DiamondCaves V2.3 documentation

COLLABORATORS

	TITLE : DiamondCaves V2.3 documentation		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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DiamondCaves V2.3 documentation

1.1   DiamondCaves V2.3 documentation

Diamond Caves

Version V2.3 (14.12.1995)

(C) Copyright 1994/95 by
Peter Elzner

neXus software

–

Shareware
–

A short summary of what you should know:

Introduction

Like Diamond Caves? Vote for it!
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          Plans for the future
                            How to get and how to pay for Diamond Caves:


          How to register


          How to get updates


          How to contact the author


          Registration-form


          Credits
                    Warning: The author cannot be held responsible
               for loss of sleep, hair or sanity
                caused by playing Diamond Caves
```

1.2 Introduction

```
               Welcome to Diamond Caves V2.3!
```

Here is a quick overview about what to do and what to read to start
immediately:

- If you have a vague knowledge of what the game is about, you may start
right now, playing the 25
               Tutorial
               -Levels. They will introduce you into
all of the important things and extras of Diamond Caves.
Additionally, there are 10 Easy-Levels and 25 Game-Levels.
The Game-Levels are for advanced players.

Newusers should read
               What's it all about?
               .

If you constantly fail to solve a Level, try watching the record-file by
clicking on Replay-game or read the chapter
               Level hints
               .
The main menu and all of its gadgets are discussed in
               Title Screen
               .

- If you want to reconfigure Diamond Caves please use the Diamond Caves
Preferences program DiamondPrefs. Starting with V2.0 of Diamond Caves you
can use the preferences program without a keyfile.

- If you like the game, want to have

```
                 more Levels
                  or even like to create some
of them yourself, read the part
                 How to register
                  because you won't get the
Editor or
                 new Levels
                  without paying the shareware fee (it's worth it!).


- If you have comments, ideas or found some kind of bug, feel free to tell
                  me
                  .
But before asking stupid questions :-) read the chapter
                 Frequently asked questions
                 !


- New version may be released in the future. Read about the planned features in

                 Plans for the future
                  and be sure to know
                 How to get updates
                 .


- Do you think Diamond Caves is a bit slow on your Amiga? Then read

                 How can I improve game speed?
                  in the chapter
                 Frequently asked questions
                 .


- And finally: If you are some kind of PD-distributer and want to sell Diamond
Caves on Disk/CD-ROM or whatever, read the chapter
                 Copyright & Distribution
                 .

That's about it, enjoy the game.
```

1.3 Requirements

```
                  Requirements

This game is written in an OS-friendly way, so it may not be as fast as a
common hardwarehack would be. The game requires:

- Kick 2.0
- 1 MB chipmem / 1 MB fastmem
- 68000
- Harddisk
- Commodore's Installer V1.24 (can be found on your Workbench-Install-Disk)

recommended for ultimate joy:

- Kick 3.x
- a 68020 (or higher)
```

- 2 MB chipmem (if you want to use large Levels or more colors)

If you wonder why I decided to base the game on OS-routines and why the
game is not as fast as it could be, read the
                  Frequently asked Questions
                      .

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

1.4 Installation

Installation

Diamond Caves comes with a ready-to-run installer-script for the Commodore
Installer. Just click on the icon and follow the text in the window.

Basically, the script will copy all files in a Directory, assign the name
"DC:" to it and install some tooltypes.

If you select update, the Installer only copys the files in the
directory(s) with a higher version than your currently installed version of
Diamond Caves. No old Icons, Levels, Highscores or Names will be changed.

To reconfigure Diamond Caves, use the program Diamond Prefs.

1.5 Copyright & Distribution

                  COPYRIGHT

                  DISTRIBUTION

                  DISCLAIMER

                  SHAREWARE

1.6 COPYRIGHT

                  Diamond Caves, the Diamond Caves Editor, DiamondGfx & DiamondSfx,
DiamondHigh and DiamondPrefs are copyrighted (C) 1994/95 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 is
                SHAREWARE
                !
```

1.7 DISTRIBUTION

```
                The Diamond Caves package and all the Diamond Tools 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 you keyfile in any way! It contains your
personal data and may only be used by the user whose name is encrypted
into the file (should be you). This name is diplayed in the About
Requester.

If you include DC on a Disk-Mag, PD-library (or even CD-ROM)
                I
                would be
happy to receive a free copy.
```

