



BOXES III

This final sequel to BOXES and BOXES II is a fun, challenging, and addictive puzzle game for windows! Clear the screen of crates by matching falling, colored boxes.

*It's **STILL** not as easy as it looks . . .*

[Playing the Game](#)

[Moving Pieces](#)

[Game Pieces](#)

[The Story](#)

[Options](#)

[Special Features](#)

[Game Tips](#)

[Credits & Dedication](#)

Playing The Game:

*Don't be fooled. It's **STILL** harder than it looks!*

To start, select "New Game" from the "Game" menu. You will be given an option to begin at levels one through eight. Click on the level you would like to begin. You will continue to level nine, etc. after you complete level eight.

BOXES III is UNLIKE other games (except *BOXES* and *BOXES II*, of course) where you manipulate various shapes into place. *BOXES III* challenges you to organize COLORS (two at a time) onto matching colored "crates." Simple at first, *BOXES III* soon becomes more difficult as the game progresses.

The object of *BOXES III* is to clear all crates on the screen by steering two falling boxes onto matching crates. Crates are identified by an "X." A box matches a crate when both are the same color.

Most of the time the two falling boxes are different colors (*and the crates don't always cooperate*). You DO NOT need to clear all the boxes to progress to the next level, only the crates.

To clear a crate and score points, stack three or more of the same colored boxes directly on top of it. When you've successfully "filled" the crate, it will be transported to the appropriate place and the points will be credited to your account.

The levels are set to let items in *BOXES III* fall at three possible speeds (Use menu options to change speeds):

SLOW = Box Stacker

MEDIUM = Crate Inspector

FAST = Warehouse Supervisor

POINTS:

Crates = 540 points a stack

BONUS BOXES = 100 points per box cleared

Regular boxes = 40 points a stack

BONUS TIMER = 1 point for every second remaining on timer

The Story:

Everyone on the space station has gone on vacation. They've left you to stack all the boxes into color-coded crates!

That's hard work enough, but to make matters worse, the conveyer belt computer is messed up and spits the boxes out two at a time! (It's a good thing you're a hard worker.) It's just too bad no one else on the station is, because they left a mess for you to clean up in every docking bay. And *BOXES III* has LOTS of docking bays.

File Management (Game Option):

NEW GAME: Restart *BOXES III*.

NEW CUSTOM GAME: Select a game created with the custom level designer.

LOAD GAME: LOAD a previously saved game of *BOXES III*. Use your mouse to select a saved game. If no games have been saved, no names will be on the list.

DELETE GAME: DELETE a saved *BOXES III* game from your hard disk.

EXIT: END *BOXES III* and return to Windows

A special feature in *BOXES III* allows you to save your game between each level.

Options:

- 1) **Digitized Sounds.** Click on the option to turn sound effects on and off. A check mark indicates the option is turned on. To hear sound effects, you must have a sound card installed in your computer.
- 2) **Music.** Click on the option to turn background music on and off. A check mark indicates the option is turned on. To hear background music, you must have a sound card installed in your computer and configured for MIDI music. If your system is not configured properly, you may experience a MIDI Error. *BOXES III* includes 48 different relaxing tunes, for more than an hour of music. If you don't like the current song, just click on the Radio button to select the next song.
- 3) **Game Pieces.** Select from four different playing pieces, including: Classic (from *BOXES*), Shapes, Three Dimensional (from *BOXES II*), and Waffle. If you select "Random," *BOXES III* will choose a random set for each level. You even can change pieces in the middle of a game.
HINT: Select "Shapes" if viewing on a monochrome or LCD screen. It will be easier to see the pieces.
- 4) **Speed.** If you don't like the speed of falling objects on a level, just change it with the "Speed" option. You can even change speeds in the middle of a level. However, do you *REALLY* want to select the "Insane" speed?!
- 5) **Good Stuff.** THE ULTIMATE CONTROL. Change how often you get ghost boxes, chameleon boxes, bonus boxes, bombs, mega-bombs, and acid. Select from Rare, Normal, and Bunches options.

File Management

Special Features:

Black-Out Screens: Some screens will black out for an instant. This may cause you to lose your concentration, so keep a steady mind.

