

# **Professional Boulder Dash III**

**Professional Version  
English Instructions**

**From  
American Action AB  
and  
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## **OBJECTIVE**

It's deceptively simple! Collect a set number of jewels within a time limit. Along the way you'll need to dodge falling boulders, outwit evil mouths, transform deadly eyes, trap the multiplying monoliths and unlock the secrets of the enchanted walls. It all sounds very simple, but we guarantee you hours of brain teasing fun.

## **COMMODORE**

You will need the following:

Commodore 64/128 Computer

Cassette recorder or disk drive

One or two joysticks

## **LOADING INSTRUCTIONS**

Cassette:

Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Press rewind to make sure tape is completely rewound. Hold down SHIFT and press RUN/STOP. Press PLAY on the tape recorder and the program will load and run automatically. When the cassette stops press the space bar to continue loading.

Disk:

Remove all cartridges. If you own a fastload cartridge you may leave it in the computer. Computer should be off. Turn on the disk drive. Insert disk with the label side up. Close drive door. Turn on computer and type LOAD" ",8,1 and press return. Game will load and run automatically.

## **THE FUNCTION KEYS**

F1 - menu

F3 - number of players and joysticks

Joystick - Right or left to select starting caves

Space Bar - Pause

RUN/STOP - Quit the cave but not the game

RESTORE - Quit the game

Fire Button - Start the game

## **ATARI**

You will need the following:

Atari 400/800 or 600/800XL or 130XE with at least 48 K Ram

Cassette recorder or disk drive

One or two joysticks

## **LOADING INSTRUCTIONS**

### **Cassette:**

Remove all cartridges. Computer should be off. Place tape into the cassette recorder. Press REWIND to make sure tape is completely rewound. Hold down START. If you own an XL or an XE hold down both START and OPTION. Turn on computer. After a signal (beep), start the tape recorder and press RETURN. The program will load and run automatically.

### **Disk:**

Remove all cartridges. Computer should be off. Turn on the disk drive. Insert disk with label side up. Close drive door. If you own an XL or an XE hold down OPTION. Turn computer on. The program will load and run automatically.

## **THE FUNCTION KEYS**

START - Menu

OPTION - Number of players and joysticks

Joystick - Right or left to select starting caves

Space Bar - Pause

ESCAPE - Quit the cave but not the game

RESET - Quit the game

Fire Button - Start the game

## **SPECTRUM**

You will need the following:

Sinclair ZX Spectrum 48 K or Spectrum Plus

Cassette recorder

Optional joystick interface and one or two joysticks

## **LOADING INSTRUCTIONS**

Turn the computer off and connect the joystick interface if you have one. Turn the computer on. Type LOAD"" by pressing J and holding down SYMBOL SHIFT while pressing P twice. Press ENTER. Start the cassette recorder. The program will load and run automatically.

## **THE FUNCTION KEYS**

1-6 - Select keyboard or joystick

S - Menu

Joystic/Keyboard- Right or left to select starting caves

Spacebar- pause

Q - quit the cave but not the game

J - restart game

FIRE BUTTON - start the game

## **AMSTRAD/SCHNEIDER**

You will need the following:

Amstrad CPC 464, CPC 664 or CPC 6128

Optional one or two joysticks

## LOADING INSTRUCTIONS:

### Cassette:

Press REWIND to make sure tape is completely rewound.

If you have a disk drive type |TAPE. Hold down CTRL and press ENTER. Start the cassette recorder and press ENTER. The program will load and run automatically.

### Disk:

Insert disk with the label side up. Type RUN"DISC and press ENTER. The Program will load and run automatically.

## THE FUNCTION KEYS:

ENTER - Menu

ENTER - Number of players and joystick

ESC - Quit the cave but not the game

Space Bar- Pause

Z - Left

X - Right

+ - Up

? - Down

SHIFT - Fire Button

Joystick/Keyboard - Right or left to select starting cave

Fire Button - Start the game

## LIVES

Each player starts the game with three lives. Bonus lives are awarded after every 500 points. The space surrounding Rockford will "shimmer" when you are awarded a bonus life. A bonus life is also earned by completing a playable intermission.