1.8 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.
The developer of the software can NOT be held responsible.
```

1.9 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.

1.10   What's it all about?

                  A short introduction to Diamond Caves:

This game is based on the idea of Boulder Dash back on the good old C64. I
added some new ideas (and some gfx/sfx) of Emerald Mine by Kingsoft and a
bunch of my own ideas (and ideas of my friends, other user, ...) as well.

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

This task may be mastered alone or in teamwork.

You can control the player by moving your Joystick in the appropriate
direction. Pressing the button and moving the Stick causes the Player to
stand still and collect the item in the given direction.

P will Pause the game
(Note:To turn off the pause mode, you have to activate the game window
(simply click with your mouse into it) and then press P again)

ESC quits the game

the F-keys change the view-area:
F1: Focus on Player 1
F2: Focus on Player 2
F3: Focus on both Players (note that you can't walk out of the visible
area in this mode).

If you are playing on a Public Screen you can resize the Window in Pause
mode.

If one of the Players is controlled by Keyboard, he may be moved using the
cursor-keys, Space or R-Shift is the firebutton-equivalent.

How many Emeralds you have to collect and how many seconds are left
is visible in the status-line on top or bottom of the screen.

You can increase your score in four different ways:
- destroying opponents with a boulder (not with an explosion)
- collecting things (Emeralds, Diamonds, Dynamite or Keys)
- cracking a Nut
- achieving a bonus by having time left when~reaching the exit.

All of the extras described below are shown one by one in the
25
                Tutorial-Levels

.

A special feature of Diamond Caves is the replay-mode.
If you are a
                registered User
                , you are able to record your
movements and watch yourself later playing the Level. All Levels
in the unregistered Version are already shipped with a replay-file
showing you how to solve the Level.
When in replay-mode, you can use the following keys:
F9 or +: Increase speed
F10 or -: Decrease speed (slow motion)

                solid objects

                Things to collect

                Enemies

1.11 solid objects

                There are many things in the game just "lying around", some are ↩
                   described
seperately in Things to collect.

- Empty Space (black)
Not much to say :-)

- Sand
You can walk through it, Monsters can't

- Boulder
Well, a rock is a rock. Be sure not to rest below one of them, they might
smash you!

- Bombs
Highly explosive!

- Nuts
They reveale an Emerald if cracked open by a boulder.

Rocks, Bombs and Nuts can be moved by the player!

- Walls
Six types of walls:
  - steel Walls - can't be destroyed
  - brick Walls - can be crushed using some kind of explosion (Bomb)
  - special brick Walls - will expand to the sides!
  - brick Walls containing Emeralds/Diamonds - use a Bomb or Dynamite to
    get the Jewels
  - magic Wall (blue) - once a Rock/Emerald/Diamond falls onto the magic
    wall, the wall starts spinning for a few seconds, changing everything

```
        that falls through
   - invisible Wall - looks like empty space but is very solid! Can be
     bombed away.

- Doors
There are two types of doors in the game:
   - 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
   - Doors you can open/close using the blue switch

- conveyor belt
Can be turned on/off using the green switch. Things lying on the belt will
move!

- Quicksand
Boulders may sink into and out of the quicksand.

- Exit
a blue gate which starts flashing if you have enough Emeralds to enter.

- 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.

- Acidpool
everything that falls into the Acid is gone forever!

- Switches
   - the green Switch changes the direction of the conveyor belt
   - the blue switch open-/closes the switch-door

- letters
you may read, ignor or bomb them away:-)



                Things to collect

                Enemies
```

1.12   Things to collect

```
                Of course just collecting Emeralds would be very easy (and very  ←
                   boring) so
there are lots of other goodies to collect in the game:

- two kinds of Emeralds called Emeralds (green) and Diamonds (blue).
Diamonds count as three Emeralds.

- Dynamite to blow away walls and monsters. Ignite the Dynamite by
```

holding down your firebutton for a few seconds. Then run away!

- A Forcefield (yellow coin) to protect 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

- Extratime (green coin) that will be added to your time

- Keys. There are four different types of keys (red, green, blue and
yellow) which are necessary for the four different doors.

                 solid objects

                 Enemies

1.13 Enemies

                     You are not alone in the Diamond Caves!
Here are the enemies you might encounter:

- Bug
crawling on the right wall, the Bug can be changed into 9 Emeralds and
1 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.

- Eater
This brother of Pacman will eat Diamonds and can be changed into various
things (be surprised!) by shmashing 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.

                 solid objects

                 Things to collect

1.14 Title Screen

                   There are several buttons in the title screen which can be ↩
                      accessed using
the mouse in Port 1 or (if you already plugged in a Joystick) using either
the cursor-keys and Space or the Joystick in Port 2.

Quit: Guess what this one does.

Get Levels: Select a Leveldirectory. Each Dir may contain up to 99 Levels
   (25 in the unregistered version).

One Player/Two Player: Change the number of Players.
   For even more players read
                  Plans for the future
                     .

Name: Select a name or enter a new one. The Number is your Handicap (your
   highest possible Level). It gets updated every time you solve a Level
   and will be saved automatically.
Level/Max: The current Level and your Handicap.

Score: Your score so far (only for this Leveldirectory)

Games played: Number of games you played in this Leveldirectory

Highscores: Display the Highscorelist for the selected Level.

Play game: Play the game. If you enter the Highscorelist, the list will be
   saved automatically.

Record game: You can play the Level and every move will be recorded into a
   file (this is not possible in the unregistered version).

Replay game: If a record-file exists, you can watch it.

The big DC-Logo: Shows the About window containing some information.

1.15 History

V1.0 (02.04.1995)
     - first public release

V1.1 (03.04.1995)
     - fixed small bug in quicksand-routine
     - optimized player-routine
     - added tooltype "JOYMOUSE2"
     - implemented introScreen-timeout (8 sec)
     - fixed game-level 23 (way too difficult - actually insoluble :-)

V1.2 (06.04.1995)
     - finally fixed gameport.device

```
        - fixed small bug in 2-player-mode
        - more optimizations

  V1.3 (09.04.1995)
        - added tooltype "STATUSTOP"
        - fixed bug in game-level 25
        - fixed bug in conveyor-belt

