite by holding
   down your firebutton for a few seconds. Then run away!

 * Shield coin
   A Forcefield to protects you. Your player-sprite will fade to grey while
   in protected mode. You will hear a special sound to indicate the forcefield
   going down because it only lasts for a few seconds. The number of moves the
   forcefield will last is also shown in the status bar on top of the screen.

 * Extratime
    (green coin) will be added to your time

 * Note
   The note contains something the author of the Level wants to tell you.

 * Bug
   crawling on the right wall, the Bug can be changed into nine Emeralds
   and one Diamond if crushed by a boulder

 * Spaceship
   always moves on the left wall

Touching the Bug or the Spaceship is very dangerous!

 * Robot
   This one follows you until he can kill you!
   Try spinning the Wheel to divert the Robot.

 * Wheel
   if you spin the Wheel, the Robot will run towards the Wheel and not towards
   you. The Wheel only lasts for a few seconds.

 * Eater
   This brother of Pacman will eat Diamonds and can be changed into
   various things (be surprised!) by smashing him with a boulder

 * the amoeba
   expands through normal sand and quicksand. Beware of the drops!
   Spaceships and Bugs won't survive contact with the amoeba.

 * the mole
   Not a real enemy, the mole does not harm the player. It leaves earth
   behind and can eat the amoeba.

1.10 The Editor

                Welcome to the Diamond Caves II Leveditor

IMPORTANT: To speed up the release of Diamond Caves II, I decided to
release this 99% version of the Editor. Some additional support functions
described in this manual are not yet finished but they will be in the next
version.

This programm is based on
                  MUI
                  which is © Stefan Stuntz.
You do not have to be a registerd user of MUI. MUI can be found on
Aminet/util/libs or on nearly every Amiga-PD CD-ROM. If you can't get
hold of MUI, send
                  me
                  an empty disk and I will give you
the latest version of MUI.

                  Running the Editor on its own screen
                  Note: The Editor supports online-help. This means that you can ←
                     hold the
mouse-pointer over any button, wait a second and a help bubble will apear
displaying a short help-text.

The main window

If you are familiar with the Diamond Caves I Leveleditor, you will notice
that a lot has changed. You're now dealing with one big window only, most
of the text-gadgets have been replaced by icons and loading and saving
levels is now a lot easier.

Let's begin with the icons (speed-buttons) directly below the title bar of
the window.

* New game (blank page)
  This will create a new, blank playfield and reset all values to their
  defaults.
* Load a Level (open drawer)
  Will pop up the Load/Save window where you can select a levelgroup and
  load a Level. It's also possible to load old Diamond Caves I or even
  Emerald Mine Levels.

                  Click for more information about this dialog
                  * Save Level (disk)
  Will save the Level.

                  Click for more information about this dialog
                  * Export Levelgroup (Drawer -> disk)
  using this option you can save a whole Levelgroup into one single file,
  ready to give it away.

                  Click for more information about this dialog
                  * Import Levelgroup (disk -> Drawer)
  use this option to include a Levelgroup into your program someone else
  has saved to disk.

                  Click for more information about this dialog
                  * Single Player Test (Joystick)
  Using this button you can test the current Level directly from the Editor
* Teammode test (Joystick 2)
  Test in 2 player mode
* Statistic Window (Emerald with a Questionmark)

Open/Close the statistic window.

* Snapshot (camera)
  save every window position to disk
* About/Preferences (Questionmark)
  Open the About and Preferences dialog.

Important: Save, Test and Import/Export are disabled in the
unregistered version!.

The rest of the window is devided into several sections, the Edit section
and the Values section. The Edito section is once more devided into a
Playfield and an Eater part.

