DC_Manual

COLLABORATORS

	TITLE : DC_Manual		
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REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

DC_Manual

1.1 Welcome to DIAMOND CHALLENGE V0.9

```
                    ####   #   ###  #   #  ###  #   # ####
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      #  # # #  # ##### #   #   #   #  # # # #   #    |  |   |
       ###  #  # #   # #### #### ##### #   #  ###  #####   |__|. __|
```

I don't think you are reading this before starting the game, right ?
Fine. And why do you read this after playing the game ? Some hints ?
Some cheats ? No !!! That's just a short introduction. After a nice
animation the following main menu comes up:

        START GAME

      Load new levels

      Mix levels: Off

     View hiscore table

      Quit game to DOS
        Now some other stuff about the game and so on...

      -=> Requirements <=-

      ??? Legal stuff ???

      !!! Installation !!!

                    Leveleditor! Where?
                     That's all. Now have fun with it and contact
                  me
                    if you found some tricky
   bugs or real stupid errors. I'm still human and can't check out every
   possible situation. Thanx. By the way: This is version 0.9, so there may
   some error left in the game you are about to find out. Thanx again.

1.2   Main Menu: Quit

   Press fire here to quit back to Workbench (AmigaDOS), if you have enough
   of it. (I don't hope so!)

1.3   Main Menu: Hiscore

   Here you can see the actual hiscore for the currently loaded levels.
   Press fire to quit back to main menu or wait 5 seconds.

1.4   Main Menu: Mix levels: On/Off

   This option makes the game more exciting. The 'Mixed Off' mode is the
   normal playing mode (from level 1 to 50), but in 'Mixed On' mode all
   levels are mixed, so you may solve all levels in this direction:
      6, 14, 38, 1, 44, 42, 17, 30, 7, 26, 22, 50, 3, ...

   This also works with your created levels. So you never know which level
   comes next. If you solve all 50 levels this way you get a great bonus
   of... guess? ... No. More: 200000 points !!! You want more ? Why ?

1.5   Main Menu: Levels

                    Here you can load
                  your created levels
                  . A file-requester appears and
   asks you to select a level-file. If it has to correct format, it will
   be loaded into memory (with the hiscore) and you can play it.

   Otherwise you play the last loaded levels, these are the default levels
   at the beginning of the game.

1.6   Main Menu: Start the game

Here you tart to play. At the bottom the score board appears:

```
+-----------------------+-------+-------+-------+-------+
| S C O R E     00000000 |       K   E   Y   S       |
+-----------------------+-------+-------+-------+-------+
| D I A M O N D S    000 | T I M E  000 | TOOLS | LIVES |
+-----------------------+--------------+-------+-------+
```

Now more details:

  SCORE: Shows your actual amount of
           points
             .

  DIAMONDS: Holds the left amount of diamonds you still have to collect
    or a 'b' appears to tell you the amount of collected bonus diamonds.

  TIME: Displays your left time to solve the level in seconds.

  KEYS: Shows how much red, yellow, green and blue keys you have left to
    open red, yellow, green and blue doors.

  TOOLS: displays your selected tools to use with the fire button.
    There are four possible tools: fire bullet, picks, bombs and maps.
    Use the <Space-Bar> to change your active tool.

  LIVES: displays your left lives. If this number has reached zero, the
    next failure will quit the game. The following things can kill you:

      *) out of time
      *) hit explosion of a bomb
      *) moving on empty field without activated pick
      *) collision with baddies

Now the game area above shows you which level comes next. Press fire to
enter it. A limited display area appears and shows only some surrounding
fields. Use the joystick to move through the different
             fields
               .
Your aim is to collect all required diamonds which will appear the exit.
Sometimes you can collect more diamonds. Then a 'B' will be added and
shows the amount of collected bonus diamonds.
From level 7 on (in 'Mix Off' mode) baddies appear and makes all levels
more tricky or even harder! There are three types:

  *) Hat: Fast baddy. Don't get too close. Moves randomly.

  *) Ghost: Slow baddy. Follows the player. So shoot them very soon.

  *) Flame: Slow baddy. You need many shoots to kill. Moves randomly.

You may need the keyboard near the joystick. There are some keys you
need during the game:

  *) P .... pause game
  *) ESC ..... quit game to main menu

*) DEL ..... give up and restart level
*) Space ... change active tool; there are four possible settings:

- Shoot bullet: Press fire to shoot at the baddies. Only one
  bullet is allowed, so be careful. You can't shoot walls, doors,
  icy curves or baddy homes.

- Use a pick: Hold fire button while moving to use a pick and
  walk over empty fields.

- Set bomb: Press fire to set a bomb and explode the 3 by 3 fields
  around it. You have 5 seconds to leave this area.

