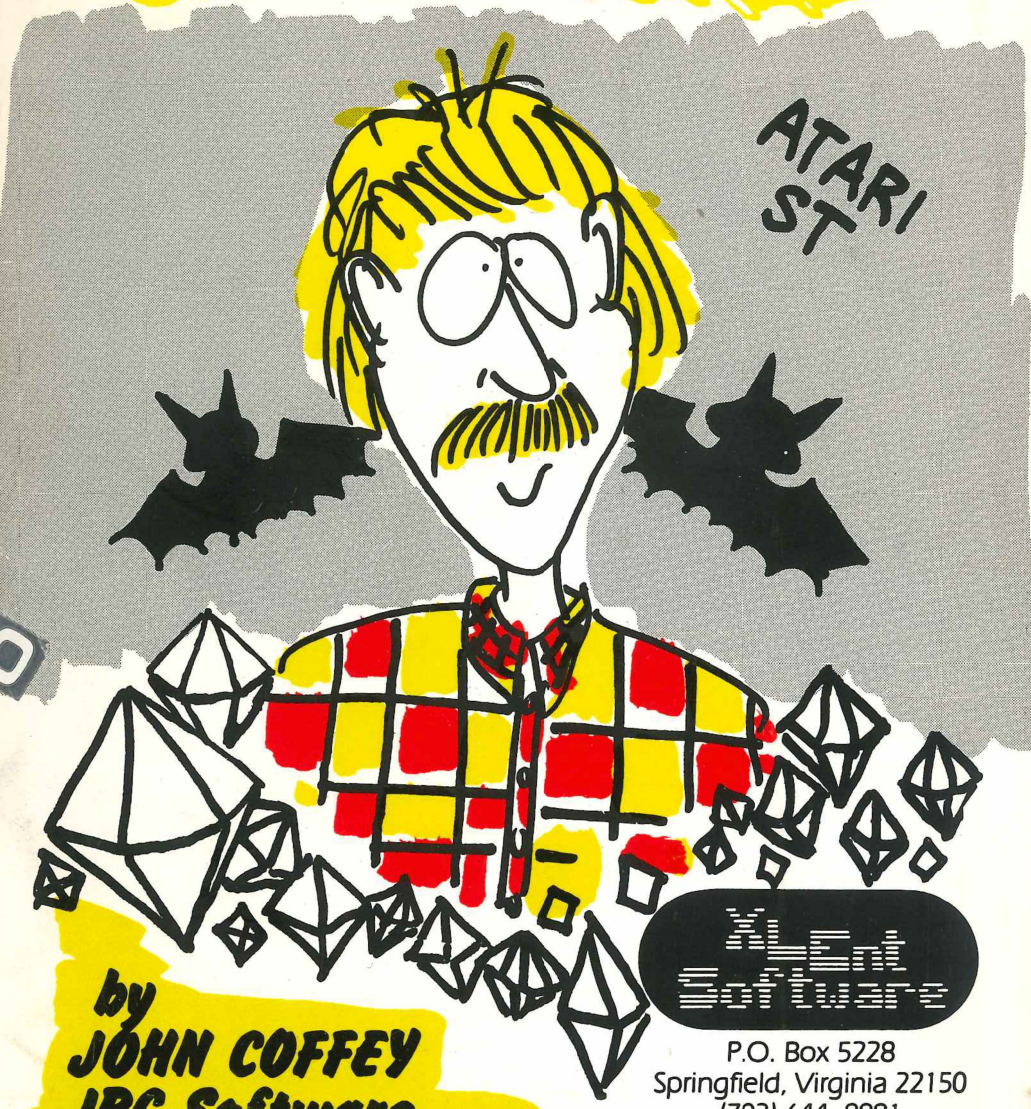
Diamond Mike

© 1987

ATARI ST



by
JOHN COFFEY
JRC Software

XLent Software
P.O. Box 5228
Springfield, Virginia 22150
(703) 644-8881
Telex 269728 XLNT UR

Presenting...

The XLent Staff

(not pictured: Jennifer Brabson)

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Diamond Mike is an exciting multi-level arcade action adventure graphics game.

You must help Diamond Mike tunnel through rock and dirt to collect treasures, while avoiding radioactive bats and guard droids. When you've mastered all the mazes on the disk, create your own mazes for continued challenging play.

Diamond Mike requires both skill and strategy. Start playing at any of three skill levels. One and Two player options are provided.

