

**Read Me First**

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# Chapter 1

## Read Me First

### 1.1 Read Me First

Copyright © 93, 94 by Morgan Antonsson

Release 1.2 (10.9.1994)

Introduction

Distribution

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Installation

Thanks!

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### 1.2 Introduction

This is yet another Boulderdash clone but this time it is inspired by the Nordic mythology. Your task is to guide Balder - the god of light - through groves filled with berserks and snakes. Collect rings, push runestones and try to find the small passage to the next level.

This time you don't have to play alone. Get a helping hand from a friend and I assure you the game will be easier as well as funnier.

The game comes with 40 levels and a level editor. Unfortunately the levels are almost identical with those included in previous releases. The only exception is that you can use them all in two player mode. If you have made some own levels with the old level editor you can still use them with this new game package in one player mode. To be able to use them

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with two players you will have to load them into the level editor, place entrances and exits for player two, and save them.

I hope you will have a good time!

### 1.3 Distribution

This gamepackage is FREeware. It is copyrighted 93, 94 by Morgan Antonsson. You may distribute it for non-profit only (except for a nominal fee) and all the following files must be included and unmodified.

```
ReadMeFirst.guide - This document
Balder'sGrove     - The game
Balder'sGrove.guide - The game doc-file
BGLevEd          - The level editor
BGLevEd.guide     - Doc-file for the level editor
Title.mod        - OctaMED V2.0 song
Fonts/Balder'sGrove.font - The font used by the game
Fonts/Balder'sGrove/8
```

All files in the Level directory and all files produced by the level editor are PUBLIC DOMAIN. The package may be included in any PD-library that fulfills the given conditions.

### 1.4 Disclaimer

The author takes NO RESPONSIBILITY for ANY DAMAGE caused directly or indirectly by this software!

### 1.5 Requirements

These programs need Workbench 2.04 or higher. They have been tested on an A500 with 1M CHIP and 2M FAST, and an A3000 with 2M CHIP and 4M FAST, but will hopefully run on other configurations too, provided that you have at least 1M CHIP.

You may try running the game and the level editor simultaneously, this is very handy when editing and testing new levels, but be careful so that you don't run out of chip mem.

### 1.6 Installation

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Copy the contents of the 'Fonts' directory to FONTS: by clicking the 'CopyFont' icon or executing the 'CopyFont' batch file from SHELL.

Finished!!!

## 1.7 Thanks!

I wan't to thank Per Svedberg for testing the programs, giving me ideas, software support and several good levels. Many thank's! Thanks also to Steve Drew for testing the programs on his NTSC-amiga.

The modplayer routines are taken from the freely distributable version of OctaMED V2.0 by Teijo Kinnunen. Thanks for this!

## 1.8 How to contact me

Please feel free to contact me if you have any questions, bug reports, ideas, addictive levels etc.

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