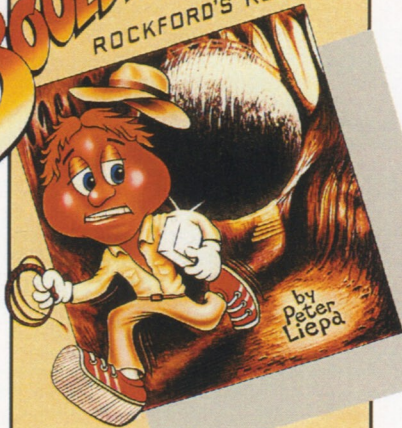


FIRST STAR SOFTWARE PRESENTS

BOULDER DASH[®] II[™]

ROCKFORD'S REVENGE[™]



START GAME

Insert your **Boulder Dash II: Rockford's Revenge** game cartridge into your Atari 5200 SuperSystem as explained in your owner's guide, and turn on the system. Plug one controller into port #1. A second controller can be inserted into controller port #2 for two player challenges.

From the Menu screen select **Player/Controller options** **1 Player -1 Controller, 2 Players - 1 Controller, 2 Players - 2 Controllers.**

GAME OBJECTIVE

The objective of **Boulder Dash II: Rockford's Revenge** is to search throughout each cave and collect as many **Diamonds** in as short a time as possible. Once the indicated amounts of diamonds are collected, the door to the mysterious escape tunnel is revealed and you go on to the next cave. In each cave you will find different obstacles such as boulders or walls and possibly enemy creatures you will need to avoid or trap while collecting or creating diamonds.

CAVES AND LEVELS:

There are **16 CAVES**, each compromised of several scrolling screens. Each **CAVE** has **5 Difficulty levels**. To select a different **CAVE**, press the joystick left or right. To select a different **DIFFICULTY** level, move the joystick up or down. The greater the difficulty level, the less time and the more diamonds you have to collect. You may choose **CAVES A, E, I, or M** on difficulty levels 1-3. On difficulty levels 4 and 5, you must start with cave **A**. After making a **CAVE** and **DIFFICULTY** selection, press the **START** button to begin the game. You will start at **CAVE A - Difficulty Level 1** if you just press the **START** button without making a selection.

HOW TO PLAY:

If you loose a life, press the left **FIRE** button to continue play. When all of Rockford's lives are lost, press the **LEFT FIRE BUTTON** to begin again at the same Cave and Difficulty setting. Press **START** to return to the Menu screen and choose other Caves or Difficulty settings. Each Player starts with **3 lives**, and receives an extra life with every **500 points** earned. The tunnels created by Rockford will shimmer when you are awarded an extra life. Extra lives are also earned by completing a playable intermission. The game can be paused during play by pressing the **PAUSE** button. Press **PAUSE** again to resume play. Press **RESET** to return to the Menu screen.

SCORING INFORMATION:

At the top of the screen is a bar with numbers. The numbers stand for the following information (left to right):

- The number of diamonds you are required to collect in the current cave in order to exit.
- The value of each single diamond.
- The number of diamonds you have collected so far.
- The time you have remaining to complete the cave.
- The total points you have accumulated.

EARN POINTS FOR:

- Each diamond you collect.
- Every second you have left on the timer when you exit the cave.
- Every diamond you collect above the minimum number of diamonds required to exit (bonus points).

GAME ELEMENTS:

Rockford. This little fellow is the star of the game. Rockford has the power to dig through earth and collect diamonds. If he digs under a boulder and doesn't stop, he will not be struck and the boulder will drop down into the tunnel. He can 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 of diamond falls on him, you will loose a life.

Boulders. The Boulders will fall whenever gravity dictates. They will fall straight down if unsupported, or they will topple off underlying objects if there is nothing to block their way. Experimentation is the best way to learn the physics of Boulder Dash II.