Bonus Timer: Hiding on every level is a BONUS TIMER! When you do the right moves, you will discover the Bonus Timer. You won't know if you found the Bonus Timer until you complete the entire level. On the following level you will see the Bonus Timer appear. You will have 2000 seconds to complete the level or you will receive no points from the Bonus Timer. *You will NOT lose if the Bonus Timer runs out of time.*

Level SETUP: You can use the *BOXES III* level SETUP to control STONES, METAL BOXES, REPLICATORS, ANTIGRAVITY BOXES, and BLACKOUT SCREENS! You even can change your playing pieces. Play the DynoTech configuration or custom design each level. Lets you play a ZILLION configurations - every time you play you can play a different game.

DYNO HINT: *You will find it only BETWEEN levels!*



Nuclear Bomb: Earn a nuclear bomb after you score 80,000 points. When you have earned one, an icon will appear in the top right corner of the screen. To detonate the bomb, press on the icon. It destroys EVERYTHING on the screen except crates. Use as a "panic button" when it looks like you are sure to loose. *It's best to save these for real emergencies.*

Pause: Press button to pause game.



Radio: Don't like the background song? No problem, just click on the radio to change the station.

Save Game: Between each level, you are given the option to save your game. DynoTech strongly recommends you take advantage of this feature!

Speed: If you don't like the speed of falling objects on a level, just change it with the "Speed" option menu. You can even change speeds in the middle of a level. But . . . do you *REALLY* want to select the "Insane" speed?!

Spy Cam: Allows you to view the next pieces about to fall. Use the "Spy Cam" to plan your next move while you place the current falling box pieces.

TOP TEN: After you have completed ALL 200 levels, you will be offered a chance to put your name on the TOP TEN list. Of course, only if your score really *IS* one of the top ten.

Warp Code: You can "warp" to any level for extra practice by typing "WARPxxx" at the "Choose Level to Play" screen. Don't click on a number, just type the code on your

keyboard.

[xxx=stage and level you want to play]

EXAMPLE: "WARP123" goes to stage one, level 23; "WARP307" goes to stage three, level 7.

NOTE: The warp feature will let you play the level you select for practice, but will not let you advance to the next level (sorry, but you need to **earn** your way through all levels).

Tips for Playing BOXES III:

- 1) Its curtains for you if you let the boxes pile so high that you can't stack any more boxes on top. Don't let this happen to you. The super gamers at DynoTech Software don't.
- 2) The biggest problem in *BOXES III* is space, next to time, next to smarts! If you run out of any of these you could find yourself applying for work on another space station.
- 3) If you stack the wrong color box on a crate, just stack more of the "wrong" color until you get four boxes in a stack. The "wrong" color stack will disappear, leaving your crate free for the "correct" color. Of course, you could always "bomb" your way out of trouble (but, where is your spirit of adventure?).
- 4) **Save your game often!** If you have problems on a level, you can start again. Start the level over again without losing any of the points you worked so hard to earn.

Have you developed a "secret" strategy? We'd love to hear from you. Please send your favorite tips, hints, and BOXES tricks to DynoTech Software.


Send your favorite BOXES tips to:

**DynoTech Software
ATTN: BOXES Tips
1105 Home Avenue
Waynesville, MO 65583-2231**


Or fax to: (573) 774-3052

Game Pieces:


Usually, you see two colored boxes falling from the top of the screen. Sometimes you get a box and something different. BOXES III uses the following game pieces:


 **Acid:** Eats through EVERYTHING, including crates! When dropped, the acid bottle will break. The acid will dissolve everything until it gets to the bottom of the screen. Great way to clear a cluttered screen, but also eliminates the chance to get points for the crates it destroys.


Anti-Gravity Boxes: Some docking bays don't have artificial gravity installed, which can make the boxes stick together when landing. This will fill the screen faster, so think hard and plan ahead!


 **Bombs:** Bombs blast stones and boxes, but don't have any affect on crates or metal.


 **Bonus Box:** Stack four together to earn extra bonus points.

 **Chameleon Box:** This box will change into whatever it lands on. Very useful, but can be dangerous as well.


 **Colored Box:** The most common object you will see on the screen is a red, green, blue, yellow, or magenta box. Use these boxes to clear crates.


