Six Feet Under!
Version 1.50, (C) 1994-95 EnQue Software

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Overview

A sinking feeling hits the pit of your stomach when none of your friends answer your call.   You realize you are trapped in this remote cavern underneath the Arizona desert.   A glint of light catches your eye.   What it that?   It looks like a diamond, but nearly as big as you!   Panic is replaced by excitement as you run towards the gem.   It is then that you see the thousands of other precious stones burried deep in the cavern.   Greed overtakes common sense as you descend into the depths of the earth.   Fifty interconnecting labyrinths lie ahead, and only you can determine your destiny.   Are you prepared for the unknown challenges, dangers and rewards that await you?

The objective of the game is simple; collect the required number of gems to open the exit!   Of course this is easier said than done.   There will be any number of obstacles in your way, the least of which is time.   You will need to use your mind as well as your reflexes to exit the labyrinth and advance.

Playing the Game

To begin the game, select **New** from the **Game** menu.   You will be presented with a preview screen of the level, and after a few seconds the level will begin.   Along the bottom of the window you will notice a gray status line.   The number to the left is the gems required to make the exit open.   The time you are given to complete the level is to the right, and in the center are the number of men you have left and your current score.

You may move around the screen by using the arrow cursor keys on the keyboard. Move through the gems to pick them up and increase your score.   Once you have collected enough gems the exit will open.   Walk through the exit to collect extra points for unused time and advance to the next labyrinth.

You have the strength to push one rock at a time into an empty space.   To push a rock, move against it by holding down the arrow key in the direction you wish to push.   Keep in mind that you cannot push a rock through dirt, and you cannot push a rock that is up against another rock or barrier.

If you get trapped and can't move, you don't have to wait until the time for the level runs out.   Simply press the [Esc] key to sacrifice the current man and start that particular labyrinth over.

An extra life is awarded for every   10,000 points, so collect every gem you can.   Also keep and eye out for life spheres -- they are each worth another life!

Strategy and Hints

Observe the placement of rocks carefully.   Many times a strategic push on a rock will move it to a position that helps you get to a gem.   Also use the rocks as weapons against the critters.   Wait until a critter is below a rock, and then drop it on him!   He will explode into gems for a nice bonus.   Be careful not to drop the rock on yourself, or else you'll be flattened!

Avoid critters that move around the level.   They will "slurp" you up in an instant!

Avoid lava at all costs; it will fry you like a bug.

Watch the status line at the bottom of the screen.   On some levels you will start off with a number of bombs in your posession.   These will show up as little icons in the status line.   Use the space bar to place a bomb in the direction you are facing.   You may only place a bomb in an empty space, so make sure to clear any dirt that is in the way.

Be careful when you place a bomb.   If there is nothing beneath the bomb, it will immediately fall and explode when it strikes a surface.   If you are too close you are dead meat!

If you place a bomb by accident, you can pick it up again before it goes off.   Be careful though; after you place a bomb you have exactly 3 seconds before the fuse burns down and the bomb explodes.

Game Menu Commands

New
Select this menu item to start a new game on the first level.   The level preview screen will appear and within a few seconds the first level will begin.

Pause
Select this menu item to pause the game.   This is useful for studying the level in detail without wasting precious time.   Select this item again to resume game play.

Quit
Select this menu item to quit the game.

Option Menu Commands

Jump to Level
Select this menu item to skip the levels you have already completed.   You will be asked for the access code for the level you wish.   The access code for each level is displayed during the level preview, and at all times during the level on the top window bar.

Zoom
Select this menu item to toggle between zoom levels.   With zoom selected, less of the level can be viewed at once, but the viewable area is more detailed.

Music
Select this menu item to toggle on/off the music played during each level.

Sound
Select this menu item to toggle on/off sound effects.

Help Menu Commands

Help Contents
Select this menu item to pull up this help file.

Gold Key
Select this menu item to obtain your Six Feet Under serial number.   You will need this combination to unlock the stone door to the east labyrinth.   See last rest stop (at the end of level 25) for more information.