Diamonds. You must collect the required number of gleaming Diamonds in order to exit the Cave and advance to the next. There are many ways to create Diamonds. For example: transforming Butterflies, suffocating Amoebas, or dropping boulders through an Enchanted Wall will create additional diamonds. When the proper numbers of diamonds have been collected, a flash will let you know that the escape door has been revealed and is open.

Stop! The following pages contain Strategy/Tips to assist with solving this game. Players choosing to play this game through exploration should read no further.

Rockford. Rockford can Dig/Collect/Push without moving by keeping the left FIRE BUTTON depressed while moving the Joystick in the direction of the object (Diamond, Boulder or dirt) you wish to affect. Rockford will not move, but the object will react.

Boulders. You will often find yourself digging or moving downwards only to find that a boulder has toppled and is about to fall and hit you. The only way to avoid being crushed is to get out of the way. Rockford runs as fast as a boulder falls, so you have time to quickly move left or right.

Exit. When Rockford has collected the required amount of Diamonds for the CAVE he is in, the exit is revealed. At this time you should decide whether to go for bonus Diamonds or to exit. Make sure you know the location of the Exit and that you can get to it before time runs out.

Cave A. Intro. Get past the firefly dens, and blow your way into the chamber containing the enchanted wall.

Cave B. Silos. The silo area contains Amoebas which must be blocked. Use the Boulders at the top, two at either end, to do so. Wait for the amoeba to suffocate and turn into Diamonds, then release the Boulders that plug the bottom of the silos.

Cave C. Spiral. This is a straightforward contest. Rockford must pick up almost all Diamonds to exit. At higher levels, he must use coordination and strategy to avoid the fireflies.

Cave D. Breakthrough. Clear the area between amoeba and fireflies, then release squadrons of fireflies. First release the middle squadron, which will fly up and around to the amoeba. If amoeba is insufficiently breached, release the top squadron. Make sure amoeba is sufficiently breached for you to go in and get all the Diamonds and get out. If a looping firefly is blocking the way out, wait for amoeba to destroy it.

Cave E. Shower. This is a matter of dexterity, and ultimately pattern learning, because the shower of Diamonds and Boulders is deterministic. An Enchanted Wall below the Slime takes care of objects that are out of play.

Cave F. Gauntlet. In the first phase, you must avoid the fireflies. This is a matter of learning their rhythm. Move Rockford just after a firefly has moved below him. Pause Rockford to the left of each platform. In the second phase you clean out the Diamonds. Get all the Diamonds in the lower half first. It is possible to get every Diamond.

Cave G. Jail. Since the exit is surrounded by walls, you must blast through them, starting from the rightmost wall, by dropping conveniently placed Boulders on Fireflies.

Cave H. Ring. Around the Rosy. The trick is to make the Fireflies circulate around a much smaller lump of dirt, so that they bump each other out of the loop and toward to the amoeba. Move Rockford right 3, then down 6, then right again so as to cut the 'island' down to an 'L' shape. Since the Fireflies take awhile to follow, use the time to cut out several columns under the amoeba, which arriving Fireflies will use from right to left, as the columns get clogged with diamonds.

Cave I. Fast Tracks. The trick here is to move around the islands counterclockwise, as do the Fireflies. It is best to switch to a new island just after a Firefly has passed, so you are chasing it, not vice versa. The Firefly on the center vertical island is a spoiler, so kill him with the second Diamond from the bottom.

Cave J. Mixed Doubles. Move left two rows below a rock pair, and then right one row below the same pair. The Boulders will drop, but only the Butterfly will come out, while the Firefly loops. Moving down and then up under one of the fallen Boulders, wait until the Butterfly follows and then drop a Boulder. At higher levels, to ensure that Butterflies follow, go left and follow the outside border counterclockwise, then work on the lower right pair first.

Cave K. Snake. Since the Fireflies fill up the path you make, you have to collect all the Diamonds without recrossing your path.

Cave L. Gridlock. Try to get to the bottom, and clear out as much dirt from the bottom up until getting trapped in a room becomes unlikely.

