

OlderTrash v1.0

Contents

This help file includes everything you need to know about OlderTrash v1.0.

If you don't know how to use Windows Help, press the Using button (or *Alt+U*) now!

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The Game

Older Trash is based on Boulder Dash, an early computer game by Peter Liepa for the Commodore 64.

If you're a real game freak you sure know the legend...



Object of The Game

Object of The Game

The object of the game is to travel through all caves and complete all levels.

In every level you need to stay alive, collect a fortune of gems and eventually find the goal.

In some levels you'll have to fight with and against evil creatures, push boulders and trap slime.

In some levels there are more than meets the eye... Have a nice time!



How to start

How to start

You start a **new game** by choosing Game/New from the menu bar.

Use the cursor keys to **move** your man!














Menus

Game control

Screen elements

Screen elements

	<u>Man</u>	
	<u>Soil</u>	
	<u>Gem</u>	<u>Empty space</u>
	<u>Boulder</u>	
	<u>Wall</u> or <u>Rush wall</u>	
	<u>Firefly</u>	
	<u>Hard wall</u>	
	<u>Butterfly</u>	
	<u>Magic wall</u>	
	<u>Explosion</u>	
	<u>Slime</u>	

Scoring

Action	Score
Stone pushed	1 point
Stone or gem dropped on <i>magic wall</i>	10 points
Firefly killed by <i>slime</i>	25 points
Firefly killed with a <i>boulder</i> or a <i>gem</i>	50 points
Butterfly killed by <i>slime</i>	30 points
Butterfly killed with a <i>boulder</i> or a <i>gem</i>	60 points
Magic wall activated	300 points
Slime trapped	400 points
Magic Bonus	2000 points



[More scoring](#)
[Screen elements](#)

Magic Bonus

In some levels there's a Magic Bonus you can hunt for. You can get a Magic Bonus by doing one of the following things:

- Get rid of soil / boulders / gems (eat or destroy)
- Get three boulders in a row at the bottom of the screen
- Kill all butterflies / fireflies / butterflies AND firelies
- Kill / trap slime in an early stage
- Find a secret rush wall
- Dare to wait
- Blast a goal

More scoring

There's a couple of situations when scoring **varies** from level to level:

Gems: You get points for every gem you collect. How much? Take a look at the Scoreboard; the gem with a dollar sign on it! This number might change when you've collected the required amount of gems!

Gems collected: You get a bonus when you've collected the required amount of gems. In the 1st level this bonus is **100 points**, in the 2nd **200**, then **300** etc.

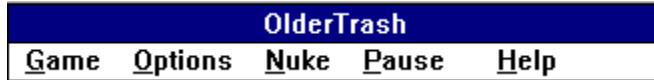
Time left: When you reach the goal, you get a bonus for every second you've time left. In the 1st level this bonus is **20 points/second**, in the 2nd **22**, then **24** etc.



Scoring

Menus

This is the menu bar of OlderTrash. **Click** on the menu command you want to know more about!



Game control

You can play with:



Keyboard



Mouse



Joystick

Keyboard control



Use the **cursor** keys to **move** your man.



If you hold down **shift** or **control** as you move, you're able to **snap** a square next to you. Try!



The **spacebar** is the **default-action** key:

- o If you're **alive** it will **pause** the game.
- o If you're **dead** it will **start** with your next life.
- o If you're at the **demo** it will pop up the Quick restart window.



When you're trapped, use the **escape** key! It will **nuke** your man.



The **pause** key **pauses** the game.

Use **fast exit** to quit right away. OlderTrash features **Ctrl+Q** and **Alt+X**.



Game control

Mouse control

Point at the square you want to **move** to and press the **left mouse button**.

When you're *dead* or at the *demo*, then the **left mouse button** works like **spacebar**.

The **right mouse button** works like **Ctrl** or Shift.



Game control

Joystick control

You can use a joystick to **move** your man.

OlderTrash supports two joystick buttons:

Button1 works like **Ctrl** or Shift as long as you're alive and kicking. At all other times it works like spacebar.

Button2 always works like **spacebar**.



In order to use a joystick you'll have to install a **joystick device driver** for Windows. One suitable driver by Microsoft is located in **IBMJOY.ZIP** supplied with OlderTrash. Unzip this file for further instructions.



You should **calibrate** your joystick to achieve accurate and precise control. This can be done using the **Control Panel** once you've installed the appropriate driver utilities.



