BOULDER DASH™CONSTRUCTION KIT™
For the Atari® 800™
KEYBOARD COMMANDS

After loading Boulder Dash Construction Kit, start the game from the title screen by pressing **RETURN**. You will then have the following set of options: Choose the number of players (1 or 2) and the number of joysticks (1 or 2) by pressing the **Option** key. Load the pre-saved game by typing **GAME1** and pressing **RETURN**.

When GAME1 is loaded, choose which cave or intermission you want to play by moving the joystick **up** or **down**. When the number of your choice is highlighted, press the **FIRE BUTTON** and the game will begin.

When playing the game, you can pause it at any point by pressing the **SPACEBAR**. Restart the game by pressing the **SPACEBAR** again.

Move Rockford up, down, left, and right by moving the joystick **up, down, left,** and **right**. If your Rockford"gets stuck in a position, with no way out, press **RUN/STOP** to go to the next Rockford in the same screen.

Construct a Game:

KEY	FUNCTION
Joystick up, down, left and right.	Move the cursor around the screen or palette
FIRE BUTTON	Select a highlighted icon Place a selected icon
P key	Display the Palette On/Off
L key	Select the Line mode On/Off

D key	Place a selected icon randomly on the screen
T key	Play test a cave or intermission (ESC to abort the test)
E key	Select the Eraser icon
N key	Start a New Screen (Y or N to confirm)
C key	Select the Color mode (ESC to exit the color mode)
V key	Select the Value mode (ESC to exit the Value mode)
F key	Toggles Full screen mode On/Off
M key	Select the Menu mode
Joystick up, down, left, or right	Highlight an option
FIRE BUTTON	Select and execute an option
ESC key	Exit a Menu or Sub-menu

To Save a cave or intermission once you've finished constructing it:
- Select the **Menu** mode
- Highlight *Save* with the joystick, and press the **FIRE BUTTON**.
- Type in a *NEW* name for your cave and press **RETURN**. (The file name must be unique.)

Make a Game Sequence:
- Select the **Menu** mode
- Follow the instructions in the manual for making a *Game Sequence*