  V1.4 (01.05.1995) (registered Users only)
        - rewrote installer-script
        - added "normal" icons (for those MagicWB-haters :-)
        - added 10 Easy-Levels
        - included replay-files for all levels (Tutorial, Game & Easy)
        - fixed preferences-loading (reg-version)
        - fixed small bug in GetLevel-Window
          (items are now set to default after changing number of players)
        - rewrote record-routine
          (files are now 7/8 shorter than before)
        - improved loading
          (gfxfiles are now loaded once and then kept in memory)
        - rewrote Joystick-routine
          (still some optimizations to do though)
        - increased keyboard-buffer

  V1.5 (05.05.1995)
        - fixed some corrupted replay-files
        - added "Level-Hints" to documentation
        - minor internal changes
        - Overscan-prefs are now loaded correctly when running from Editor

  V1.6 (16.05.1995)
        - finally fixed replay-routine
        - optimized in-game-routines
        - changed gfx-format
          (registered users are now able to create their own gfx with up to
          256 colors, using the tool "DiamondGfx")
        - due to user-request, the game can now be run on a 68000
        - implemented delay
          (this is for reg-users playing with screenmodes like Super72)
        - removed Mungwall/Enforcer-Hit in Overscan loading routine

  V1.7 (04.06.1995)
        - completely rewrote game-timing
          (Diamond Caves now uses the timer.device and runs at the same speed
          under every screenmode. The game may seem to be a bit slower than
          before if you're useing a screenmode with a higher frequency than
          50Hz)
        - removed bug in player-movement
          (player wasn't killed under certain circumstances)
        - removed bug in explosion-routines
          (sometimes explosions didn't cause other things to explode)
        - fixed keyboard-handling in main-menu
        - had to re-record some replay-files :-(
        - fixed bug with windows on title screen
          (didn't attach to system default font)
        - DBL-screenmodes are now supported correctly
          (see "DiamondPrefs.guide")
```

```
        - optimized Joystick-routine


 V1.8 (14.06.1995)
        - finally fixed keyboard-handling (game)
        - optimized in-game-routines
        - DBL-screenmodes are *now* supported correctly
          (V1.7 didn't recognize the "Interlace" flag)
        - re-added VBI-timing
          (this is for PAL-modes, they are now flickerfree using
           VBI-timing - other modes should use the timer.device,
           see "DiamondPrefs.guide")


 V1.9 - skipped


 V2.0 (08.07.1995)
        - fixed CLI-startup
        - DC finally runs on 68000
          (removed "word-read from odd address")
        - added "move through empty space" sound
        - preferences can now be used by unregistered users, too!
          (use the program "DiamondPrefs V1.3")
        - removed obsolete tooltypes
        - Diamond Caves now runs on Intuition Screens in true multitasking
          (although you should pause the game before switching screens :-)
        - optionally Diamond Caves now runs in a window on a standard Public
          Screen! (Kick3.0 required)
        - fixed small gfx-bug with player-sprite
        - fixed bug in loading custom-samples
        - fixed overscan


 V2.1 (16.07.1995)
        - paying the shareware fee with foreign cheques is now easier
          (and cheaper!)
        - fixed loading players name
        - added "Score" and "games played" to Titlescreen.
        - optimized in-game routines
        - fixed small problem with remapping colors when running on a
          Public Screen


 V2.2 (05.09.1995)
        - fixed bug with growing wall
        - fixed small bug with sound and conveyor belt/magic wall
        - fixed small bug with acid pools
        - removed busy-wait in pause mode
        - added pause window
        - intro-screen can now be canceled with ESC
        - optimized in-game routines
        - input.device wasn't closed propperly
        - improved error-handling
          (game now runs better on write protected disks like CD-ROMs,
           and creates backups of important files)
        - rewrote GetLevels-window
          (now using listview to display unlimited number of dirs :-)
        - fixed yet another overscan-bug
          (actually a bug in intuition/graphics.library !)


 V2.3 (23.12.1995)
```

```
      - optimized intro-screen
      - changed public-screen version
        (now using a standard superbitmap-window,
         window opens with maximum size as default.
         game is faster, scrolling is slower)
      - changed scrolling in public-screen version
        (now block-scroll only)
      - dynamite, keys and shield time are displayed in status line
      - added "test again"-window (if started from editor)
      - fixed bug with fast-forward in replay-mode
      - fixed bug with saving record-files
      - Diamond Caves now works on CyberGfx-Screens!
        (Although there are some limitations in the CyberGfx Emulation)
```

1.16   Plans for the future

```
There may be some minor updates in the meantime (bugfixes), new extras and
more players are features of a major update in the far future.


Plans for the near future:

- configurable keyboard-control
- 2 seperate keyboard-control-methods
- splitscreen for two player mode (two windows on Public Scrreen)

- localizing of the Diamond Caves Tools (Editor, etc)
- upgrading the tools to MUI3.1

DiamondHigh: Join Highscorelists with your friends (registered users only).