 **Crates:** These are the object of the game. Crates are colored blocks with an "X" across the front. Stack three or more boxes on top of a crate to remove it and receive your points.

 **Ghost Box:** Appear as blank box (just box outline). Have the same characteristics as other boxes while they fall, but when they land . . . (watch for the surprise).

 **Mega Bomb:** Will destroy everything it touches when it falls.
(Exception: *Will not destroy crates--you need crates to get points.*)

Replicators: (You'll know what they look like when one drops!) These are **not good!** They create several steel boxes or stones when they fall (you won't know which until after they've done their damage). You want to drop these in a noncritical area of the playing field.

 **Steel:** This is the worst hazard you can encounter. The only way to get rid of steel boxes is to drop a Mega Bomb or Acid on them. Make sure you don't drop one on a crate!

 **Stones:** Nobody's favorite, these guys are tough. Don't get one on your crates, because the only way to clear one is with a bomb or acid. (*Wouldn't you like to get your*

hands on the moron who brought rocks on a space station?)

Steering Boxes:

Use the arrow keys and space bar to control the boxes as they fall.

Rotate [*Up Arrow*]

Move Left [*Left Arrow*]

Move Right [*Right Arrow*]

Move Down [*Down Arrow*]

Drop [*Space Bar*]

MIDI

Musical Instrument Digital Interface - Music generated by a device capable of connecting to a computer. MIDI music plays independently "in the background" while your computer is working on another task.

MIDI Error

If you have a sound card in your computer and you get a message such as: *"This file may not play correctly with the current MIDI setup"*, go to the Options menu and turn "Music" off by clicking it. A check mark next to "Music" indicates it is ON. Refer to your sound card's owner manual and Window's Reference manual to set up your Windows "MIDI mapper."

DynoTech Software technical support may be able to help you set up your sound card, but it is better to contact your sound card manufacturer for help. DynoTech does not guarantee any help for sound card problems.

Credits:

DynoTech Software would like to offer special recognition and a big THANK YOU to the following for making *BOXES III* (and all the *BOXES* games) possible:

Special Dedication

Design & Programming

James L. Lindly
David W. Carlson

Artwork, Music & Sound Effects

Anthony Arnold
Andy Carlson
Dave Carlson
Dottie Chaffin
James Lindly
Melissa Lindly
Mary Seymore

"The Staff"

Donna Carlson
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Congressional Hotline
Microsoft Corporation
20/20 Software, Inc.
Corel Corporation
TEGOSoft, Inc.
Graphic Impact (Michael Haschka)
Baseball Hotline
Dad's BBS [(573) 774-5907]
Webster University
Columbia College
Drury College
And, our patient families . . .

Dedication to David Berger



The programmers dedicate their work on *BOXES III* to the memory of David Berger.

April 10, 1971 - March 8, 1988

CONGRESSIONAL HOTLINE

1-900-2-CONGRESS

Hotline ID **#5214**

(.99 per minute - average call 3 min)

USA only. Must be 18. Touchtone phone required.

Call from anywhere in the USA to connect directly to the Congressional member of YOUR CHOICE (House or Senate). One phone number directly connects you to your Congressional Representative's Washington DC office.

Immediately respond to votes or speeches of your elected officials. Call them NOW and let them what YOU want! Not happy about how they voted? **Tell them!** Concerned about changes in benefits? **Tell them!** Have a suggestion about how to improve government? **Tell them NOW!**

Dial 1-900-2-CONGRESS (**900-226-6473**) on your touch-tone phone and enter your special Hotline ID number when asked [**#5214**].

Unity Communications (314-947-3100)

BASEBALL HOTLINE

1-900-3-STRIKES

Hotline ID **#3016**

(.99 per minute - average call 3 min)

USA only. Must be 18. Touchtone phone required.

Call from anywhere in the USA to connect directly to the National or American League team of YOUR CHOICE. Call them NOW and tell them how YOU feel about baseball!

Dial 1-900-3-STRIKES (**900-378-7453**) on your touch-tone phone and enter your special Hotline ID number when asked [**#3016**].

Unity Communications (314-947-3100)

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