You have reached the last rest stop in the cavern.   Relax for moment, but not for too long, as the second half of your journey awaits you.   All you need is the gold key to unlock the mammoth stone door in the east wall of the cavern.   But to obtain the gold key you must sell your soul to the devils   below -- for a mere $15.00.

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25700 East 203rd Street
Pleasant Hill, MO   64080

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E-mail Addresses: **KHuck116@aol.com** or **DrBoyd@aol.com**

If a short rest will suffice, you may sell your soul by VISA or MasterCard.   This will give you immediate access to the second half of your journey (no disk to ship!).   Simply FAX, E-mail, or call our 24-hour BBS.   Please include your full name, card number, expiration date, shipping address and Six Feet Under serial number.   Your Six Feet Under serial number can be found under Gold Key in the **Help** menu of the game.   If you need a longer rest, you can send a check or money order, and then wait for our speedy postal service to do their job.   For your convenience,   we have included an order form that you can print out and mail in.   Just click on order form, go to the **File** menu and select **Print Topic**, or simply jot the information down on a sheet of paper.

Once we receive your soul, we will release to you the gold registration key for the second half of your journey.   If you wish, we will also put you on our mailing list to receive version 2.0 of Six Feet Under and the **Six Feet Under Level Editor** when it becomes available.   You will also be eligible for up to 50 additional levels posted on our BBS and most major online services.

Once you receive your key, write it down somewhere safe and enter it under your serial number in the Gold Registration Key dialog box.   **The first 100 who sucessfully complete the entire journey will have their name carved into the wall of fame.** This wall will be displayed for all to see in the upcoming version 2.0.   Can you be one of the first to be immortalized for all time?

Six Feet Under Order Form

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E-mail Addresses: **KHuck116@aol.com** or **DrBoyd@aol.com**

Here is my $15.00.   Please send me the gold registration key for Six Feet Under.   My serial number   is _____.

[   ]
Yes, I would like to receive free version 2.00 of Six Feet Under on release (Summer '95).

[   ]
Please put me on your mailing list for information on other EnQue games.

Name: _____

Address: _____

City: _____ State: _____

Zip: _____-_____ Country: _____

[   ] Visa   Number:_____ Exp Date:_____

[   ] MasterCard   Number:_____ Exp Date:_____

[   ] Check or Money Order

An opening appears in the cavern before you.   A shaft of sunlight casts a warm glow on the cavern floor.   Under this soft light the cavern walls seem somewhat strange.   It is then you notice names chiseled into the stone face.   This is the **Wall of Fame,** and these are the explorers who have preceeded you, immortalized in granite.   The first 100 explorers that make it this far will be a testament to all who pass through.

Congratulations on finishing the first 50 labyrinths in Six Feet Under.   You have accomplished no easy task, and have earned the right to put your name on the wall.   Now take a moment to write down the Wall of Fame code now displayed on the title bar of the game window.   Then send us your name as you want it to appear on the wall and the code by either FAX, 24-hour BBS or either of our E-mail addresses.

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The Wall of Fame with your name carved for all to see will be displayed prominently in version 2.0 of Six Feet Under.

The Six Feet Under Level Editor

Are you bored with the same old levels?   Can you crush critters in your sleep?   Then get off the couch and create your own!   Use our level editor to challenge your friends and other Six Feet Under players; and if you think your levels are "killer" enough, E-mail them to us through AOL, CompuServe, or the Internet or upload them to our BBS and we'll give 'em a shot.   If we bang our heads against the wall, we will include your level(s) in **Six Feet Under version 2.00** (summer '95 release), and put your name in the credits!   The level(s) you designed will appear for all to attempt.

We have plans to release at least 100 levels in version 2.00, so feel free to submit several entries. We will take the top 100 prior to release, so get your entry in soon!   Feel free to upload your levels (and the game itself) to any and all on-line service and BBS's. The level editor is free, and the unregistered version of the game can be used in conjunction with the editor to play any level created.

To use the level editor, simply add SFUEDIT.EXE to your program group (this file can be found in your Six Feet Under game directory) and double click on the editor icon.   A complete manual on designing levels is found under the editor's Help menu, and there are ten bonus levels you can load and play!