DiamondCaves V1.8 documentation

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DiamondCaves V1.8 documentation

1.1 DiamondCaves V1.8 documentation

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                                    Diamond Caves
                  -==============-

              Version V1.8 (04.06.1995)

        (C) Copyright 1994/95 by Peter Elzner


    neXus software
                                    - Shareware -


    * Read this if you hate reading docs! *

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1.2   * Read this if you hate reading docs! *

Welcome to Diamond Caves V1.8!

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.
There are 10 Easy-Levels and 25 Game-Levels. The Game-Levels are for expert
players.

Newusers should read
Whats it all about?
.

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

- If you want to reconfigure Diamond Caves read the chapter
Tooltypes
. By the
way: The registered version of Diamond Caves will come with a nice
Preferences program so no need to mess around with tooltypes if you register.

- 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 (it's worth it!).

- If you have comments, ideas or found some kind of bug, feel free to tell me
(see
How to contact the author
). 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

                   This game is written in a 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
– Harddisk
– Commodore's Installer (can be found on your Workbench-Install-Disk)

recommended for ultimate joy:

– Kick 3.x
– FastMem
– a 68030
– 2 MB chipmem (the maximum possible playfieldsize is 102x102 squares, this
                  will need about 1.3 MB of chipmem !)

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 game has beed tested with Enforcer and Mungwall.

1.4 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 of the tooltypes.

If you select update, the Editor copys only the files in the directory(s)
lower or equal to your current version of Diamond Caves.

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. Especially 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 the Diamond Tools package are ←
                freely
distributable. That means you are allowed to re-distribute this package 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 selled 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!
  See
                How to contact the author
                .

You are NOT allowed to distribute you keyfile in any way! It contains your
personal data and may only be used by the user who's name is encrypted
into the file (should be you). This name is diplayed in the About
Requester.

1.8   DISCLAIMER

By using this product, you accept the 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   Whats 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.

You may 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,
ESC quits,

```
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 one of the Players is controlled by Keyboard, he may be moved using the
cursor-keys, Space 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.

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


                    solid objects

                    Things to collect

                    Enemys
```

1.11   solid objects

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

- 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 smashed by a rock.

Rocks, Bombs and Nuts can be moved!

- 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
    them
  - 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 the quicksand.

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

- Wheel
if you spin the Wheel, the Robot (see
                Enemys
                ) 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, ignore or bomb them away:-)
```

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 walls and monsters away. Ignit the Dynamite by holding down
your firebutton for a few seconds. Then run away!

- A forcefield 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 that will be added to your time (bottom of screen).

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

1.13   Enemys

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

- Bug:
crawling on the right wall, the Bug can be changed into Emeralds if
crushed by a boulder

- Spaceship
always moves on the left wall

- Robot
This one follows you until he can kill you!
Try spinning the Wheel to divert the Robot (see
                solid objects
)

- Eater
This brother of Pacman will eat Diamonds (the blue ones) and can be changed
into various things (be surprised!) by shmashing him with a rock

- the amoeba
expands through earth and quicksand. Beware of the drops!
Spaceships and Bugs won't survive contact with the amoeba.

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.
~~~~~~~~~~
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 Tooltypes

```
                    In the unregistered Version you can configure Diamond Caves using ←
                       tooltypes.
Refer to your Workbench-Manual on how to edit tooltypes. The registered
version includes a MUI-based Preferences program.

If you've got the registered version, the preferencesfile overrides *all*
tooltypes! Read the docfile "DiamondPrefs.guide" instead of this chapter.

TOOLPRI=x: Change the priority of the DC-task.
(Default: 0)

GAMEPORTDEVICE=(ON|OFF): You may want to use the gameport.device instead
of banging the hardware-registers directly. You should only use the
gameport device if you really have to because it's slow.
(Default: OFF)

PLAYER1=(JOY1|JOY2|KEYS): Specify the controlmethod for Player1. The three
possibilitys are Joystick in Port 1 (JOY1), Joystick in Port 2 (JOY2) and
the Keyboard (KEYS).
(Default: JOY2)

PLAYER2=(JOY1|JOY2|KEYS): Specify the controlmethod for Player2. The three
possibilitys are Joystick in Port 1 (JOY1), Joystick in Port 2 (JOY2) and
the Keyboard (KEYS).
(Default: KEYS)

TITLEMODE=(PAL|PAL-LACE|NTSC|NTSC-LACE): Specify the screenmode for the
title screen. Note that the title screen was designed to be used within an
interlaced mode so it may not fit entirely on a non-interlaced screen. The
non-interlaced option is for users without a deinterlace-card.

GAMEMODE=(PAL|PAL-LACE|NTSC|NTSC-LACE): Specify the screenmode for the
game. Note that the game was designed to be used with a 1:1 pixel ratio.
You should use the interlaced modes only if you have a big monitor (17").
The game automatically adjusts to your overscan-preferences.

STATUSTOP=(ON|OFF): Set this tooltype to on if you want to place the
status-line (where your score etc gets displayed) on top of the
game-screen instead of below. Very useful if you are playing in Interlace!
(See
                    The status-line sometimes is garbaged on interlaced-screenmodes. ←
                       Why?
                    (Default: ON)
```