Plans for the next major update:

- serial link-up option featuring
  - 2 Players each with his own screen
  - 4 Players on 2 linked Amigas!
  - maybe even a competition-mode,
    either one-on-one or two-on-two
- new extras:
  - a canon (gun) to shoot the enemies
  - maybe teleporters
  - new (and improved :) enemies
- new goals:
  - kill all enemies (or all other players)
    instead of collecting emeralds
```

1.17   Frequently asked questions

```
            Where is the AGA-Version of Diamond Caves?
```

Why do you use OS-routines? They are so slow!

Why can't I play new Levels?

How can I improve game speed?

Why are some things different from the original Boulder Dash?
 Where is the blue key in Game-Level 1?

Is it possible to use old Emerald Mine Levels with Diamond Caves?

The Joystick-Emulation in the Titlescreen does not work right.

I've got serious problems with Diamond Caves scrolling the screen ←
   !

1.18   Where is the AGA-Version of Diamond Caves?

Q:Where is the AGA-Version of Diamond Caves?

A:There will be no "real" AGA-Version because Diamond Caves already supports
 AGA-screenmodes and gfx with up to 256 colors. All you (or somebody else)
 need to do is to draw a 256 color version of the Diamond Caves gfx. This can
 be done using the program DiamondGfx. DiamondGfx already
 includes a 32-color version of the orginial gfx as well as all the
 IFF-pictures you need.

1.19   Why do you use OS-routines? They are so slow!

Q:Why do you use OS-routines? They are so slow!

A:The reason for this is that about 1987 I bought the original Emerald
 Mine by Kingsoft (which inspired me to do Diamond Caves 7 years later).
 The problem with EM is, that it refuses to work under Kick2.0 and that it
 has some problems with 32bit-fast mem and fast processors. I didn't want
 to write a game that in a few years no one would be able to play because
 of crappy coding.

 OS-routines are not that slow, part of the lack of speed results in the
 fact that I tried to make everything as configurable as possible. Where
 most EM-clones use fixed values for screen- and playfield-size, my
 program adjusts to the Amiga it runs on and supports Level from 10x10 up
 to 100x100.

 Be sure to read
          How can I improve game speed?
          .

1.20   Why can't I play new Levels?

```
Q:My friend has the Diamond Caves Leveleditor but my unregistered copy of
  Diamond Caves refuses to load the new levels. What am I doing wrong?

A:The unregistered version of Diamond Caves is not capable of loading
  other levels than the ones that came with the distribution.

  If you really want to play new Levels, please pay the shareware fee.
```

1.21   How can I improve game speed?

```
Q:How can I improve the speed of the game?

A:There are several things to make the game work faster:

 - use Kickstart 3.0 or 3.1 instead of Kick2.0. Some gfx-routines are up
 to 10 times faster in Kick3.x and under 3.x interleaved Bitmaps will be
 used, this improves gfx-speed.

 - don't use the gameport.device unless you have to, it's slower than
 directly accessing the hardware.

 - playing in Interlace is great if you have a 17" monitor but because I
 have to update 4 times the screensize than in non-Interlaced modes the
 game will be slower.

- running a lot of programs in the background might consume important
CPU-time.

- the better the chipset, the higher the speed
(ECS is not very fast, especially in interlace-modes,
 AGA is a bit faster than ECS,
 a gfx-board will give you full speed)

- the better the processor, the higher the speed
(you can run Diamond Caves on a 68000 but I recommend a 68020 as a minimum.
 I'm playing (and developing) Diamond Caves on a 68030 with 28MHz)
```

1.22   Why are some things different from the original Boulder Dash?

```
Q:I'm a big fan of the C64-game Boulder Dash, but in Diamond Caves some
  things are different. The amoeba won't change into Emeralds when
  surrounded by solid objects and Bugs (Butterflys in Boulder Dash) can't
  be killed by Emeralds.

A:Actually, Diamond Caves is a(nother) clone of the first Amiga-clone
  "Emerald Mine" by Kingsoft from 1987 and not a direct version of Boulder
  Dash. I don't want to change the handling of things in the game in future
  version because this might confuse current users.

  Because Diamond Caves is a 100% Emerald Mine clone, you have easy access to
```

all the hundreds of old Emerald Mine Levels.

1.23   Where is the blue key in Game-Level 1?

Q:I'm new to Diamond Caves and I can't find that stupid :) blue key I
  need to enter the exit in Game-Level 1.

A:Have you played Tutorial-Level 14 (The Return of Pacman)? In this level,
  you're supposed to learn that the Eater holds many different things
  "inside". To get them, you have to smash him with a boulder. If you've
  looked at the preview picture of the Diamond Caves Editor you may even
  have seen that the Level displayed is Game-Level 1 and in the Eater-window
  you can see that the blue key is "in" the last (the 4th) Pacman.

  Short: You gave to kill all four Eaters with a Boulder, not with a Bomb.

1.24   Is it possible to use old Emerald Mine Levels with Diamond Caves?

                Q:I've got another Boulder Dash clone (insert your favorite one ↩
                      here) and
  I want to use previously created Levels in Diamond Caves. Is this
  possible?

A:Yes, this is possible. Since V1.1, the Diamond Caves Editor has an
  option to import Levels from these Boulder Dash clones:

  Balder's Grove
  Emerald Mine I
  Emerald Mine II
  Emerald Mine III
  Emerald Mines CD

  If you havn't got the Diamond Caves Editor, read the chapter
              How to register
                  .

  And if your favorite Boulder Dash clone isn't supported yet, feel free to
  contact me.

1.25   The Joystick-Emulation in the Titlescreen does not work right.

Q:The Joystick-Emulation in the Titlescreen does not work right.

A:I'm using the gameport.device as shown in the RKM Devices. The only reason,
  this can go wrong is if another program is using the gameport.device, too.
  Some Screenblankers (like BlitzBlank) check the Joystick-port as well to
  determine wether to blank or to stop blanking. For some reason, this
  interfears with my Joystick-routine. For now, please turn off switches like
  "Check Joystick" in Blitzblank.

1.26   I've got serious problems with Diamond Caves scrolling the screen!

