GOLD FINDER

Requires 32k and one or two Joysticks
Disk $27.95

LOADING INSTRUCTIONS:

Disk - LOADM"GOLD". Once the game is loaded, a screen will appear with the word 'Blue' in the center. If the color of the word is blue, just press Enter. If not, press Reset until it is blue and then press Enter.

DESCRIPTION:

While avoiding enemies you are to pick up all the pieces of gold. When you pick up a piece, it is automatically put on a conveyor belt at the bottom of the screen. When the gold reaches the end of the horizontal belt, it is dropped into a bucket, which carries the gold up off the screen. Once all the pieces of gold have been picked up and scrolled off the screen, you may solve the level by standing on a ladder at the top of the screen or riding an elevator to the top. This will advance you to the next level. (Be sure not to get on an elevator before all the gold is off the screen or you may be killed at the top.) There are sixty-nine levels on the game disk.

To move your man just move the joystick in the direction you want to go. You may get on an elevator by pushing the joystick toward the elevator when the platform without the bar in the middle is in front of you. To dissolve, hold the joystick in the direction that you choose while pressing the joystick button. You may not dissolve if you are riding an elevator, or if there is an enemy next to your man on the side you choose. Also, there must be a blank space beside your man and a dissolvable brick (not solid) below the blank space. During the game pressing P will pause the action, and Enter will resume it. In case you are trapped during the game with no way of dying, you may press R. This takes away one man and restarts the level.

GAME FEATURES:

After getting the correct color set, a title screen will appear. At the title screen you have four choices: 1) Pressing Enter lets you view high scores; 2) Pressing Shift O goes to the options routine; 3) Pressing down-arrow L lets you create levels; 4) Pressing the right joystick button begins the game. At any time if you press Break, or if there is an error with the disk drive, the game automatically goes back to the title screen.

Viewing High Scores - After pressing Enter at the title screen, the screen changes to a yellow/orange color. The words 'High Scores Drive' and a cursor appear. Pressing 0-3 tells the computer which drive to look for high scores in. If no high scores are found on the disk that you specified, the game returns to the title screen; otherwise high scores are displayed. Pressing either joystick button or any key will return you to the title screen.

When the "Game Over" sign appears, you may press any key or either joystick button to continue. If you did not start at level one, you will not be allowed to add your name to the high scores. If you did and your score was high enough, you may type in three characters (you may use all letters and spaces) and then press Enter. The high score will be saved to disk and you will be returned to the title screen. If there were two players, player two will then go through the same procedure.

Options - You may have one or two players. For either player you may start at any level from 1 to 306. If a level is entered, but does not exist on the disk, the game automatically starts at level one. Also, for either player you may load levels from drive zero to three. You may also save levels to any drive from zero to three. This option is used with the 'Creating a Level' routine. Pressing Enter moves the cursor down to the next option. Pressing Break returns you to the title page.

Creating a Level - When you are 'creating a level' the following keys will do the following things:
[A] puts an undissolvable brick on the screen
[B] puts a dissolvable brick on the screen
[C] puts a ladder on the screen
[D] puts a rope on the screen
[E] puts a piece of gold on the screen
[F] puts a blank space on the screen (erases)
[0] puts your man on the screen
[1], [2], [3], or [4] puts an enemy on the screen
[.] and [/] put elevators on the screen
Arrow keys move the cursor
[Enter] saves the level created
[Clear] clears the screen
[Shift *] edits a level
[Break] returns you to the title screen

To save a level you must have your man and all four enemies on the screen. It is also important to have either an elevator or a ladder at the top of the screen to make a level solvable. You can not put anything on an elevator. To move an elevator you must clear the screen first. When editing a level, the level is specified by player one's starting level on the options screen. You must use a disk that has already been initialized; 306 levels are possible on one disk.