Game control

Author's note

This game is **FREE!!!**

However, there is a possibility to obtain **more levels** and a **level editor!** For further information read about Registration.



IMPORTANT: You may (and you're encouraged to) copy this program to your friends, upload it to BBS's etc. You may *not* sell, hire, lease, reverse engineer or otherwise commercially utilize this product!

(C) Copyright 1993 by Rasse

Any comments, ideas, questions etc. should be mailed to my postal address or via Internet e-mail.



Implementation

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Registration

Send **\$5!** (or the corresponding amount of **any** convertible currency). As a reward you'll get new OlderTrash levels!

There's also an OlderTrash [Level Editor](#) and a [Hints & Secrets Guide](#).



I've prepared a ready-made [Registration Form](#) for you. It will **print** itself when you **press the printer icon** on top of it! It can't be easier to register!

You **don't have to buy** anything! You can also register for **free**, but then you **won't** get new levels. You **will** however get information about the Level Editor, new OlderTrash game files, updates etc.

All registrations and orders should be mailed directly to my [postal address](#). (Though you can use [Internet](#) to register for free.)

Level Editor

If you want to order the **OlderTrash Level Editor**, please send **\$10** or the corresponding amount of **any** convertible currency.

Remember to supply your full name or an alias (at least five characters) that will be used together with a **personal password** you'll get.

With the editor you'll be able to **design, test and save** your *very own* OlderTrash levels! If you make good levels and send them to me, I might even **repay** you!

If you're interested, but not yet ready to pay, just register and I'll send you more detailed information!



[Registration](#)

Hints & Secrets Guide

If you want to order the OlderTrash **Hints & Secrets Guide**, please send \$3 or the corresponding amount of **any** convertible currency.

The Hints & Secrets Guide contains **hints** to levels in the **standard game files** shipped with OlderTrash v1.0. You'll also get a **personal cheat-mode password**.



If you order the Hints & Secrets Guide *together with new levels*, you'll get the best **solution files** of both worlds (new and old). With the solution files you are able to use Game/Solution!

Use the Registration Form to order the Hints & Secrets Guide.



Registration
Game/Solution

OlderTrash v1.0



Registration Form



Name: _____

Address: _____

- Order:**
- More levels (**\$5**)
 - OlderTrash Level Editor (**\$10**), **optional** alias:
 - Hints & Secrets Guide (**\$3**)
 - Additional information (**free**), you **may** specify:

- Shipping:**
- Europe (**\$2**)
 -  Rest of the World (**\$3**)

Money enclosed: _____

- Disks:**
-  3.5"
 -  5.25"

Comments, questions, ideas:

HEY!!! Don't forget to put this form in an envelope and send it to:
Rasmus Wickholm, Kultakummuntie 12, FIN-00940 HELSINKI, FINLAND

Man



I'm your man! Move me with the cursor keys!

You always start in one of the hard wall cells - one that cracks like an egg.

When you've collected enough gems you're ready for the goal.

You can move through empty space and soil. When you dig your way through soil you leave empty space behind you.

You can push boulders if there's empty space behind them. Don't let boulders block your way or fall on you, though.

If you run into a firefly or butterfly, watch out! They're eager to kill you!

Gem



This is a gem. Yum-yum! To complete a level, you'll have to collect a certain number of gems. The number varies from level to level.

You get scores when you collect gems. Often you get a lot of extra points if you collect more gems than you have to.

You can use gems as obstacles, but don't let them fall on you, they kill you just like boulders do.

You can turn boulders to gems if you find magic walls.

A butterfly can go through a metamorphosis and turn into a pile of gems!

Soil



Soil is something that keeps boulders and gems from falling.

Neither a firefly nor a butterfly can move through soil.

You can dig your way through soil.

Empty space

Empty space is... well, uh... empty space.

All creatures can move across empty space and boulders and gems fall free in empty space.

When you move you leave empty space behind you. Explosions might also make some extra empty space.

Boulder



This is a boulder. You can drop a boulder on a firefly or butterfly and they'll drop dead.

You can push boulders if there's empty space behind them. A light push may do it. Or a real exertion. Boulders are lumpy, they don't roll smoothly.

Boulders are good obstacles e.g. to stop the expansion of slime.

Don't let boulders fall on you, they'll kill you. Sometimes they also block your way.

