

Bulldozer II Help

Rules Summary

Using the bulldozer, push all the rocks onto the targets. You move the bulldozer with the arrow keys located on your keyboard. Remember, a bulldozer can only push one rock at a time and it cannot pull. You advance to the next level when each rock has been placed on a target. Each level will always have the same number of targets as rocks.

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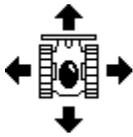
Bulldozer II Rules

Object of the game

The object of Bulldozer II is to push each rock on to a target. Put all the rocks on the target and progress to the next level. See how many levels you can complete!

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). . .



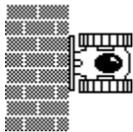
Sometimes when you hit an arrow key, the bulldozer will not move. Check for one of the following three conditions:

- You are trying to push two rocks. . .



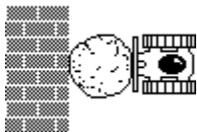
You can only push one rock at a time!

- You are pushing against a wall. . .

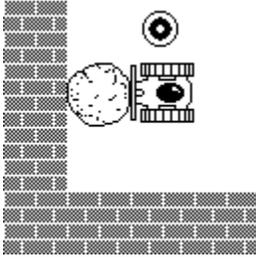


The bulldozer cannot knock down walls. It is your job to maneuver the rocks around the maze.

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

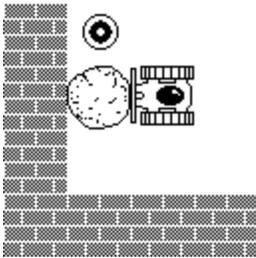


Be careful about pushing rocks against walls. For example, look at the following setup. You have just pushed the rock against the wall. . .



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!



How To Complete a Level

The level is conquered when each rock has been pushed on to a target. Each level will have the same number of rocks as targets. Try to solve as many levels as you can. Bulldozer II contains sixty puzzling levels!

Hints

Carefully plan your moves. It is easy to get stuck which will make you have to restart the level.

A rock is not locked into position once it is placed on a target. It is okay to push rocks off a target. Sometimes you will have to!

Keep a piece of paper handy to write down your passwords. Passwords allow you to start at a higher level the next time you sit down to play Bulldozer II.

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Bulldozer II 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

Options Tab

Starting Level

To change to a new level, double click in the Starting Level list box.

Password

You will be required to enter the password when the Password dialog box pops up. You are given a password for every fourth level you conquer.

Current Level

The current level number is displayed in the center of the Options tab along the bottom.

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 II 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

Game Menu

Restart Level

Restarts the current level.

Undo Last Move

Moves the rock and/or bulldozer to the position held prior to last move.

Open Level File. . .

Opens a *.bbd file created by the Bulldozer Builder

Close Level File. . .

Closes the opened *.bbd file.

Preferences...

Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

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

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