Cave M. Combination. The exit is at the mid-lower left of the cave (you just need to get one Diamond to get it flashing). Knock out dirt on the bottom two rows so that Diamonds line up horizontally. Work your way to the right of the screen in this manner, and then run all the way back along a solid row of Diamonds. In some levels you will sometimes need two partial rows of Diamonds joined by a column.

Cave N. Tree. There are 3 rows of 7 Diamonds. The top row is the most difficult, but the following strategy works well. Stand below a Diamond until Firefly traffic is sparse. Grab the Diamond (using the fire button) and then run under a rock, which will seal off your passage from the Fireflies. In this way, the situation is kept under control, because you're never directly in the path of a firefly.

Cave O. Cocoons. This is four puzzles in one, and they can be attacked separately. For the first, push the rock to where the Butterfly makes the vertical leg of its cycle, and then drop a rock on it. For the second, bore a hole in the dirt at the bottom of the cell, and then stand under the rock. As the Butterfly moves into the hole, release the rock. The trick here is to keep the Butterfly on a vertical path long enough to make the timing of dropping the Boulder less crucial. For the third, drop the lower rock onto the Wall. When you release the Butterfly this rock will be enough to lead the Butterfly under the upper rock, with which you can bomb it. For the fourth, move counterclockwise under the cage, release the Butterfly, and drop the Boulder on him as he comes up the left hand side of the resulting island. Or, for more control, drop the rock on a ledge you create beside the double Enchanted Wall, and then wait for the Butterfly to come around.

Intermission 1: This Intermission is not solvable 100% of the time. The trick is to release Fireflies so that the Diamond falls to the bottom without getting blown up. It can then be picked up.

Intermission 2: The trick here is to come in from the right for the Diamonds in the first row and from the left for the second row. Wait until enemy has flown over the Diamond, and then rush in. Enemy will fly to where you were before and not bother you if you keep going.

Intermission 3: Run to the bottom, wait until the leftmost Firefly has touched bottom, then cut out the bottom of the four left columns of Boulders, run to the left wall, and up. It will be easy to avoid the four Fireflies while you do the same maneuver to the next four (or just go for the Diamonds if you've got the timing right).

Intermission 4: Get the Diamond (as in Intermission 2) and lead the Firefly under the Boulder. When it explodes the other Fireflies are released and the exit becomes accessible.

Fireflies. The deadly Fireflies glide about the tunnels. Their behavior is predictable; they move along the edges of all the exposed areas. This is a help, since they will explode on contact with Rockford. Turn the tables by dropping Boulders on them, which causes them to blow up. This comes in handy when you want to demolish a wall in order to get some Diamonds.

Butterflies. The colorful Butterflies behave much like Fireflies. However, they fly in the opposite direction of the Fireflies and they turn into Diamonds when they explode.

Amoebas. This green blob bubbles and grows and will turn into boulders if its path is not blocked. It can be contained by Walls, Boulders, Diamonds and Rockford.

Slime. This slimy gunk is permeable so boulders and diamonds can fall through it; but first, they will rest on top..for a little while!

Enchanted Walls. They look 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 Diamonds, but only if there is empty space below the wall. It will also turn Diamonds into Boulders if they drop through it. Once the enchantment phase is complete it cannot be reactivated in the same round.

Growing Walls. Don't be surprised when these walls grow and occupy space cleared next to them. They will stop growing when they encounter any other object.

Titanium Walls. The exterior wall is an indestructible boundary to play action. Rockford can only exit to the next Cave through the Escape Door.

Escape Door. Initially the Escape Door looks like apportion of the Titanium Wall. After Rockford has collected the required amount of Diamonds, it is activated and begins to flash. At this point the mysterious Escape Door is revealed and you may exit.

CREDITS

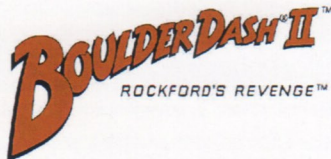
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