Boulders fall from the edge of ordinary walls, but not from the edge of hard walls. Boulders also fall from top of each other.

Boulders turn to gems when you drop them on magic walls.

Firefly



Fly away! These demons are always after you trying to get you six feet under. Look out for these guys!

Sometimes they might be helpful in detonating obstacles, walls for example.

Butterfly



These creatures are beautiful as Southern skies and they've got diamonds for you.

But they're dangerous, too. Touch them and you're dead.

An exploding butterfly is a good butterfly. Have a nice metamorphosis!

Explosion



Looks dangerous, huh? Sometimes it is.

An explosion might be caused by:

You running into a firefly or butterfly.

Result: You die.

A boulder or a gem falling on you.

Result: You die.

A boulder or a gem falling on a firefly, or a firefly touching slime.

Result: Empty space.

A boulder or a gem falling on a butterfly, or a butterfly touching slime.

Result: A pile of gems.

You deciding to nuke.

Result: You die.

Wall



Tear down the walls? Well, sometimes that's a must, in fact.

A wall is usually an obstacle that blocks all creatures.

An ordinary wall can, however, be blasted away in many ways.

Boulders fall from the edge of ordinary walls, but not from the edge of hard walls.

There are two kinds of special walls that look just like ordinary walls, namely rush walls and magic walls.

Rush wall



Rush walls look just like ordinary walls, but they grow horizontally.

Rush walls grow only when there's empty space on either side of them.

Sometimes rush walls save you from being killed by a firefly or butterfly, but sometimes rush walls trap you.

Rush walls can be blasted away.

Hard wall



A hard wall is an absolute obstacle. It blocks all creatures and objects.

Hard walls can't be blasted away - no matter what.

Look out, however, because the goal looks like an ordinary hard wall, but it *can* accidentally be blasted away.

Magic wall



Magic wall look like ordinary wall... until you drop a boulder or a gem onto it.

When you activate the magic wall it begins to flash red (and you hear a terrifying sound if you've enabled sound effects).

Magic walls turn boulders to gems and gems to boulders, but only if there's empty space below them.

Magic walls are active only for a limited period of time. The time varies from level to level. When the time is out magic walls just swallow boulders and gems.

Magic walls can be blasted away.

Slime



Green slime, uh! Sounds terrible, but it's actually quite nice.

A firefly or a butterfly that touches slime is a goner!

The slime doesn't hurt you - it only blocks your way.

When the slime gets trapped (i.e. it can't expand) it turns into gems!

Game

This is the *Game* menu:

<u>N</u>ew	Ctrl+N
<u>E</u>nter level...	Ctrl+E
<u>O</u>pen...	
<u>D</u>emo	
<u>S</u>olution	
<u>H</u>all of Fame...	Ctrl+H
<u>Q</u>uit	Ctrl+Q

Click on the menu item you want to know more about!

Game/New

This selection **starts a new game**.

A new game always starts at the first level.

This selection also clears the level counter used by Quick restart.



Ctrl+N



This selection will **interrupt** any unfinished game!



Game/Enter level

Game/Open

Game/Enter level

This selection lets you **enter a specific level** (in the current OlderTrash game).

In order to gain access to a level you must enter the corresponding secret **password**. Passwords aren't echoed on the screen. You'll get passwords as you complete levels (except for bonus levels). Get 'em all!

There's an even more convenient way to **reenter** the level you left off: Quick restart.



Ctrl+E



When carried out successfully, this selection will **interrupt** any unfinished game!



Game/New
Game/Solution

Game/Open

This selection lets you **choose** an OlderTrash game **file to open**.

This menu item is enabled only if you have multiple OlderTrash game files.

You should put all your game files in one directory together with the executable (OLDTRASH.EXE). Press OK to load a file or Cancel to hesitate.



When carried out successfully, this selection will **interrupt** any unfinished game!



Game/Enter level

Game/New

Game/Demo

This selection starts the OlderTrash **demonstration**.



This selection will **interrupt** any unfinished game!



Game/Solution

Game/Solution

This selection shows **how to solve** a level.



You need a specific **solution file** to carry out this operation. Normally solution files *aren't* shipped together with the game file.

You should put your solution files in one directory together with all the other OlderTrash files. A solution file *doesn't* necessarily contain solutions to *every* level in the game file.

This menu item is disabled if you're at the *demo*.



When carried out successfully, this selection will **interrupt** any unfinished game!