1.16 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")
```

1.17 Plans for the future

```
There may be some minor updates in the meantime if some bugs appear, new
extras and more players are features of V2.0.

Already done are the following tools (registered users only):

DiamondGfx: Lets you design your own gfx with up to 256 colors.
~~~~~~~~~~  (Ready-to-use 32 color AGA-version included)

DiamondSfx: Makes it possible for you to include your own sound samples
~~~~~~~~~~  into Diamond Caves.

The Diamond Caves Editor is now capable of loading old Levels from:
    ~~~~~~~~~~~~~~~~~~~~~ Emerald Mine I
                         Emerald Mine II
                         Emerald Mine III
                         Emerald Mines CD
                         Balder's Grove


Plans for the near future:

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

Plans for the next major update (V2.0):
```

```
- 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 enemys
  - maybe teleporters
  - new (and improved :) enemys
```

1.18   Frequently asked questions

```
            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?

            Why does it not work to play Diamond Caves on other screenmodes  ←
                than PAL/NTSC?

            The status-line sometimes is garbaged on interlaced-screenmodes.  ←
                Why?

            Where is the blue key in Game-Level 1?

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

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   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. The Diamond Caves Editor V1.1 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
                   .
```

1.21   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 I think you are using (or want to use)
  the game on a regular basis, so please pay the shareware.
```

1.22   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 blitting.

  - 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.
```

```
– there are several system-patches to replace slow OS-routines by faster
ones (helps if you've only got Kickstart2.0):
  – FastBlitPatch (improves blitting of gfx)
  – IPatch (replaces Interrupt-routines)
  – CopyMemQuicker (patches OS-MemCopy-routines)
all these patches are done by Arthur Hagen (thanks Arthur !) and are
available on AmiNet, Fish Disk and the other usual resources. Or ask me
(while registrating) and I will copy them on your disk. They are freely
distributable.
```

1.23   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.
```

1.24   Why does it not work to play Diamond Caves on other screenmodes than PAL/NTSC?

```
Q:I want to promote Diamond Caves to another screenmode than PAL/NTSC but this
  seems to work only for the title-screen. Is there a way to play Diamond Caves
  e.g. on a 800x600 screen or on a gfx-board?

A:Yes, this is possible. The registered version of Diamond Caves supports a
  standard asl-ScreenMode-Requester, which allows you to select any screenmode
  including special gfx-board screenmodes!
```

1.25   The status-line sometimes is garbaged on interlaced-screenmodes. Why?

```
Q:I'm playing in PAL-Interlace and sometimes while scrolling, the status gets
  trashed. What can I do to avoid this?

A:This seems to be a bug in graphics' ScrollVPort()-routine (see technical
  description below). I implemented a workaround because this does not happen
  if I place the status-line above the game-screen instead of below. So if you
  have this problem, please set the tooltype "STATUSTOP" to "ON".

Technical description: I'm using two ViewPorts (game-screen and status-line)
  and it seems that in PAL-mode the ScrollVPort()-routine has problems because
  the second ViewPort is below the magic-Copper-line (where the Copper jumps
  from line 255/1 to 0/2). Another proof for my theory is that this error does
  not occur in NTSC-LACE or if I place the status-line above the game-screen.
```

1.26 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 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.

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?

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.

- you will be able to play Diamond Caves with every screenmode you like,
including gfx-boards.