The Edit part

The left side of the Edit part holds a collection of lists containing all of
the items you may place into the playfield. The lists are sorted the
following way:
* misc things like Emeralds, Dynamite, the Players, etc...
* Steel walls
* Brick walls
* Doors and Keys
* Conveyor belts
* Enemys
* Letters (devided into blue, blue steel, green and green steel)

The Edit part: Playfield

This is the main part where you can edit the actual playfield. To do this I
have added several options you might know from your paint program. The top
line holds all the necessarry tools:

* Free hand (mouse pointer)
* Lines
* Rectangles
* filled Rectangles
* Fill

* Text (letter A)
  place text into the playfield instead of picking every letter by hand
* random (dice)
  place the selected object randomly in the playfield. To alter the amount
  of items, use the "random" slider.
* Clear (trashcan)
  Fill the whole playfield with the selected entry.

* Check Level (Page with Questionmark)
  This will check your level for several things like "not enough exits",
  "incomplete acid pools" etc... This check is automatically performed
  if you want to save the Level
* Move/SizeChange (Button with Arrows on it)
  Here you can move the playfield in itself or change its size.

Please note that you can only place steel items in the border of the
playfield unless you have turned on the expert mode. To activate the
expert mode, click on the square above the item list. But be careful with
this mode because unexpected behaviour of the game (like enemies running
out of the playfield) can even cause your computer to crash. Use at your
own risk!

The Edit part: Eater

New in Diamond Caves II: You can now change the number of Eater explosions.
From one up to eight different explosions are possible.

The Value part

Here you can set all the non-visible attributes of a Level:

* Title
  The title that is displayed when someone starts the Level
* Author
  Enter your name here

* Note: Headline
  If you have placed a note in the playfield, you can enter the headline
  of the message here.
* Note: Body
  This is the main text of the note

* Password
  This password can be used to prevent other users from loading and/or
  editing this Level in the Leveleditor. It has nothing to do with the
  game itself! Everyone can still play the Level but only the one who
  knows the password can edit it!

* Score
  You can set a specific amount of Score the Player gets when performing
  certain things:
  * Emerald, Diamond, Pearl, Crystal, Key, Dynamite: Collecting this item
  * Nut: cracking the Nut with a Boulder
  * Robot, Eater, Bug, Spaceship : Killing this foe with a Boulder
  * Exit: Score you will get for every 10 seconds left
    (example: Score set to 990 means you will get Score 99
    for every single second)

* Time
  This is a bit complicated because some values are given in seconds and some
  are given in moves (the time the player needs to move from one square to
  another). One move is exaclty 1/6 second so if you want to transfer seconds
  to moves: multiplay by 6, moves to seconds: devide by 6.

  (in Seconds)
  * Game
    Time (in seconds) the player has to complete the Level
  * Extratime
    Time (inn Seconds) that gets added to the game time if the player
    collects a green time coin.

```
  (in moves)
* magic wall
  Time (in moves) the magic wall spins after the first item hit it
* wheel
  Time (in moves) the wheel spins after the player started it
* light
  Time (in moves) the light makes invisible things visible
* time gate
  Time (in moves) the time gate is open after the player started the wheel
* forcefield
  Time (in moves) the player is invulnerable after collecting a (yellow)
  shield coin
```

```
* Amoeba
  Well, this is no real time, it's just some kind of specification on how
  fast the amoeba will grow. The higher, the faster – zero means no growing.
```

```
* Collect
  The number of Emeralds the Player has to collect before the Exit will open.
```

```
The Statistic Window
```

```
The statistic Window can be opened using the button below the title bar of
the window. It displays number of these items:
* Emeralds, Diamonds, Pearls and Crystal – including those stuck in brick
  walls.
* Nuts
* The number of all gems and Nuts computed together, to get the total number
  of Emeralds the Player has to collect.
* Bugs, Spaceships, Robots, Moles and Eater
* Keys, Coins and Dynamite
* Boulders
* standard and steel Exits (devided into open and closed)
```