- Use a map: draws a small map of the level. Your position will be
  displayed as red-yellow flashing colour and all existing baddies
  are displayed as green flashing colour. You have 10 seconds left
  to get 100 extra points. After that every 2 seconds this extra
  points will be reduced by 5. So after another 40 seconds you get
  no extra points. And after that your score will be decreased !!!

At the end of each level left tools and time will count as bonus score.
You get extra points for everything except maps. You keep them through
the whole game. A final report shows you how much bonus points you got.
Press fire to go on to the next level.
That's all. At the end for the game you can enter your name, if you've
reached a new hiscore. Each level set has its own hiscore list. It will
be loaded when you load new levels and saved at once.

NOTE: Disable the 'write protection' when playing from floppy.
      Otherwise the game won't save new hiscores!

1.7 Game: Field Types

Here is only a short list of all field, sorted by the editor.

```
  type            | describtion
 -----------------+----------------------------------------------------
 wall             | you can't go through it or shoot it
 doors            | you need a same cololured key to open a door
 icy curves       | changes your sliding direction
 ice field        | you will slide into the direction you move on them
                  | until you reach a non ice field or will be stopped
                  | by a wall, an icy curve or the edge of the level
 transporter      | press fire to be tranported from one point of the
                  | map to another transporter
 normal           | here you can move anywhere you like
 keys             | collect them to open doors
 pick             | with it you can change an empty field to a normal
                  | field and walk over it
 bomb             | collect a bomb to blow up a 3 by 3 field around the
                  | bomb; you have 5 seconds to leave the explosion area
                  | else you will be killed; you can blow up anything
                  | you like including diamonds, except baddy homes.
 map              | get a new map (figure the colour out)
```

```
  diamonds        | you must collect them to make the exit appear
  change to empty | these fields changes to an empty field when you move
                  | on it; there are three stages
  empty field     | you need a pick to walk over it, else you get killed
                  | (somethimes baddies can change it to normal field)
```

1.8 Game: Points

Here is a list of all points you can get during the game:

```
  *) Collecting keys, picks, bombs or maps ...........  10
  *) Collecting diamonds .............................  50
  *) Use a key to open a door ........................  25
  *) Use a pick ......................................  20
  *) Use a bomb ......................................  25
  *) Use a map ....................................... 100 ?
  *) shoot baddies ................................... 100
  *) each left second ................................  20
  *) each left key, pick or bomb .....................  50
  *) each bonus diamond .............................. 250
```

And if you've solved all levels:

```
  *) final bonus ...................... 10% of your score
  *) each left map ...............................  1000
  *) each left live ..............................  5000
```

Ok, now you can count all points on your own, if you think the game
counts wrong. 8-))

1.9 Create your own levels

```
            YES ! You can create your own level sets. But you need my editor ←
               .
 If you want to get the editor please read the section how you can

          register
           for it. Thank you.
                                        |||||
                                       .-O~O-.
                                         l
                                        \___/
```

1.10 What do I need for this game

```
            I don't know exactly what are the minimum requirements, but if  ←
               your
 amiga satisfies the following options the game should work fine:

 *) Processor: 68030/25Mhz - I don't know about lower types. Try it.
```

```
*) Mem: 1 MB chip, 512K fast. Better is 1 MB fast.
*) Workbench/Kickstart: 3.0 - But I think 1.3 should be enough.

If the games doesn't work at all, please send
               me
                an e-mail that I can
update the requirements to save others lots of work. Thanx.
```

1.11 Legal status of this software

```
                  I'm not familiar with copyright laws in the US, or anywhere. I  ←
                    hope it's
not really a problem. But what I'm worried about. The game is freeware.

I AM NOT RESPONSIBLE OF ANY DAMMAGE DONE TO YOUR SYSTEM. IF YOU WANT TO
USE ANYTHING OF THIS GAME FOR YOUR CREATIONS, PLEASE CONTACT
               ME
                AND TELL
ME ABOUT IT. I AM HAPPY IF YOU WILL MENTION ME IN YOUR CREATIONS.

I think that's it. Play the game or not. Don't blame me if something
goes wrong. Did you read the
               requirements
                ?
```

1.12 Install to HD or Floppy

```
                Hard disc:
~~~~~~~~~~
  Only copy all files into your desired drawer.

Floppy disc:
~~~~~~~~~~~~

  First copy all files in the root directory of a bootable disc and
  just create "s/startup-sequence" as:

    DiamChallV0_9

  If you wish to start the game from WB add "c/endcli", "c/loadwb"
  and create "s/startup-sequence" as:

    loadwb
    endcli

  That's it. Contanct
               me
                , if you have problems.
```

1.13   How to create your own levels

                   Hmmm, I don't know what to say about that. I could explain how ←
                   the levels
are saved to disc and you could create your own editor to do the job.