## CAVES

There are 16 caves, each comprised of several scrolling screens, numbered A through P. You may select starting cave A, E, I or M by pushing the joystick to the left or right. After making a selection, press the fire button to begin the game.

## THE CAVES

A. INTRO. Pick the jewels and exit before time is up.

B. FORT KNOX. Destroy the mouths next to the walls surrounding the jewels.

C. TRANSFORM. There aren't enough jewels to get you out of this cave. Drop boulders through the walls and watch what happens.

D. REUNION 1. Let the mouths and eyes meet.

E. MAZE 1. One false step and the mouths are after you.

F. MAZE 2. The same goes for this one.

G. OBSTACLE. Run towards the jewels! If you dont hurry the monoliths will spread and cut you off.

H. EASY. Three levels of magic walls and only 15 jewels to make. Sounds easy, but it isn't.

- I. CAVE-IN. Lots of jewels but watch out.
- J. THE GUARDS. You'll have to get rid of the guards to get the jewels.
- K. GOOD LUCK! This cave beats them all. First you'll have to free the imprisoned monoliths and then at the right moment trap them again. Make sure you get enough jewels.
- L. THE TRAP. Trap the monoliths before they trap you.
- M. REUNION 2. Once again let the mouths meet the eyes.
- N. LIBERATOR. Free the eyes and make them become jewels.
- O. PERFECT. Magic walls combined with monoliths is just perfect. When the magic begins all the monoliths will transform.
- P. THE FRONTIER. This last one you'll have to figure out for yourself.

## SCORING

The current point value is shown on the top left of the play screen, to the right of the picture of a jewel. The number of points per jewel changes. The point value is determined by the cave and bonus status. The bonus value occurs after the required number of jewels have been collected. You also score one bonus point for each second of the time remaining when you exit the cave.

## PLAYABLE INTERMISSIONS

There are four short interactive puzzles which you are entitled to play after completing caves D, H, L and P. There is no penalty for not playing or losing intermissions. If you complete an intermission successfully, you receive a bonus Rockford.

## GAME ELEMENTS

Rockford. Now this little fellow has gone to explore the space. Rockford has the power to push single boulders horizontally if there is nothing to block their path. Rockford can stand directly under a boulder without being crushed, but if a boulder or jewel falls on him, you will lose one Rockford.

Boulders. These heavy things will fall straight down if unsupported, or they will topple off underlying objects if there is nothing to block their way.

Jewels. There are many ways to create jewels if necessary. For example: transforming eyes, trap monoliths or dropping boulders through a magic wall.

Mouths. Beware the deadly mouths: they will explode on contact with Rockford. Dropping boulders on them causes them to explode.

Eyes. These dangerous beings behave much like mouths. However, they fly in the opposite direction of the mouths and they turn into jewels when they explode.

**Monoliths.** The monoliths multiply through ground and empty space. Rockford can touch them without harm. Mouths and eyes will explode on contact with the monoliths. When Rockford surrounds the monoliths with boulders, they run out of growing space and turns into jewels. When the monoliths has reproduced themselves about 200 times they all turn into boulders.

**Magic wall.** The magic wall (enchanted wall) looks like any other wall, however when hit by a falling boulder it begins to vibrate for a limited time. During this period, any boulders that drop through it are magically turned to jewels, but ONLY if there is empty space below the wall. It will also turn jewels into boulders, if they drop through it. Once the enchantment phase is complete, it cannot be reactivated in the same round.

**Escape door.** When Rockford has collected the required amount of jewels, it is activated and begins to flash. At this point the escape door is revealed and you may exit, providing the time doesn't run out.

**Time.** Each cave is timed. When time is running out a warning sound will occur.

## **CREDITS**

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