1.11 The Load/Save dialog

```
Note: Please do not edit any files in the data/ directory by hand! This may
result in loss of data!! Please use this dialog instead.
```

```
The Load/Save dialog
```

```
Using this dialog you can do more than just load and save Levels, you can
manage complete levelgroups and even load old DC and EM Levels.
```

```
The Window is organized the following way:
```

```
* Levelgroups (left side)
  This is a complete list of all Levelgroups available.
  * Create
    Create a new Levelgroup.
  * Rename
```

```
      Rename the selected Levelgroup. Dublicate names are allowed.
    * Delete
      Delete the current Levelgroup and all the Levels in it
* Levels (right side)
  If you have selected a Levelgroup, this is a list of all the Levels in this
  group. Missing Levels are shown as [empty] slots.
    * Exchange
      Exchange two levels (even across Levelgroups). Click on the first Level
      then on Exchange (the button stays depressed) and the click on the second
      Level. This procedure will automatically swap the Levels and their
      Highscorelists and replay-files.
    * Rename
      Rename the selected Level. Dublicate Levels are allowed
    * Delete
      Delete the selected Level, his Highscore and his replay-files.
* Load old EM or DC Level
  This will pop up another window where you can select the specific file and
  file-type to load. If you have any problems converting old Levels, please
  tell me and I will try to fix this.
```

1.12   The Import and Export dialog

```
Note: Please do not edit any files in the data/ directory by hand! This may
result in loss of data!! Please use this dialog instead.


The Export dialog

 Using this dialog you can transfer a whole Levelgroup into a single file
 (including Highscorelists and replay-files) ready to give it away.
 Simply click on the specific Levelgroup and don't forget to enter a
 filename.

 Please do not copy any files by hand to/from the data/ directory of
 Diamond Caves II. This may result in loss of data.


The Import dialog

 Using this dialog you can include previously saved Levelgroups into your
 collection of Levelgroups. A special option has been added to import whole
 Diamond Caves I Levelgroup.
 Simply select a type and enter the filename. A requester will report how
 much Levels actually have been converted.
```

1.13   Running the Editor on its own screen

```
running the Diamond Caves II Leveleditor on its own screen

By default, the Editor opens its windows on the Workbench. This is ok
if your Workbench has enough colors but looks not very nice if you run
your WB with less than 32 colors. In this case, you should open a second
```

screen for the Diamond Caves II Editor, here's how to do it:

1) start the Editor, the main window apears on the Workbench

2) click on the Questionmark button, then on Preferences and then on
   MUI-Preferences. The MUI preferences window pops up

3) In the list to the left, click on the item System

4) Click on Call Inspector in the Public Screen group,
   the PSI (Public Screen Inspector) apears

5) Click on New to define a new screen, an (unnamed) screen
   apears

6) Activate this (unnamed) screen in the list, then select Edit,
   the "Edit Screen" window pops up

7) Enter a name for the Public Screen, for example "DC2EDIT"
   Enter a title for the Screen, for example
   "Diamond Caves II Editor" or something like that.

8) Activate the Display group, a screenmode requester apears in
   this group

9) Select the apropriate screenmode,
   for example DBL-PAL:High Res Laced Flickerfree   (if you have AGA)
           or CVision: 8bit 800 x 600   (if you have a CyberVision)
   Recommended: a screen with a size of at least 640x400

10) Select the depth.
    Recommended: at least a depth of 6 (64 colors)

11) Leave the Edit Screen window by clicking on Ok.

12) Leave the PSI (Public Screen Inspector) by clicking on Save

13) Back to the MUI Preferences program:
    Select the created screen by clicking on the pop-up button above the
    call inspector button

14) Leave the Preferences program by clicking on Save.

That's it...

