

## Rockford's Riot & Boulder Dash

2004 OCR'd by Wilko Schröter



**"perhaps the most addictive game ever" ZZAP 64**



### **OBJECTIVE**

It's deceptively simple! Collect a set number of jewels within a time limit. Along the way you'll need to dodge tumbling boulders, outwit fireflies, transform butterflies, stifle the amoeba and unlock the secrets of enchanted walls. It all sounds very simple, but we guarantee you hours of brain teasing fun. Begin playing with Boulder Dash before tackling the puzzles of Rockford's Riot.



### **LOADING INSTRUCTIONS**

Spectrum: Type **LOAD ""** then press **ENTER**.  
Commodore: Press **SHIFT AND RUN/STOP**.

### **GAMES OPTIONS**

After loading you will see a demonstration of the first Boulder Dash or Rockford's Riot cave. This is your introduction to the problems & solutions encountered in the game. When you have seen enough press **F1** (CBM 64) or **S** (Spec).

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## CONTROLS

**JOYSTICK:** The games are compatible with the Kempston, Protek, Fuller, AGF and Sinclair joysticks.

**KEYBOARD (Spectrum only):**

Up	Down	Left	Right	Fire
Use the arrow keys				zero
E	F	M	Symbol	N
O	K	X	C	V or B

## CBM 64/Spectrum

**F3/P** To select number of players & joysticks

**Joystick/Arrow keys** Move right or left to select one of the four starting caves A, E, I or M. Move up or down to select the level of difficulty – 1 to 5. (If you select levels 4 or 5 you will always start at cave A.)

**Spacebar** To pause the game.

**Run/Stop/Q** Quit the cave but not the game.

**J (Spectrum only)** Return to joystick menu.

**Fire button** To begin play.

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## THE CAVES

Both games contain sixteen caves, lettered A to P. You can choose to begin with caves A, E, I or M, but to see the rest you must play the game! Clues to the caves are given below.

## SCORING

In both games you race against the clock to gather jewels and score points. Each cave is a new challenge and the value of each jewel will change from cave to cave and level to level. Across the top of the screen the following information is displayed:

<b>75</b>	<b>15</b>	<b>00</b>	<b>300</b>	<b>0000</b>
Jewels needed to exit cave	Value	Jewels Collected	Time	Score

Every **500** points the tunnels sparkle and you receive another Rockford. You also get one point per second remaining on the clock when you exit the cave.

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## CAVES & CLUES

As you can see each game is divided into four groups of four caves. Each group is followed by a playable intermission. If you complete one of these interactive puzzles you receive a bonus Rockford. There are no penalties for losing or not playing the intermissions.

