

## **Balder's Grove**

**COLLABORATORS**

	<i>TITLE :</i> Balder's Grove		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 23, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Balder's Grove</b>	<b>1</b>
1.1	Balder's Grove . . . . .	1
1.2	Introduction . . . . .	1
1.3	Starting up . . . . .	2
1.4	The title screen . . . . .	2
1.5	Levels . . . . .	2
1.6	Two player mode . . . . .	3
1.7	The game . . . . .	3
1.8	Keys . . . . .	5
1.9	Files . . . . .	5
1.10	History . . . . .	5
1.11	How to contact me . . . . .	5

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# Chapter 1

## Balder's Grove

### 1.1 Balder's Grove

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Version 1.20 (9.9.1994)

Introduction

Starting up

The title screen

Levels

Two player mode

The game

Keys

Files

History

How to contact me

### 1.2 Introduction

This is a freely distributable game based on the Boulderdash idea, dedicated to all Boulderdash fans. I have tried to stick as close as possible to the old Commodore version, because I think it is the best one!

There are only 40 levels included in this package, but by using the level editor you are able to create 60 more (or replace the 40 original levels

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with new, better ones). Read 'BGLevEd.guide' for more information.

### 1.3 Starting up

You can start the game from either Workbench or Shell, version 2.04 or higher. If you are using Shell, make sure that the 'Level' directory is in the current directory. If the game won't start it will tell you why, using an alert. When succeeded it shows you the title screen

### 1.4 The title screen

Use the joystick to select from the menu whether you want to practice or play a real game, single or two player mode, and choose a level to start at. If you decide to play you can start only from levels ending with a '0' or a '5'. When practicing you are able to start from any level, but you will only get one life and you won't proceed to the next stage when you have finished your selected level.

If your selected level doesn't exist, you will automatically start from level 00. The same thing happens when you have finished one level and the next is not to be found.

### 1.5 Levels

There are two types of levels. The first one is the ordinary level, or simply 'level'. It is 40 $\times$ 30 squares, and covers four 'normal' screens. The screen will scroll when you approach the edges.

The second type is the intermission. This is one fourth of an ordinary level (20 $\times$ 15 squares) and covers only one screen. If you have an NTSC-amiga it covers a bit more than one screen and there will be some scrolling here too. While playing you will note another difference. You won't lose any life if you die, instead you will move on to the next level. If you find the exit, you get a bonus life. Bonus lives are also given for every 10000 points you reach.

When you have completed a level you get 7 points for every remaining

timeunit.

## 1.6 Two player mode

Now you don't have to play alone. If you get some help from a ←  
friend,  
the game will be both easier and funnier. Just select 'Two player game'  
or 'Two player practice' from the menu, start the game and, whoops,  
there's another Balder! He is controlled by a joystick in the mouse  
port. You can't use the mouse (unless you are very good at imitating a  
joystick :-).

A life is lost only when both players get killed or the time is up. It  
is not necessary that both players find the exits (yes, there are two  
exits but they are identical) in order to move on to the next  
level

Therefore it is possible to sacrifice one man if the way is blocked (this  
is also a good test for friendship, who want's to be blown up...:-). See

Keys  
for more information on how to do this.

However, you won't get the bonus points for remaining seconds unless both  
players exits. To get a bonus life in an intermission it is sufficient  
that one player finds the exit.

## 1.7 The game

All objects and characters correspond to an object or a ←  
character in the  
original Boulderdash game. They don't look quite the same so I guess an  
introduction is appropriate.

BALDER This is you! A young Nordic god who thinks everything is  
good. Use your joystick to make him move. If you keep  
the button pressed he will only touch the adjacent  
square.

BUSH Has nothing to do with an American expresident. Just walk  
on it and it disappears. It keeps berserks and snakes  
away and stops falling rings and stones.

RING Collect these, and you will see the exit open.

RUNESTONE Stones normally follow the law of gravity and so do these,  
just like the rings. Remove the object they rest on  
and they will fall down. Push them if there are empty  
squares behind. Use them to kill berserks and snakes.

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FENCE Looks like four plaited boards. You can't remove it simply by walking on it, but it will disappear by an explosion caused by a berserk or a snake.

EXPANDING FENCE Looks like a fence but it will expand to the right and the left if it finds an empty square. Be carefull with this one! It blocks your way very easy, especially if you are two players. Try to stick as close as possible to each other.

MAGIC FENCE This one transforms runestones into rings and vice versa. You start it by dropping a stone or a ring on it. It will stay active only for a settled time, and you won't be able to activate it again when this time is over. Make sure there is enough space below the magic fence for the transformed rings and stones or else they will be forever lost!

STOCKS Two stocks together. All levels are surrounded by stocks. They are the only things that are indestructible.

EXIT Looks exactly like stocks until it opens. It is often placed in the border among stocks. Unlike stocks, the exit is NOT indestructible. An explosion will blow it out.

THORSHAMMER This is the hammer that Thor, the god of thunder, carries. Now it helps Balder by destroying everything that is evil. Both berserks and snakes will explode when they touch a Thorshammer.

BERSERK A viking running around the screen, following the edge of empty squares. If you touch him or drop a stone or a ring at him, he will explode leaving upto nine empty squares. If you are too close you lose a life.

SNAKE Much the same as the berserk, except it will leave rings instead of empty squares when it explode.

The last row of the game screen shows you some interesting and important information. It could look something like this:

S: 001346 R: 023 T: 129 L:27 M: 2

You have probably already guessed what the letters denote, but I will give a short explanation anyway.

S - Score

R - Rings left to take before the exit will open

T - Time left

L - Level

M - Men left including the one you are using right now

## 1.8 Keys

Beside the joystick there are a few keys that effect the game.

SPACE   Pause the game  
ESC    Suicide key for player one (if you get stuck  
          somewhere)  
DEL    Suicide key for player two  
ALT ESC   Collective suicide, you lose all you men

## 1.9 Files

The tune is a Med module located in the home directory in a file called 'Title.mod'. If you don't like it (music wasn't my best subject), you can replace it with any 4-channel Med song (OctaMED V2.00 or earlier) you like.

The highscore list is saved in the current directory as 'BGHighScores'.

## 1.10 History

V1.20  
Two player mode  
implemented. A tune is played when the title  
screen is displayed. Minor changes in graphics and sounds. Some  
bug fixes.

V1.11 The game now works with NTSC-machines too! I had to change the  
title screen a bit.  
Unfortunately you won't get the same good survey of the game  
screen with NTSC-machines as with PAL-machines. Sorry.

V1.0 First release.

## 1.11 How to contact me

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