BONUS

Two bonus games are provided with Diamond Mike:

CHESS

Coprocessors (Arcade Style)

System Requirements:
Atari ST
Color or Monochrome monitor
Joystick

Diamond Mike

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Diamond Mike...

Thank-you for buying Diamond Mike. We at XLEnt Software realize you had a tough time deciding between a new C Compiler and this game. We know that you bought your ST with visions of running multitasking operating systems, writing artificial intelligence programs to solve your budget problems, and producing high resolution graphic masterpieces. Playing games was the farthest thing from your mind....Right?

Getting Started....

Since you bought it, you should learn how to play it....

To play Diamond Mike, you will need the following equipment:

1. an Atari 1040ST or a 520ST with at least one floppy disk drive, and a color or monochrome monitor. Keep in mind that if you have a monochrome monitor, you will see your colors in shades of gray.

2. One or two joysticks.

3. Electricity

Diamond Mike may be put onto and run from a hard disk if desired. Instructions for putting the game onto your hard disk are included with this documentation.

Loading the game:

1. Turn the computer off.
2. Insert the Diamond Mike disk into your disk drive. If you have more than one floppy drive, put the diskette into the drive you normally boot from. If you are running Diamond Mike from a hard disk, refer to the section on making a backup copy at the back of this manual. at the back of this manual.
3. Turn the computer on.
4. The game will automatically begin to load. Play starts in 70 seconds from this point.

If for some reason your computer seems dead (e.g. not booting), you may want to go out for a pizza. Actually, you should make sure your computer and disk drive are plugged in and turned on. It's a good idea to have your computer system plugged into an electrical outlet (one that works) and powered on (that's the opposite of "off"). Also make sure you put the diskette into the drive correctly.

Sometimes it will seem like Diamond Mike has a mind of his own. This only happens if you do not follow the proper procedures for beginning a legitimate game. You instead are in "demo mode". Some people get a big thrill out of pretending they are actually playing when a game is in demo mode. If you are like that, please keep that secret to yourself.

Playing the game...

Playing Diamond Mike is fairly simple but there are some things you should know about your keyboard and joystick before you start the game.

First of all, make sure your joystick is plugged into the second mouse/joystick port if you are playing a one player game. If you are playing a two player game, plug the joystick for the second player into the first port.
The first port is labeled "0" and the second one is labeled "1".

Some information about Diamond Mike....

Diamond Mike is being portrayed as a guy with a moustache and slightly messy hair. This is because the artist (guess who) felt like drawing guys with moustaches and slightly messy hair at the time. She could have portrayed him in a pinstripe suit with wingtip shoes and a neat hairstyle, but she didn't.

For those of you who like to know more about imaginary characters, here are some unknown facts about Diamond Mike:

1. He hates bats
2. He likes Chicago-style pizza
3. He has a pet dog named Simon.
4. He enjoys running around inside your computer.
5. These are really boring facts....

Keyboard Controls...

Q Quit and return to GEM Desktop. This key is great for situations in which you must quit the game (e.g. the pizza man has arrived with your pizza, or when your mother is about to catch you playing with the computer instead of writing your book report.

S Start the game. You can also press "S" to start a second player game after the first one has already started. One of Diamond Mike's unique features is that a second game can be started anytime while the first one is in progress. When the "S" is pressed, a message appears at the bottom of the screen telling the second player to get ready to play.

Play alternates quickly between the two players. At the end of each round, control is switched to the other player. Remember to have two joysticks plugged into the computer if you decide to have a two player game.

If one of the players loses all of his or her turns, a new game may be started simply by pressing "S". The other person's game will not be interrupted and a new game will be started for the second player.

G It is possible to play a round so badly that it is no longer feasible to finish the round (e.g. you get the Diamond Mike character trapped). Most games would make you wait for the timer to run out and then make your character explode before letting you go onto the next round, but not Diamond Mike. If you have "blown your chances" for finishing a particular screen, feel free to press "G" and skip to the next round. Of course, you will lose one of your turns if you do this.

If you are playing a two player game, game playing will pass to the second player. (If it passes to the third, you are not playing this game.)

P Pressing "P" will pause the game. Restart the game by pressing any key after you pause the game. The game can be paused for any reason at all.

C If you have a dislike for the color of the dirt, you can change it by pressing "C" once the game has begun.