[Hints & Secrets Guide](#)
[Game/Enter level](#)

Game/Hall of Fame

This selection shows the Hall of Fame.

OlderTrash lets you enter your name to a **high score list** if you reach the **top-10!** Less than **1000 points** won't, however, get you to the Hall of Fame, dude!

The list may be empty if there are no high scores yet.

High scores are saved and retained automatically. You can, however, **clear** a high score list by pressing the Clear button in the Hall of Fame.

Each OlderTrash game file has its own Hall of Fame. If you have multiple game files, you'll have **multiple high score lists** as well.



Ctrl+H

Game/Quit

This selection immediately **quits** OlderTrash.



Ctrl+Q or *Alt+X*



This selection will **interrupt** any unfinished game!



Game/New
Game/Demo

Options

This is the *Options* menu:

✓ <u>S</u> ound	Ctrl+S
<u>M</u> usic	Ctrl+M
✓ Full <u>a</u> nimation	Ctrl+A
<u>E</u> xpanded view	
<u>C</u> onfigure...	

Click on the menu item you want to know more about!

Options/Sound

If you check this item you'll enable **sound effects**, if you uncheck it you'll disable them.

There are dashing boulders, bubbling slime and thundering explosions - just to mention a few of the gripping sounds. You may pick and unpick sounds in the Configure window.

OlderTrash drives popular **audio cards**, like Sound Blaster or Pro Audio Spectrum.

If you don't have an audio card OlderTrash will use the **internal speaker**. Even some of the digitized sounds will be reproduced, if you install an appropriate driver (e.g. WinSpeak).



Ctrl+S toggles sounds on/off.



To hear digitized sounds you must install the appropriate device drivers.



Options/Music

Options/Configure

Options/Music

If you check this item you'll enable **background music**, otherwise you'll disable it.



Ctrl+M or *Enter* toggles music on/off.



You need special hardware to play MIDI files (i.e. an audio card, or a MIDI card and a synthesizer). You must also install the appropriate device drivers, otherwise this option will be disabled (dimmed).



[Setting up MIDI devices](#)

[Options/Configure](#)

[Options/Sound](#)

Setting up MIDI devices

OlderTrash can use **any MIDI device** provided that you have installed the appropriate Windows drivers. The installation and MIDI hardware settings (if any) are managed through Windows **Control Panel** and/or OEM software.

OlderTrash uses the **MIDI Mapper** if you've installed it. If the music sounds strange make the MIDI Mapper **convert patches**.



Remember to **assign** the MIDI Mapper to a **physical device**, otherwise you won't hear any music! OlderTrash uses MIDI channels 2..5.

In addition to installing drivers you'll have to choose a standard set of instrument patches.



Choosing patches

Patches

MIDI is a boon, that's for sure. You can connect synthesizers and audio cards to your computer. But even MIDI has its limitations. It deals with **patch** (preset, program, timbre) numbers, not with actual instruments. For a long time synth manufacturers have given their patches arbitrary numbers, numbers not portable from one synth to another. **General MIDI**, however, is an effort to standardize patch numbers. Let's hope it'll spread all over the digital music world.

Meanwhile, OlderTrash features three **sets of sound patches**: Sound Blaster (SB), MT-32 and General MIDI (GM). You should choose the set that matches your MIDI device. If you're unsure, try all three settings. If they all sound strange, choose GM and configure the MIDI Mapper to convert the following GM patches (1..127) to ones that are suitable for *your* synth:

INSTRUMENT	GM PATCH
Acoustic Grand Piano	1
Chorused Piano	6
Vibraphone	12
Hammond Organ	17
Accordion	22
Guitar	25
Acoustic Bass	33
Slap Bass	37
Tremolo Strings	45
String Ensemble	49
Whistle	79
Kalimba	109



Setting up MIDI devices

How to install new drivers?

New drivers are installed using the *Control Panel* located in the *Main* program group.

For further information see Windows documentation or the documentation that came with your MIDI/audio card.

Where's the MIDI Mapper?

The MIDI Mapper is in the *Control Panel* located in the *Main* program group.
For further information see Windows documentation.

Options/Full animation

If you check this item you'll enable **full animation**, otherwise you'll disable it. Full animation means that gems and slime are animated.

This animation becomes a heavy user of system resources if there's a lot of gems or slime . If you have a slow machine you might want to **disable** full animation.

