Bulldozer Builder Help

Summary

Bulldozer Builder allows you to build your own levels for Bulldozer II.

Bulldozer Builder Rules
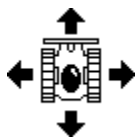Bulldozer Builder Preferences
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Bulldozer Builder Rules

Making a Move

In a move, you can direct the bulldozer horizontally (using your up and down arrow keys) or vertically (left and right arrow keys). . .
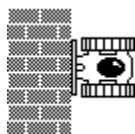
Sometimes when you hit an arrow key, the bulldozer will not move.   Check for one of the following three conditions:

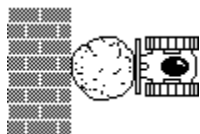- You are trying to push two rocks. . .

You can only push one rock at a time!
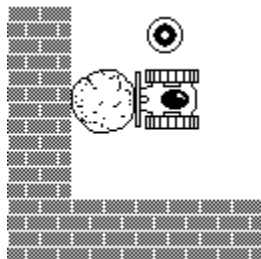
- You are pushing against a wall. . .

The bulldozer cannot knock down walls.   It is your job to maneuver the rocks around the maze.

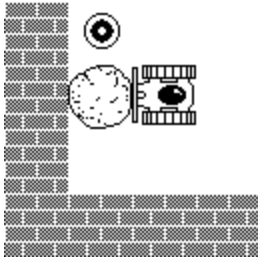- You are pushing a rock against a wall. . .

Be careful about pushing rocks against walls.   For example, look at the following setup. You have just pushed the rock against the wall. . .

Notice how you cannot reach the target from this position (since you can't pull the rock away from the wall) and will have to restart the level by choosing new in the game menu.

Pushing rocks against walls may be necessary.   In the following setup, you made the same move as the one described above; however, in this case you can reach the target!

Hints

Start out with a solved board (i.e., the rocks are already on the targets).   Set the mode to pull only and (while holding the shift key), move the rock to the beginning position.

Have fun with the walls and different blocks.   Get creative!

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Bulldozer Builder Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu.   If any option is changed within the Preferences dialog box, the current game being played will be abandoned.   If you do not wish to abandon the current game, select the *Cancel* button and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box.   Clicking on a tab shows the options available for that topic.   For example, the "Extras" tab allows you to choose the background color of the game, and to change the sound options.

Tab Descriptions

Pieces Tab

The Pieces tab allows you to change the appearance of the playing pieces used in the game.   The options for this tab will not affect the rules of the game; however, the look of the game pieces will change.

Piece Names

The "Piece Set Names" list box shows the names of the various playing pieces available.   Clicking on a name in the list box selects the new game pieces and previews them in the "Piece Set Preview" area.

Extras Tab

The Extras tab allows you to change the background color of the main game window, or to change the sounds used in the game.   Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color of the screen.   Highlighting the name of a color in the list box will preview the new background color of the game window.

Game Sounds
Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds *on* or *off*. This option is checked *on* by default.   Un-checking the box will turn the game sounds *off*.   If this option is turned *off*, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event.   The game events that can have sounds attached are listed above the button.   You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button.   If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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How To Move Pieces

Moving pieces in Bulldozer Builder is accomplished by using the arrow keys located on your keyboard.   If you want the bulldozer to push a rock up, hit the up arrow key.   Hit the appropriate key to move the bulldozer down, left and right.   If the bulldozer is not moving while hitting the arrow keys, make sure that you are only pushing one rock or that you are not running into a wall.

Menu Commands

File Menu

New
Creates a new editing session.

Open. . .
Opens an existing builder file.

Save
Saves a *.bbd file created by the Bulldozer Builder.

Save As. . .
Prompts you to save the current *.bbd file under a new file name.

Preferences...
Brings up the <u>Preferences dialog box</u>.

Exit
Quits the builder.

Edit Menu

Copy Layout
Copies the current board layout into the clipboard.

Paste Layout
Pastes the contents in the clipboard into the current editing session.

Mode Menu

Push Only
If this option is checked, the bulldozer will push the rocks during the editing session.

Pull Only
If this option is checked, the bulldozer will pull the rocks during the editing

session.   This allows you to start with a solved board and back track to set up the board to the beginning.

Tools Menu

The tools menu will toggle on the object tool the cursor will place when the left mouse button is held down.

Blank

Writes a blank square on the board.   The colors for the background can be changed under the <u>Preferences dialog box</u>.   A blank will also be written on the board if you click the right mouse button.

Target

Writes a target on the board.

Rock

Writes a rock on the board.

Target & Rock

Writes a target and a rock on the board.   You can move the rock around after it has been placed on the board.

Wall

Writes a wall on the board.   The bulldozer can not move or go though a wall during play.

Block

Writes a block on the board.   The bulldozer can not move or go though a block during play.

Diamond

Writes a diamond block on the board.   The bulldozer can not move or go though a block during play.

Circle

Writes a circle block on the board.   The bulldozer can not move or go though a block during play.

Pyramid

Writes a pyramid block on the board.   The bulldozer can not move or go though a block

during play.

Plus

Writes a plus block on the board.   The bulldozer can not move or go though a block during play.

Pit

Writes a pit block on the board.   The bulldozer can not move or go though a block during play.

Hollow Diamond

Writes a hollow diamond block on the board.   The bulldozer can not move or go though a block during play.

Panic Button

If you want to quickly pause and minimize the builder, hit the *Escape* key on the keyboard.

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