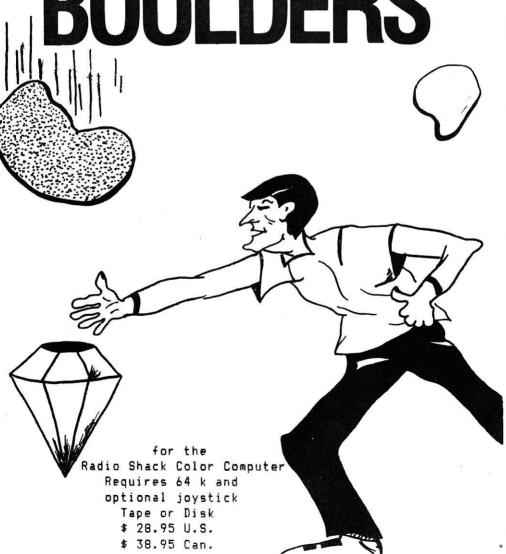
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PRESENTS





BOUNCING BOULDERS

BY DAVE DIES & ROLAND KNIGHT

SYSTEM REQUIREMENTS:

BOUNCING BOULDERS requires a 64 k color computer with an optional joystick.

LOADING INSTRUCTIONS

DISK:

- 1. Place disk in drive 0
- 2. Type LOADM"BOULDER" <ENTER>
- The game will load and execute automatically

CASSETTE:

- 1. Place cassette in tape recorder
- 2. Type CLOADM (ENTER)
- 3. The game will load and execute automatically note: If the game does not load properly there is a second copy of the game after the first one.

PLAYING INSTRUCTIONS

STARTING THE GAME:

To start a keyboard game push the <SPACE BAR>. To start a joystick game push the button on the joystick.

STARTING ON A DIFFERENT BOARD:

When you first load Bouncing Boulders you can only start on board number 1. After you complete a few boards you will be allowed to start on the board before the board that your game ended on. For example, if you were on board 5 when your game ended you would be allowed to start the next game on board 4. To select the board you wish to start on, use the UP and DOWN arrow keys to change the board number at the bottom of the high score screen.

THE OBJECT OF THE GAME:

The object of the game is to move your man around the screen and collect the required number of GEMS to activate the EXIT square. When you have collected enough GEMS the screen will flash green and you will hear a sound - this tells you that the exit has been activated. Once you have activated the EXIT square you can complete the board by moving into the EXIT square.

THE TIMER:

You will be given a certain time limit on each board in which to complete it. If you fail to complete the board within the time limit you will lose a man and have to restart the board from the beginning. The timer is located at the bottom of the screen.

CONTROLLING YOUR MAN:

You use the joystick or the arrow keys to move your man in one of four directions. You can move your man through open passages or by digging through the red ground. Your man can push boulders or drop boulders by digging out the ground under them. Be careful of falling boulders and gems because if you get squished under one you will lose one man.

ALIEN CREATURES:

The two main types of aliens that you will encounter are the square pulsing alien and the cross-shaped pulsing alien. Both aliens can be destroyed by dropping a boulder or gem on them. The aliens travel around the board searching to kill you.

SPECIAL SQUARES:

You will discover many special squares as you reach higher boards. One of these squares is the BLUE SLIME which grows on certain boards. After a certain time limit the slime will turn into boulders.

PAUSE FEATURE:

You can pause the game at any time by pushing the <P> key. You resume the game by pushing <P> again.

RESTART BOARD:

If at any time on a board you get trapped you can press (R) to restart the board. This will cost you one man.

SCORING POINTS:

The score for each GEM you pick up will vary from board to board. This score will depend on how difficult the board is and how many GEMS you need to complete each board. At the completion of each board, the amount of time left on the timer will also be added to your score.

FREE MEN:

You start the game with three men and receive a free man every 500 points.

HIGH SCORE:

If you get a high score you can input your name. If you are playing a disk version of the game your high scores will be saved on disk.

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