```
Q:I've got serious problems with Diamond Caves scrolling the screen,
 sometimes the left/right borders get clipped!

A:This is a bug in graphics.library v39.x (Kick 3.0) and lower.
 It is fixed in Kickstart3.1.

 If you don't have Kick3.1, you should not use maximum overscan values.

Q:Why is the scrolling not as smooth as in previous version of DC?

 1. If the program needs more than one frame to update the screen, there will
 be a very short delay in the srolling (flicker).

 Suggestion: Free some CPU-time (close other applications) or get a faster
 processor :-)

 2. If you are not running in PAL-mode (50Hz), the scrolling will flicker
 because I'm updating the screen every 1/50 second wether or not the
 VBI-frequency is 50Hz. This is because the game should run at the same speed
 under every screenmode.

 Suggestion: Use PAL-modes or turn on the "VBI-timing" in DiamondPrefs.

Q:Why is the scrolling so chunky wehn running under CyberGfx?

A:If you are running on a CyberGfx-screenmode, the horizontal scrolling
 will be a bit sticky because the current version of CyberGfx does not
 support smooth horizontal scrolling.
 Don't blame it on me, it's the fault of CyberGfx :-)

 Suggestion: Use a screenmode that's big enough to display the whole level at
 once or wait for a better scrolling-implementation in CyberGfx and use
 ECS/AGA-Screens in the meantime.
```

1.27   How to register

```
                I spent a lot of work and one year of programming in Diamond  ←
                    Caves so I
think it's only fair to demand a little reward if you, the user, want to
use my program on a regular basis.


                What do I get?

                What and how do I have to pay?
                The following things are not possible in the unregistered version ←
                    :

- play
                other Levels
                than the 60 Levels included in the unreg.version
```

- save or test Levels using the Diamond Caves Editor
- use the 32color-version of Diamond Caves (included in DiamondGfx)
- draw your own gfx for Diamond Caves
- use your own samples withing Diamond Caves
- record Levels to watch them later

1.28 What do I get?

                    After paying the fee you will receive a keyfile and the latest ←
                       version of
Diamond Caves. Furthermore the registered version includes:

- you will now be able to use up to 99 Levels per Leveldirectory

- you will be able to record your Levels and watch them later or show them
to your friends.

- DiamondEdit:
Take a look at the Preview-picture!
The Diamond Caves Editor is capable of loading old Emerald Mine Levels.
The Diamond Caves Leveleditor is based on MUI but you do *not* have to be
a registered user of MUI to use the Editor. The Dimamond Caves Editor
works 100% even with the unregistered version of MUI. MUI is (C) Stefan
Stuntz and it's available on AmiNet and on several PD-Collections.

- DiamondGfx:
Now you are able to include your own graphics into Diamond Caves. Comes
with the original gfx as IFF-pictures.
This also includes an improved ready-to-use 32-color-version!

- DiamondSfx:
Include your own samples into DiamondCaves!

You will also get a bunch of
                new Levels
                 !

1.29 What and how do I have to pay?

                     If you want to register, please fill out the
                   Registration-form
                    or send me a normal letter with the necessary information.

There are three ways to pay the money and one special offer:

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

     30 DM (DEM German-Marks) or
     20 $ (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.

Cheques:
  1) If you live inside of Germany, you may send me a cheque for the
     cash amount given above.

     Note: If you are able to pay a cheque in DEM (German-Marks), you can
     send me a cheque for 30DM from outside of Germany! This is possible
     in Europe using Eurocheques, ask your local bank for details.

  2) If you live outside of Germany and can't pay in DEM (German Marks),
     it will cost a small fee for me to accept cheques, so I have to charge
     you extra:

     25 $ (USD US-Dollars)
     or the equivalent amount in your currency

Bank account: You can transfer 30 DM to my bank-account:
     Peter Elzner
     Commerzbank Letmathe
     account: 642 5000 104
     BLZ: 445 400 22

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

Special Offer: I am collecting Superman Comicbooks (DC-Comics USA), so if you
     want to give away some of them, you may contact
               me
               to find out which
     numbers I need. Don't send them right away!
     You can also send some old Bone comics (Cartoon books of course)
     if you want to give away any of them :-)

How to get your keyfile:

Snail-Mail:
  This consists of two DD-disks or one HD-disk including your keyfile as well
  as the latest version of Diamond Caves and the Diamond Caves Tools and a
  huge amount of
               new Levels
                .

E-Mail:
  If you want to get your keyfile via E-Mail, please send the filled-out
  Registration.txt along with your PGP-key (pgp -kxa) because I'm only
  shipping PGP-encrypted keyfiles! Bank account transfer is recommended.
  I'm not sending away keyfiles without PGP-encryption!

1.30   How to get updates

                   Updates and
                 new Levels
                  will be published through AmiNet (international)
and FRAS/Z-Netz (Germany).

Announcments of new versions will be made in "comp.sys.amiga.games",
"/Z-Netz/Rechner/Amiga/Spiele" and "/Fras/Text/Beschreibungen".

If you don't have access to either of these possibilitys, you can send a
letter to
                    me
                  , including
- an empty disk for the latest version of Diamond Caves
  and/or
  an empty disk for the
                 newest Levels
                  - an international reply-coupon (available at your local post ←
                    office) or
the amount of 3DM or 3US$ in cash. You will then get the latest version of
Diamond Caves, and all the
                 new levels
                  created so far. Note that you will need the
registered version of Diamond Caves to play other levels than the 60 Levels ←
   included
in the distribution.

Orders without disk and/or p&p-money can't be fulfilled!

1.31   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:

   Hawk@blanker.ruhr.de (prefered)
   Elzner@magic.ping.de or P.Elzner@ping.de

World Wide Web:

   Sorry, no URL yet. Web Site under construction...

Phone-number:

   02374/84425 (Germany)