1.14 History

Diamond Caves II history:

V0.8
    - preview release (5 Levels, no Editor, still some bugs)

V1.0 (16.10.1997)
    - first public release

```
V1.1 (26.10.1997)
    (game)
     - viewing Highscores of the very first Levelgroup did not work - fixed
     - fixed bug with ECS/AGA screenmode (game sometimes crashed after
       playing a Level)
     - improved keyboard control (no need to change input preferences any
       more)
     - added "fast CyberGfx" mode
    (editor)
     - exchanging a Level with an empty slot (moving the Level) caused the
       program to crash - fixed

V1.2 (09.11.1997)
    (game)
     - fixed bug caclulating the score after reaching the exit
     - some internal optimizations
    (editor)
     - added "test again?"-massage after testng a level
     - removed bug with importing and exporting a levelgroup
     - added text option
     - added drawing lines
     - added drawing rectangles
     - added drawing filled rectangles

V1.3 (19.11.1997)
    (game)
     - fixed bug with player solving a level
     - fixed small gfx bug with player moving through doors
     - fixed small gfx bug with player moving through invisible earth
     - improved handling of screensavers during gameplay
    (editor)
     - fixed bug deleting a levelgroup
```

1.15 How to register

I spent a lot of work in Diamond Caves II so I think it's only ←
                    fair to demand
a little reward if want to use my program on a regular basis.

After paying the shareware fee you will receive an access code via E-Mail or
snail mail.

If you are a registered user of Diamond Caves I...
...you will get Diamond Caves II for half the price. Just read on and devide
all the prices by two. That's what you have to pay.

To turn your unregistered version of Diamond Caves II into a registered
version, start the Leveleditor and click on the questionmark (top/right
corner). You can enter your access code below the 'Register' button. It will
be saved to disk after you press 'Ok' and it turns both the Game and the
Editor into a registered version.

please do not redistribute your access code

The registered version features:

- you will get access to hundreds of new Levels, the unregistered version
  is not capable of playing more than the 50 Levels included

- you will now be able to use the Leveleditor to create your own
  Levels. Save and Test are disabled in the unregistered version.

How to register

If you want to register, you can simply use the Register button
in the
                 Leveleditor
                 . Here you can print a registration
form, ready to put it in the envelope or to send it via E-Mail.

Or you can send me a short note including your full name, address (street,
city, country) and your E-Mail address if you want to get the keyfile via
E-Mail. I also would like to know where you got Diamond Caves II from
(AmiNet, Coverdisk, ...) and what you like/dislike. Feel free to mail me
any comments or send new levels if you already are a registered user.

Note: If you have Internet-access, you can order Diamond Caves II or any
other diamond productions game online and receive your keyfile in less than
48 hours if you pay with a credit card!
Simply go to http://www.diamond-pro.com

There are five ways to pay the money:

* Cash:

 If you want to pay in cash, the Shareware fee is

     40 DM (DEM German-Marks) or
     25 $ (USD US-Dollars)

 other currencies can not be accepted.

 I don't think there will be any problems if you place the money in the
 envelope in a way it can't be seen from the outside. There havn't been
 any problems yet.

* Credit card

 If you have a EuroCard/MasterCard, please send the apropriate information
 (your 16-digit credit card number, the expiration data and the name on the
 card) along with your address.
 Currently I'm only able to accept EuroCard/Mastercard.

* Eurocheques or money orders:

 Send me a cheque for 40 DM, other currencies can no be accepted. Ask at
 your local bank if you don't know how to pay in foreign currencies.

 (Postal-) Money orders in DEM (German-Marks) are also welcome.

* Foreign cheques

 If you live outside of Europe and can't pay in DM, send a foreign cheque
 for 30 US$ (thirty us-dollars!) or the equivalent amount in your currency.
 Unfortunately there's an extra fee at the bank for foreign cheques.

* Bank transfer:

 If you live inside Germany, you can transfer 40 DM to my bank-account.
 If you live outside Germany, please add 7 DM (total: 47 DM)!

     Peter Elzner
     Commerzbank Letmathe
     account: 5000 104
         BLZ: 445 400 22

 and send a short note via snail-/E-Mail.

