



BOXES II

BOXES II The Lost Levels - A Fun, challenging, and addictive puzzle game for windows! Clear the screen of crates by matching falling, colored boxes.

It's not as easy as it looks!

[Playing the Game](#)

[Moving Pieces](#)

[Game Pieces](#)

[The Story](#)

[Options](#)

[Game Tips](#)

[Credits](#)

Playing The Game:

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

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

The object of *BOXES II* is to clear all crates on the screen by steering two falling boxes onto matching crates. Crates are identified by an "X" in the center. 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 II* fall at various possible speeds. The speed depends on the level you currently are playing.

The Story:

Just when you thought you finished cleaning the space station in *BOXES*, you find out you had forgotten the lower levels (officer quarters)! What's even more alarming is that the officer quarters are more of a mess than the enlisted! Everyone on the space station is still on vacation and they've left you to stack all the boxes into colorcoded crates!

That's hard work enough, but to make matters worse, the conveyer belt's computer is still messed up and keeps spitting the boxes out two at a time! It's a good thing you're a hard worker! It's too bad the "Big Brass" isn't here to see your good work, you could use a pat on the back right about now!

File Management (Game Option):

NEW GAME: Restart *BOXES II*.

SAVE GAME: SAVE a game of *BOXES II*. You may name your saved games by typing up to 8 letters or numbers (no spaces). *You can save your game only after you have completed a level.*

LOAD GAME: LOAD a previously saved game of *BOXES II*. 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 II* game from your hard disk.

EXIT: END the game and return to Windows

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 not configured properly, you may experience a MIDI Error.
- 3) **Joystick.** Click on the option to turn joystick capabilities on and off. A check mark indicates the option is turned on. If your joystick does not work with *BOXES II*, make sure you have installed your joystick driver and properly calibrated your joystick.

File Management

Tips for Playing *BOXES II*:

- 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. We at DynoTech don't.
- 2) The biggest problem in *BOXES II* 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.
- 4) Don't waste time clearing colored boxes. You only earn points for clearing crates.
- 5) **Save your game often!** If you have problems on a level, you can start again. You can 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 II* tricks to DynoTech. You may see them in a future version of *BOXES*.*

Send your favorite *BOXES II* tips to:

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

Or fax to: (314) 774-3052

Game Pieces & Pitfalls:

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

Anti-Gravity Boxes: The artificial gravity generator is still having problems. This can make float instead of falling boxes when landing. It looks like boxes are stuck together. This may fill the screen faster, so pay attention and plan ahead!

Black-Out Screens: There are no black-out screens in *BOXES II*, because the officer quarters have better lighting than the enlisted quarters.

Bombs: Don't you wish you had more of these? Bombs will blast whatever they land on . . . 'nuff said?
(Exception: Will not destroy crates--you need them to get points.)

Bonus Box: Stack four together to earn 400 bonus points.

Chameleon Box: This box has four stripes on it and will change to the type of box 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, 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 100 points.

Speed: Boxes fall at various speeds. Sometime fast sometimes slow and sometime in between.

Stones: Nobody's favorite, these guys are tough. The only way to clear one is with a bomb. (*Wouldn't you like to get your hands on the moron who brought rocks on a space station?*)

Warp Drive 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. WARP009 takes you to level 9 and WARP125 warps you to level 125.
[xxx=level you want to play]

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).

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*]

SPECIAL KEYS:

"BOSS" Key [**B**] - Try it . . .

PAUSE Key [**P**] - Pause your game.

RADIO Key [**R**] - Change songs.

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 *Dino Spell* "options" menu and turn "Music" off by selecting 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."

Credits:

DynoTech Software would like to offer special recognition and a big THANK YOU to the following for making *BOXES II* possible:

Programmers

James Lindly
David Carlson

Artwork, Music & Sound Effects

Melissa Berger
Andy Carlson
James Lindly

"The Staff"

Melissa Berger
Donna Carlson
Paul Davidson
Lee Wall

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NASA
The Congressional Hotline
Microsoft Corporation
20/20 Software, Inc.
TEGOSoft, Inc.
Graphic Impact (Michael Haschka)
Team Software
The Baseball Hotline
And, our patient families . . .

Background Music (MIDI Music):



BOXES II contains twenty background songs (over 48 minutes) from several of our favorite composers, including:

Bach
Bethoven
Chopin
Handel
Mozart

and . . .

The magical fingers of Andrew Carlson

CONGRESSIONAL HOTLINE

1-900-2-CONGRESS

Hotline ID **#5214**

(.99 per minute - average call 3 min)

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**].

Must be 18. Touchtone phone required.
Unity Communications (314-947-3100)

BASEBALL HOTLINE

1-900-3-STRIKES

Hotline ID **#5214**

(.99 per minute - average call 3 min)

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 [**#5214**].

Must be 18. Touchtone phone required.
Unity Communications (314-947-3100)