```
    ++49 2374 84425
```

 PGP-key:

```
-----BEGIN PGP PUBLIC KEY BLOCK-----
Version: 2.6.2i

mQBNAy/lGV4AAAECAN/qVwRYdrgFCMIHxSDZFPjlY5422QHvI9VnXcq9B25B31hX
sFZsfylenM9jKKFgscqRf+NJjTqnL1ZYK4t73aUABRG0I1BldGVyIEVsem5lciA8
SGF3a0BibGFua2VyLnJ1aHIuZGU+iQBVAwUQL+9Iii9WWCuLe92lAQGgFAH9HxMb
xt3Oh3Xv9FtNIELkTHoRfs2mgnqdgzM5Un8mGFQ705kRGdlfadTVFgr0SpZJtvWF
ylj3UATUIbj8mFXy6w==
=I2lu
-----END PGP PUBLIC KEY BLOCK-----
```

 If you have the Diamond Caves Editor, I would be very happy to get
 new Levels from you (on disk or by E-Mail).
 I will release them on AmiNet.

1.32   Registration-form

                    Please fill this out if you want to register to Diamond Caves. ←
                      This text
 is also available as the single file DC:Registration.txt.

 If you don't have a printer, you may send the necessary information in a
 normal letter to
                my address
                  .

 english version:
                  Registration.txt
                   german version:
                  Registrierung.txt

1.33   Registration.txt

              To: Peter Elzner
                  Grudene 6a
                D-58644 Iserlohn
                  Germany

                  YES, I want to register to Diamond Caves.
              I have enclosed the shareware-fee as (please tick)

              O   Cash (30 DM or 20 US$)
              O   Cheque (30 DM)
              O   Foreign Cheque
                  (25 US$ or the equivalent in another currency)
              O   Bank transfer (30 DM)

```
              You must fill in the following four lines!
                    Please use capital letters.

          Name: _____

        Street: _____

      PC,City: _____

      Country: _____



                        This is optional:

   Phone Number : _____

   E-Mail : _____

   type of Amiga: _____

   Kickstartversion : _____

   Processor/Memory : _____

   where did you get DC from : _____



           How do you like Diamond Caves (please tick)?

                           average
                              |
             very good-1    2    3    4    5    6-very poor

           graphics    O    O    O    O    O    O
              sound    O    O    O    O    O    O
                fun    O    O    O    O    O    O
       total rating    O    O    O    O    O    O



              How do you want to get your keyfile?

     O please send me my keyfile and the latest version of
       Diamond Caves on two DD-disks

     O please send me my keyfile and the latest version of
       Diamond Caves on one HD-disk

     O I've got access to AmiNet, I only need my keyfile
       on disk

     O I've got access to AmiNet, I only need my keyfile
       via E-Mail. I will send you my PGP-Key.


Comments, suggestions, new ideas, bugs, ... :
```

1.34 Registrierung.txt

```
        An: Peter Elzner
            Grudene 6a
          D-58644 Iserlohn
            Deutschland


     JA, ich möchte mich für Diamond Caves registrieren lassen.
   Ich habe den Shareware Betrag von 30 DM folgendermaßen bezahlt:

        O   Bar
        O   Scheck
        O   Banküberweisung

           Bitte die folgenden Felder unbedingt und in
                   Druckbuchstaben ausfüllen:

         Name: _____

       Straße: _____

      PLZ,Ort: _____

         Land: _____



               Der Rest ist freiwillig:

   Tel.Nummer : _____

   E-Mail : _____

   Amiga: _____

   Kickstartversion : _____

   Prozessor/Speicher : _____

   Ich habe Diamond Caves von : _____


         Wie gefällt Ihnen Diamond Caves (Schulnoten)?

                   durchschnitt
                        |
        sehr gut-1    2    3    4    5    6-sehr schlecht

        Grafik    O    O    O    O    O    O
         Sound    O    O    O    O    O    O
     Spielspaß    O    O    O    O    O    O
    insgesammt    O    O    O    O    O    O
```

```
                    Wie möchten Sie Ihr Keyfile bekommen?