- DiamondEdit:
Take a look at the Preview-picture!
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.
The Diamond Caves Editor is capable of loading old Emerald Mine Levels.

- DiamondPrefs:
You will get a Preferences-program (based on MUI) which allows confortable
configuration of the Game and the Editor. No need to mess around with
tooltypes any more.

- 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 32-color-version!


- DiamondSfx:
Include your own samples into DiamondCaves!
```

1.29   What and how do I have to pay?

```
                 If you want to register, please fill out the
                 Registration-form
                      .

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

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

     30 DM (German-Marks)   or
     20 $  (US-Dollars)     or
     15 £  (Britisch-Pounds)

  other currencies can not be accepted.

  If you place the money in the envelope in a way it can't be seen from
  the outside, I don't think there will be any problems. There havn't been
  any yet.

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

  2) If you live OUTSIDE of Germany it will cost a high fee for me to accept
     cheques, so I have to charge you extra:

     50 DM (German-Marks)   or
     32 $  (Us-Dollars)     or
     23 £  (Britisch-Pounds)

     Eurocheques: I have asked at my local bank and they said that a
     Eurocheque costs up to 20 DM fee (!!) and I'm sure you agree with
     me that this is way too high!

Special Offer: I am collecting Superman Comicbooks (DC-Comics USA), so if
~~~~~~~~~~~~~~ you want to give away some of them, you may contact me
  (see
                 How to contact the author
                 ) to find out which numbers I need.
  Don't send them right away!
```

1.30   How to get updates

                    Updates and new Levels will be published through AmiNet (←
                          international) and
FRAS (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 (see
                    How to contact the author
                    ), including
- an empty disk
- an international reply-coupon (available from your local post office)
  or the amount of 3 DM or 2$ (inside Europe) or 3$ (ouside Europe) in cash.
You will then get the latest version of Diamond Caves, (if you've already
registered, the latest version of the Editor as well) 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.

ATTENTION: 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

If you have the Diamond Caves Editor you may also send new Levels to me (on
disk or via 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 "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$ or 15 £)
    O  Cheque (INSIDE Germany - same as Cash)
    O  Cheque (OUTSIDE Germany - 50 DM or 32 US$ or 23 £)

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


        Name: _____


      Street: _____


    PC,City: _____


    Country: _____



The latest version of Diamond Caves, my keyfile and the
Diamond Caves Editor will be send to the above address.

                    This is optional:


Phone Number : _____


  E-Mail : _____


type of Amiga: _____


Kickstartversion : _____


type of Processor : _____


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

would you like to see an AGA-version of Diamond Caves
                 in the future?

                    O Yes, please.
                    O No, don't waste your time.
```

```
                        O don't care.

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


_____


_____


 -==========================================================================-
```

1.33   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 Levels included
in the unregistered version of Diamond Caves.

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


            25 Tutorial Levels
            Easy and Game Levels will follow in future releases.
```

1.34   25 Tutorial Levels

```
            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
```

1.35   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
```

1.36   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, ...)
```

1.37   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
```

1.38   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
```

1.39   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 carfull
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
```

1.40   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
```

1.41   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!
```

1.42   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
```

1.43   9.Acid Folks

```
9.Acid Folks

Be carefull:
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!
```

1.44   10.The Blob

```
10.The Blob

Free the amoeba, get away and wait :-)

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

1.45   11.Pacman

```
11.Pacman
```

```
Just watch!
```

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

1.46   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
```

1.47   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
```

1.48   14.Return of Pacman

```
14.Return of Pacman
```

```
Smash 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!
```

1.49   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
```

1.50   16.Use the force Luke!

```
16.Use the force Luke!

Collect the Forcefield coins and use you invincibility to destroy
all enemys 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!)
```

1.51   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!
```

1.52   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)
```

1.53   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
```

1.54   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
```

1.55   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
```

1.56   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
```

1.57   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
```

1.58   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!
```

1.59   25.Very funny

```
25.Very funny
```

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

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

1.60   neXus software

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

```
Other great products of neXus software:
```

```
MasterBlaser V2.0: The ultimate Dynablaster clone
~~~~~~~~~~~~~~~~~~
  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
```

```
    diseases (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 enemys
```

```
  and much more...
```

MasterBlasterV2.0 is available on AmiNet.