Even if you've enabled full animation OlderTrash will **automatically disable** it, if and when the animation gets too heavy for your computer. In this case full animation won't be permanently disabled, but enabled again when you start the next level.



Ctrl+A toggles full animation on/off.



[Options/Configure](#)

Options/Configure

This selection lets you **configure** settings related to **sound effects, animation** and **screen size**.

Sound and motion: Enable/disable sound effects or animation (related to a specific screen element) by checking/unchecking boxes that are placed on both sides of the element!

Music: Choose the desired set of instrument patches by pressing the corresponding radio button! The MIDI driver used by OlderTrash is listed above the radio buttons.

Screen: Use the drop-down lists to set the width (10..12 squares) and height (8..10 squares) of the visible part of a level. If a level is smaller than the chosen screen size, the screen will be adjusted accordingly.



[Configuring MIDI devices](#)

[Options/Sound](#)

[Options/Music](#)

[Options/Full animation](#)

Options/Expanded view

If you check this item you'll switch to the **expanded view**, otherwise you'll use the standard view.

In the expanded view the **screen elements** are **bigger** than in the standard view.

This option is useful if you're running Windows in a high resolution (e.g. 1024x768) video mode.



Expanded view requires a fast video card and/or CPU.



Options/Full animation

Nuke

When you **nuke** you blast yourself away.

This is sometimes the only way out (e.g. when you're trapped).



Esc



Menu

Keyboard control

Pause

This command was implemented for health reasons.

In addition to playing OlderTrash you should eat and sleep now and then. You should also answer the phone when it rings and go out with the dog when it barks.

Pause stops the timer, music and sound effects and brings up a pause window.

Press OK button or spacebar or joystick button to resume.



Pause



Menus

Keyboard control

Help

This is the *Help* menu:

<u>C</u>ontents	F1
<u>G</u>ame control	
<u>S</u>creen elements	
<u>M</u>enus	
<u>R</u>egistration	
<u>A</u>bout	

Click on the menu item you want to know more about!

Help/Contents

This selection brings up the OlderTrash **help file** (the one you're reading right now!) and jumps to the Contents section.

If you want to know more about using Windows Help, press the Using button (or *Alt+U*) now!



F1

Help/Game control

This selection brings up the OlderTrash **help file** (the one you're reading right now!) and jumps to the topic: Game control.

If you want to know more about using Windows Help, press the Using button (or *Alt+U*) now!

Help/Menu

This selection brings up the OlderTrash **help file** (the one you're reading right now!) and jumps to the topic: Menu.

If you want to know more about using Windows Help, press the Using button (or *Alt+U*) now!

Help/Screen elements

This selection brings up the OlderTrash **help file** (the one you're reading right now!) and jumps to the topic: Screen elements.

If you want to know more about using Windows Help, press the Using button (or *Alt+U*) now!

Help/Registration

This selection brings up the OlderTrash **help file** (the one you're reading right now!) and jumps to the topic: Author's note.

If you want to know more about using Windows Help, press the Using button (or *Alt+U*) now!

Help/About

This selection pops up the OlderTrash **about window**.

This window contains information about the author, game version and distribution policy.

Implementation

This game is **programmed** by Rasse.

The **music** in the MIDI-files are composed by Rasse.

Software tools used:

- Borland Pascal with Objects v7.0
- Microsoft Word for Windows, Hotspot Editor and Help Compiler
- Cakewalk Apprentice for Windows

Hardware used:

- CAF 386SX/16MHz, VGA
- Sound Blaster, Sound Blaster Pro, MIDI Blaster
- MPU-401, Technics PR-300 digital piano, Roland JX-3P synth

Sound Blaster and MIDI Blaster are trademarks of Creative Labs, Inc. Cakewalk is a trademark of Twelve Tone Systems. All other products are trademarks of their respective owners.

Quick restart

The Quick restart window lets you **start** a new game **from the level you left off**.

Choose: Yes to reenter level,
 No to reset the level counter or
 Cancel to close the dialog window.



If there are several players and you don't want the next player to start from where you left off **remember to reset** (clear) the level counter **before you pass the turn**.



Game/Enter level

Game/New

Game/Demo

Symbols used in this help file

The following special symbols are used in this help file:



See also: a link to a related topic, click text with your mouse.



Note: something to notice.



Shortcut key: a key combination that performs the stated action.