Not very realistic, isn't it ? You can use
            my editor
            , if you want to.
But the editor is shareware. The game is freeware. WHAT'S THAT ???

No, joke. Some people only want to play, and some artists also create new
levels. So why should the players pay something, if there exists many
other platform collecting games ?

Sure, I could say the editor is giftware, but if you are realistic: who
would send me some presents for this game ? You can decide now:

  *) Try another platform game with a free editor included

    or

  *) Support me, support the AMIGA, and
            register for the editor
             .

1.14   A great game, isn't it ???

                   There is no limit in playing the game. You can also use other ←
                   level sets
from your friends, Aminet,... But you can't create new levels. You can
"buy" the editor from me for a small amount of cash.

So if you want to register your copy do the following:

  1.) Write down your name, COMPLETE address, e-mail. Or use
            my form
             .
      (add the configuation of your AMIGA if you want)

  2.) Put it together with 100 ATS, 15 DM, 10 US-dollar (or 10 EURO) into
      an empty envelope.

  3.) Send it to
            me
             (click here for my address)
      Add an empty disc and a reply-paid envelope, if you have no e-mail
      address. So that I only have to copy the editor and return it to you
      as fast as possible.

When I get your money, I will do the following:

  4.) Send you the editor via e-mail (uuencoded) or copy the editor on

        your disc and return it to you by mail.

   5.) I'm very happy that you support me. The editor is shareware and I
       beg you not to copy it to your friends.
       If I do a re-upload to AmiNet, I will inform you only via e-mail.

   6.) Finally I hope you enjoy my game and look foreward for more on
       AmiNet. Or contact
                me
                 via e-mail.

 Any questions ? Then contact
                me
                 .

 NOTE: If you want to get the editor via e-mail, be sure that you are
       able to recieve large attachments. (~130K binary, as LHA ~68K and
       finally uu-encoded only ~95K !!??)
       Else you may add an empty disc as described in part 3) and I will
       copy the binary data on it.

1.15   Fill this for register

 You decided to register for the editor ? GREAT !!! Then print this
 page or take a sheet of paper and fill in this (european ?) form:

  $\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$ ←
    --$\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\$ ←
    times$--$\times$--$\times$--$\times$--$\times$--$\times$
 | |
 | |
 $\times$ FIRST NAME: _____ $\times$
 | |
 | LAST NAME: _____ |
 $\times$ $\times$
 | STREET: _____ |
 | |
 $\times$ POSTCODE: _____   CITY: _____ $\times$
 | |
 | COUNTRY,STATE: _____ |
 $\times$ $\times$
 | E-MAIL: _____ |
 | |
 $\times$ $\times$
 | *---* |
 | | My System Configuration: (optional) | |
 $\times$ | | $\times$
 | | Amiga: _____   Processor: _____ | |
 | | | |
 $\times$ | Chip Ram: ____ MB   Fast Ram: _____ MB | $\times$
 | | | |
 | | Workbench: _____   Hard Disc: _____ MB | |
 $\times$ | | $\times$
 | *---* |

```
    |                                                              |
  $\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$ ←
      --$\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\ ←
      times$--$\times$--$\times$--$\times$--$\times$--$\times$--$\times$
```

1.16   More about the programmer

                    At first, I had to excuse my poor english. It's not my native ←
                        language.

Here's my address if you want to tell me that you only play my game, want
to
                register
                 for the editor or have found some really tricky errors:

        KARGL CHRISTIAN
        WIENERSTRASSE 58
        A-8605 KAPFENBERG
        AUSTRIA - STYRIA

        email: karglch@sbox.tu-graz.ac.at (not forever !!!)

There is no telephone number if you search for it, because I never know
when I'm at home. And I don't want you to pay lots of money for nothing.

              Are there any music composers out there ?
  I want to add some addictive tunes to the title and playing screen.
        Anybody contact me via e-mail if you have/know some music.

History: 2. 9.99: - finished V0.9; testing for release to AmiNet
~~~~~~~~
          4.11.99: - finally first release to AmiNet

Bugs: *) If the display flickers stop other programms. If that doesn't
~~~~~   help, start the game from floppy. If that doesn't help either,
          sent me an e-mail with your system configuration. Your amiga
          seems to be too slow, sorry. :-(

       *) If you load the game directly from floppy and the AmigaDOS
          window never appear, the mouse pointer will not appear if you
          want to load new levels. The system didn't initialize the mouse
          image, or something like this. So the game has no mouse to use.
          Insert something like "cls" or "echo Loading..." in the top of
          the startup-sequence to make the AmigaDOS window and the mouse
          pointer appear. This never happens if you load the game from WB.
```