        O Ich möchte mein Keyfile und die neuste Version von
          Diamond Caves auf zwei DD-Disketten

        O Ich möchte mein Keyfile und die neuste Version von
          Diamond Caves auf einer HD-Diskette

        O Ich habe die neuste Version vom AmiNet und brauche
          nur mein Keyfile auf Diskette

        O Ich habe die neuste Version vom AmiNet und brauche
          nur mein Keyfile per E-Mail. Mein PGP-Key ist unterwegs


Kommentare, Anregungen, Fehler,...:
```

1.35   new Levels

```
                  New Levels for Diamond Caves:

 Currently available are the following sets of Levels:
 (if no author is specified, the Levels were created by me)

 Tutorial Levels
 - 25 Levels to introduce new players to the game
 - Difficulty: very easy
 - included in the unregistered version

 Beginner Levels
 - 25 Levels
 - Difficulty: very easy / easy
 - only for registered users

 Easy Levels I
 - 10 Levels (no. 1-10)
 - Difficulty: easy / medium
 - included in the unregistered version

 Easy Levels II
 - 50 Levels (no. 11-60)
 - Difficulty: medium
 - only for registered users

 Game Levels
 - 25 Levels
 - Difficulty: hard
 - included in the unregistered version

 Udo's Levels
 - 20 Levels
 - Difficulty: medium
 - only for registered users
 - author: Udo Grundmann
```

```
 Minis
 - 50 Levels
 - Difficulty: medium / hard
 - only for registered users
 - every Levels has the same size: 30x30
```

Each Archive can be found on Aminet/game/misc. If you get registered now,
you will receive all Levels on disk, ready to install. Users who do not
have access to AmiNet can
                 order new Levels
                  via snail-mail.

In addition to this, you can of course play the 10000+ Levels of the
Emerald Mine CD using the Diamond Caves Editor.

And again: If you have created new levels, feel free to send the to
                 me
                 and I will add them to this list and release them on AmiNet.

1.36   Level Hints

                 With some players complaining about the difficulty of some Levels ←
                   , here
 are hints on what to do, where to go and how to solve the Tutorial Levels
 included in the unregistered version of Diamond Caves.

 And: watching the replay-files is always a good idea.

                 1.Stones'n'Diamonds

                 2.Driving you Nuts

                 3.Bomb the Base

                 4.Danger ahead

                 5.The Debugger

                 6.Follow me!

                 7.It's Magic!

                 8.The key to success

                 9.Acid Folks

                10.The Blob

                11.Pacman

                12.One way

```
13.Quicksand

14.Return of Pacman

15.Switch it

16.Use the force Luke!

17.Invisible

18.Zero hour

19.I like to move it

20.Bonus Level

21.The right choice

22.One for each

23.15 seconds left

24.Be quick or be dead

25.Very funny
```

1.37   1.Stones'n'Emeralds

```
1.Stones'n'Emeralds

I think this one should not be a problem :-)

What you should learn here:
1. Diamonds count as three Emeralds
2. Emeralds and Diamonds will roll down from almost anything if there is
free space besides
3. Boulders only roll down from Emeralds/Diamonds and broken walls, not
from steel or normal brick walls
4. Diamonds can be crunshed by smashing a boulder on top of them
```

1.38   2.Driving you Nuts

```
2.Driving you Nuts

Should be no problem.

What you should learn here:
1. Every Nut contains an Emerald
2. Nuts behave very much like other items (Emeralds, ...)
```

1.39   3.Bomb the base

```
3.Bomb the base

Try to use bombs where possible otherwise use the Dynamite.
Hurry up, there's not much time left!

What you should learn here:
1. How to use Dynamite
2. Bombs are dangerous
2. Some Emeralds/Diamonds are stuck in brick walls
```

1.40   4.Danger ahead

```
4.Danger ahead

Avoid contact with the Spaceship.
Use it to blow a hole in the wall

What you should learn here:
1. Spaceships are dangerous
2. They move on their left side
3. They explode in a 3x3 square
```

1.41   5.The Debugger

```
5.The Debugger

Avoid contact with the bugs.
You have to get a 3x3 square from every bug you destroy, so be careful
with the on on the bottom.

What you should learn here:
1. Bugs are dangerous
2. They move on their right side
3. They explode in a 3x3 square, leaving 8 Emeralds and 1 Diamond behind
```

1.42   6.Follow me!

```
6.Follow me!

Don't get caught by the Robots.

What you should learn here:
1. Robots are dangerous, although you won't die immediately when staying
next to them.
2. They always follow Player1 (ot Player2 if Player1 is dead)
3. They explode in a 3x3 square
```

1.43   7.It's Magic!

```
7.It's Magic!

Collect *all* Diamonds but no Emeralds above the magic wall!

What you should learn here:
1. The wall starts spinning after the first item hits it
2. Boulders are changed into Emeralds
3. Emeralds are changed into Diamonds
4. Diamonds are changed into Boulders!
```

1.44   8.The key to success

```
8.The key to success

This one is easy.

What you should learn here:
1. There are 4 types of keys belonging to 4 types of doors
2. There are also grey doors -> you can't see which key you'll need
```

1.45   9.Acid Folks

```
9.Acid Folks

Be careful:
Don't get hit by a boulder and don't enter the acid!

What you should learn here:
1. Everything that falls into the acid is gone, including you!
```

1.46   10.The Blob

```
10.The Blob

Free the amoeba, get away and wait :-)

What you should learn here:
1. The amoeba grows through sand and empty space
2. Bugs explode after touching the amoeba
```

1.47   11.Pacman

```
11.Pacman
```

```
Just watch!
```

```
What you should learn here:
1. The Eater is eating Diamonds!
```

1.48   12.One way

```
12.One way
```

```
Move in a circle because there's no way back!
```

```
What you should learn here:
1. There are two types of growing walls
```

1.49   13.Quicksand

```
13.Quicksand
```

```
Just collect all Emeralds and don't get hit by a boulder
```

```
What you should learn here:
1. Boulders sink into the quicksand if it's empty
2. Boulders sink out of the quicksand if the space below is empty
3. Other items (Emeralds,...) are not affected by the quicksand
```

1.50   14.Return of Pacman

```
14.Return of Pacman
```

```
Destroy all Eaters.
The last Eater you destroy will reveal the red key for the door.
```

```
What you should learn here:
1. Eaters are dangerous if they move towards you
2. They explode in a 3x3 square leaving different things behind
3. The order they leave their things behind is *only* affect by
the number of Eaters you have smashed before!
```

1.51   15.Switch it

```
15.Switch it
```

```
This is easy.
```

```
What you should learn here:
```

```
1. There are doors you can open/close using a switch
2. Turning the switch will open closed doors and close open doors
```

1.52   16.Use the force Luke!