## **BOULDER DASH**

**A INTRODUCTION:** Grab the jewels before you run out of time.

**B ROOMS:** Move the boulders and gather the jewels.

**C MAZE:** You will need all the jewels to leave this cave.

**D BUTTERFLIES:** Drop boulders on butterflies to create jewels.



**E GUARDS:** Dodge fireflies as you gather jewels.

**F DENS:** Each firefly guards a jewel.

**G AMOEBEA:** Block the amoeba's growth with boulders.

**H ENCHANTED WALL:** Transform boulders into jewels.



**I GREED:** How many jewels can you grab.

**J TRACKS:** Gather jewels while the fireflies chase you.

**K CROWD:** You'll need to re-arrange the boulders.

**L WALLS:** Drop boulders on fireflies to breach walls.



**M APOCALYPSE:** Bring the butterflies and amoeba together.

**N ZIG ZAG:** Boulders change butterflies into jewels.

**O FUNNEL:** An enchanted wall and lots of boulders.

**P ENCHANTED BOXES:** Breach barriers to reach enchanted walls.



## **ROCKFORD'S RIOT**

**A INTRODUCTION:** Activate the enchanted wall to create jewels.

**B TUBES:** Surround the amoeba with boulders.

**C SPIRAL:** Head for the centre!

**D BARRIER:** Lead the fireflies to the amoeba.



**E RAIN:** Grab the jewels before they sink.

**F GAUNTLET:** You'll need to dodge the fireflies twice!

**G COLUMNS:** Blast your way through to escape.

**H FOLLOW THE LEADER:** Lead the butterflies to the amoeba.



**I PLATFORMS:** Dodge fireflies gather jewels.

**J CATCH 22:** One thing leads to another.

**K CASEY JONES:** Gather jewels ahead of the fireflies.

**L PRISON:** Gather jewels as you escape the cells.

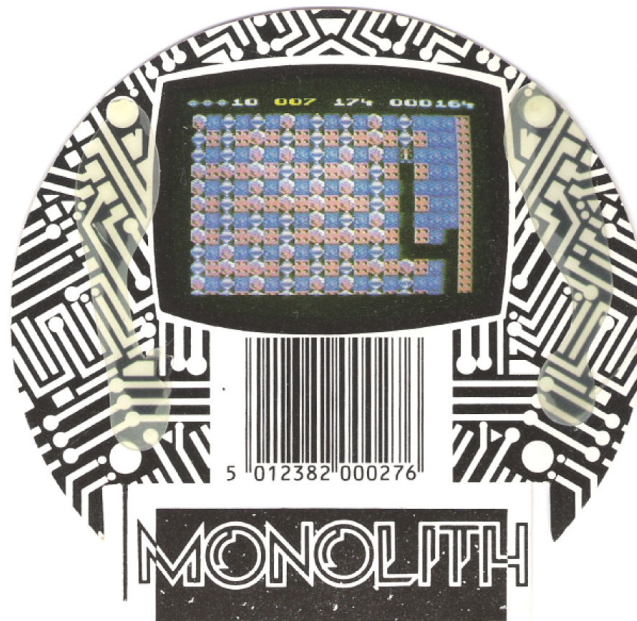


**M ENTOMBED:** How are you going to reach the exit?

**N MOLE:** Dodge fireflies and gather the jewels.

**O SNEAK:** Don't waste boulders on butterflies.

**P BOULDER DASH:** There is no margin for error.



#### HINTS & TIPS



**ROCKFORD:** Stop Rockford directly under a boulder or diamond – they won't crush him. Rockford can push boulders (with space behind them), simply move the joystick in the direction required. By pressing the fire button Rockford can affect objects around him without mowing. Finally, Rockford can run as fast as a boulder falls, so don't hesitate!

**BOULDERS:** Boulders fall straight down or topple off other objects. Use them to block tunnels or push them through enchanted walls to create jewels. They explode fireflies and transform butterflies into jewels.

**JEWELS:** Collect the set number of jewels to exit the cave. In some caves you will need to create jewels. A flash indicates you have acquired the right number of jewels and can dash for the exit.

**FIREFLIES:** Move along the edge of all exposed areas in an anti-clockwise direction. They explode on reaching Rockford. Drop boulders on them and they explode. With this knowledge you can breach walls.

**BUTTERFLIES:** Move clockwise. They turn to jewels on exploding.

**AMOEBAS:** The amoeba grows through earth and air. Rockford can block its growth with boulders. The amoeba suffocates and turn to jewels. However, if the amoeba grows too large it will turn into boulders!

**ENCHANTED WALLS:** Look like any other wall, until you drop a boulder onto them. The impact causes the wall to vibrate for a short time. Drop boulders through the wall to create jewels (but only if there is an empty space beneath the wall).

**EXPANDING WALL:** A tricky problem, luckily it only appears in the last four caves of Rockford's Riot. Experiment!

**EXIT:** Once the right number of jewels have been gathered the exit will begin to flash. You score bonus points for time remaining on the clock at your exit. Or should you stay and gather a few bonus jewels?

### CREDITS

Design: Peter Liepa with Chris Gray.

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