 * Don't forget to include your full Name, so *
 * I'm able to see who transfered the money! *

 Please note that I'm waiting until the money has arrived until I'm
 shipping away the registered version.

How to get your access code:

* Snail-Mail:

 You will get a printed letter containing your registration code.
 Please add 3DM (or 2US$) inside Europe
         or 5DM (or 3US$) outside Europe

* E-Mail:

  If you want to get your keyfile via E-Mail, please send the filled-out
  registration text (see
                Editor
) but don't forget to include
  your full address because I it will be used to personify your access code.

Getting your access code via E-Mail only takes a few days, via snail-mail
may take up to four weeks (usually one or two).

How to get updates

Updates and new Levels will be published through Aminet and on the diamond
productions website at http://www.diamond-pro.com where you will
also find links to all the available tools and levels.

You will not have to pay again for Diamond Caves II updates or additional
Levels.

*** Orders without appropriate money (and p&p-money if you want to get ***
 ***   your access code via snail-mail) can't be fullfilled!   ***

1.16   How to contact the author

 If you have any comments, new ideas or found any bugs, feel free to write.

 My Address:

    Peter Elzner
    Grudene 6a
  D-58644 Iserlohn
    Germany

 E-Mail:

    peter.elzner@diamond-pro.com (relating Diamond Caves II)
    peter.elzner@programmer.net (private)

 World Wide Web:

    http://www.diamond-pro.com (the diamond productions website)
    http://www.ping.de/sites/magic/index.html (my personal homepage)

 PGP-key:

Typ Bits/ID   Datum   Benutzer
ff   1024/8FAA2149 1997/03/24 Peter Elzner "Peter.Elzner@Programmer.net"
                                  Peter Elzner "elzner@magic.ping.de"

-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.3ia

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IQ==
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-----END PGP PUBLIC KEY BLOCK-----

 If you are a registerd user, feel free to send me your Levels. I will
 release them on AmiNet and on the diamond productions webiste.

1.17   Credits

greetings to all the people who helped to create Diamond Caves II by testing
the program:

* Bjorn Andresen
* Damir Arh
* Jürgen Beck
* Michael Christ
* Daniel Edlund
* Stefan Gasteiger
* Wolfgang Künzler
* Johan Sandgren
* Peter Schulz

..or simply by creating great tools that helped me develope Diamond Caves II:

* Dietmar Eilert (GoldEd)
* Stefan Stuntz (MUI)

and to everybody I forgot...

Special thanks to everyone who registered Diamond Caves I.
You made Diamond Caves II possible!

This game was written in AmigaOberon on an
A3000/25 14MB Kick3.1 CyberVision64

1.18   diamond productions

diamond productions
http://www.diamond-pro.com

Available Amiga games from diamond productions include:

* Diamond Caves : the ultimate Emerald clone
  The idea of Boulder Dash with lots of new extras, enemies and a great
  Leveleditor

* ManiacBall : a multiplayer Breakout clone
  Breakout with a difference. Multiple paddles, multiple balls,
  a great two-player-simultaniously mode and of coures a Leveleditor.

* MasterBlaster : the ultimate Dynablaster clone
  five player madness - bomb away everything (and everyone) that stands
  in your way and collect lots of usefull extras.

1.19   About MUI

                          This application uses

```
                    MUI - MagicUserInterface

              (c) Copyright 1993-96 by Stefan Stuntz


MUI is a system to generate and maintain graphical user interfaces. With
the  aid  of  a  preferences program, the user of an application has the
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing
lots of examples and more information about registration please look for
a  file  called  "muiXXusr.lha"  (XX means the latest version number) on
your local bulletin boards or on public domain disks.

          If you want to register directly, feel free to send


                     DM 30.-  or  US$ 20.-


                              to

                         Stefan Stuntz
                  Eduard-Spranger-Straße 7
                      80935 München
                         GERMANY
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