```
16.Use the force Luke!

Collect the Forcefield coins and use you invincibility to destroy
all enemies simply by "touching" them!

What you should learn here:
1. The forcefield is great!
2. You will fade to grey after collectig a yellow "S"-coin ("S"hield)
and you can't be killed while beeing grey (not even by a timeout!)
```

1.53   17.Invisible

```
17.Invisible

Follow "the way". You don't have to go all the way back at the end,
simply use the Dynamite.

What you should learn here:
1. Invisible walls can't be seen (surprise!) ...
2. .. but they can be destroyed!
```

1.54   18.Zero hour

```
18.Zero hour

You may notice at the beginning that you have only 20 seconds left. Of
course you are not supposed to solve the Level in this time, collect the
green "T"-coins ("T"ime) to increase your remaining time.

What you should learn here:
1. Time coins add time to your time :-)
(in this Level: 5 seconds for every coin)
```

1.55   19.I like to move it

```
19.I like to move it

Place the boulder on the conveyor belt and activate it.

What you should learn here:
1. Boulders (and other things as well) can be moved on the conveyor belt
```

1.56   20.Bonus Level

```
20.Bonus Level

This is difficult: First you have to... eh... and then... hm...

What you should learn here:
1. having fun
2. one exploding Spaceship or Bug will cause other Bugs to explode as well
```

1.57   21.The right choice

```
21.The right choice

Place the boulder on the right spot...

What you should learn here:
1. Things always fall to the left if there is space on both sides
```

1.58   22.One for each

```
22.One for each

Not as easy as it looks like.
Remember: You have exactly one boulder for each bug and one for the exit.

Work from the left to the right and always use the left-most boulder.
(Or the other way round)

What you should learn here:
1. You can't move a boulder over empty space
```

1.59   23.15 seconds left

```
23.15 seconds left

Release the boulder at the right time.

(The bug should be in the corner)

What you should learn here:
1. Timing
```

1.60   24.Be quick or be dead

```
24.Be quick or be dead
```

```
Collect from the left to the right and don't waste time.
You must get every Emerald/Diamond!
```

```
What you should learn here:
1. Amoeba Drops are dangerous!
```

1.61   25.Very funny

```
25.Very funny
```

```
This is easy...
```

```
What you should learn here:
1. nothing :-)
```

1.62   Vote for Diamond Caves on AmiNet

```
                How to vote for Diamond Caves:
```

```
If you have access to the InterNet, you can vote for Diamond Caves.
The highest rated programs will be announced every week.
```

```
To vote, send a mail to
```

```
  aminet-server@wuarchive.wustl.edu
```

```
with a message-body like this
```

```
  RATE <path> <num>
```

```
where path should be something like "game/misc/DiamondCave2_3.lha" and
num is a number from 0..10 with 10 being the best.
```

```
Example:
```

```
   RATE game/misc/DiamondCaves2_3.lha 10
```

```
            Other neXus programs
```

1.63   neXus software

```
neXus software is delivering high quality shareware products
right to your Amiga.
```

Other great products of neXus software:

MasterBlaser V2.2: The ultimate Dynablaster clone
                    by Alexander Ivanof

   Up to 5 players (at the same time on the same screen)

   Loads of extras like

      time bombs

      remote controlled bombs

      move walls

      invisibility

      forcefield

      deseases (infectious !)

      -> and everything configurable!

   A shop were you can buy new extras

   Team mode: Play "2 on 2" or even "4 on 1"

   Computer controlled enemies

   and much more...

 MasterBlasterV2.2 is Shareware and can be found on AmiNet/game/2play.

Contact
- the author of MasterBlaster at: Armitage@blanker.ruhr.de
-    the neXus support center at: Hawk@blanker.ruhr.de

1.64 Credits

Of course, the first greetings have to go to the creator of Boulder Dash on
the good-old C64, Peter Liepa, and to Klaus Heinz and Volker Wertich. Klaus
and Volker wrote the original Emerald Mine for Kingsoft back in 1987!

normal greetings to:

Tom Beuke
Neil Brewitt
Dietmar Eilert (for his excellent GoldEd)
Volker Elzner
Peter Froehlich (for his VBIServer.mod)
Udo Grundmann
Martin Hauner (RareDiamond Icons)
Alexander Ivanof
Joerg Kluever

```
Niels Knoop
Michael Menzel
Sylvain Rougier
Ulrich Sibiller (for the EM-decoding routine)
Mark Sorensen & Trevor Morris (MagicWB2 Icons)
Christian Stieber (for his remapping routines)
Stefan Stuntz (for his great MUI)
Albert Weinert (for additional Oberon-help)

and to everybody I forgot...

special thanx to Peter Schulz for his great support.

This game was written in AmigaOberon on an A3000/28 14MB Kick3.1 CyberVision
```