1 If your joystick is worn out, or it is your first experience with a joystick, you may press "1" to switch the game to slow speed. (If your joystick is worn out, you should go buy a new one. Put the older one with the rest of the stuff that you keep around but never use. You may need it someday....)

2 After you have purchased a new joystick, or you have become more experienced, you can switch the game to normal speed by pressing "2".

3 So, you think you're an expert? Try it at this speed. This is a faster speed.

% Pressing the percent sign, saves the game you just played to disk. This game while be played every time you reboot Diamond Mike. (You should only do this if you can get past the first screen.)

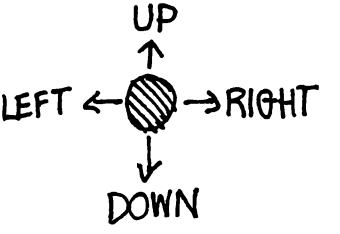
Joystick Control...

Good joystick skills are not necessary, but they will make the game a lot easier to play. PLEASE! Do not try to play this game using a mouse. It just isn't the same. It's also cruel to your mouse (especially when you get frustrated and toss it across the room because it doesn't let you move the right way).

While we realize that a joystick may be moved in an infinite number of directions, there are only four directions that will do you any good in this game.

UP If you are holding the joystick correctly, and you push the stick up (or away from you), this will move Mike up on the screen unless he is blocked by an object (like a flower) or a wall.

DOWN Works the same way as UP except you go down.



USING A JOYSTICK...

LEFT
RIGHT

Pushing the joystick left or right moves the player left or right (unless you are holding your joystick incorrectly). If the path you are taking is blocked by a single rock, you can make Mike push it out of his way provided there is an empty space on the other side of the rock.

Button

At the beginning of each round, you must press the joystick button to start playing. The entrance to each round is denoted by a "B" in a rounded box. As soon as you press the joystick button, this "B" in a box becomes Diamond Mike.

The button is also used for grabbing or pushing objects that are next to Mike. The stick must be moved in the direction of the object to be grabbed or pushed.

The Object of the Game...

By now, you are probably wondering what the object of this game is. The object is simple -- get a high score and have fun doing something that won't influence the weather.

You will be starting at the first screen, choosing a path, and then following that path through several screens until you get through all of the levels or get killed by a bat or falling rock.

Each time you finish a round (screen), you will be given a certain number of points. You also collect points every time you collect a diamond and kill a bat or a droid. Each screen has its own twist. There may be bats and droids chasing you, or there may only be dangerous rocks. Sometimes there will be both.

Each screen has a certain number of objects that must be collected before you can go to the next screen. The number of objects in a screen is reported at the lower right hand corner of the screen by a counter (a number that hopefully will decrease for you).

Once you have collected all of the objects for a certain screen, the EXIT will become "READY" for you. The "E" will turn into a mass of multicolored particles. Once this happens, you can go through the EXIT to the next screen.

HELPFUL HINT: Rocks are fun, but don't try to collect them.

On some screens, you will only need to collect all the objects and then go to the next round by finding the exit. On other screens you must drop either a rock or an object on bat(s) to complete the round. Dropping an object on a bat will not only obliterate him, but will also produce more objects for Diamond Mike to pick up.

Direct contact with a bat or droid will cause you to lose a turn. Getting Mike smashed by letting a rock or other object fall on him will also cause you to lose a turn. Getting "Smashed" is not a pleasant experience for Diamond Mike....

One of the screens (we aren't going to tell you which one) has a secret passageway that you must find in order to complete the round.

This game is timed. You must finish the round before your time is up, or you will decease and use up one of your "turns". The timer is located to the left of the object counter.

JBB.

KILLER BAT

(DO NOT DROP ROCKS ON THIS BAT...)

Other things you don't know yet...

Diamond Mike offers three different levels of play: EASY, MODERATE, and HARD. The level of difficulty is chosen at the first screen.

The first screen has a single cherry and three exits. After grabbing the cherry, you must choose which exit you want to pass through. Of course, you could always quit if this decision is too hard for you (Press "Q" to quit).

EASY LEVEL

The left exit leads you to the EASY level. This level offers 15 different screens and awards 50 points every time you complete a round. If you are too slow in making your decision (or if your joystick is too old to move very quickly), you will automatically be sent to this level.

MODERATE LEVEL

The middle exit will take you to the MODERATE level. At this level, you will be rewarded with 100 points for each round you complete. There are 16 different screens in this level.

HARD LEVEL

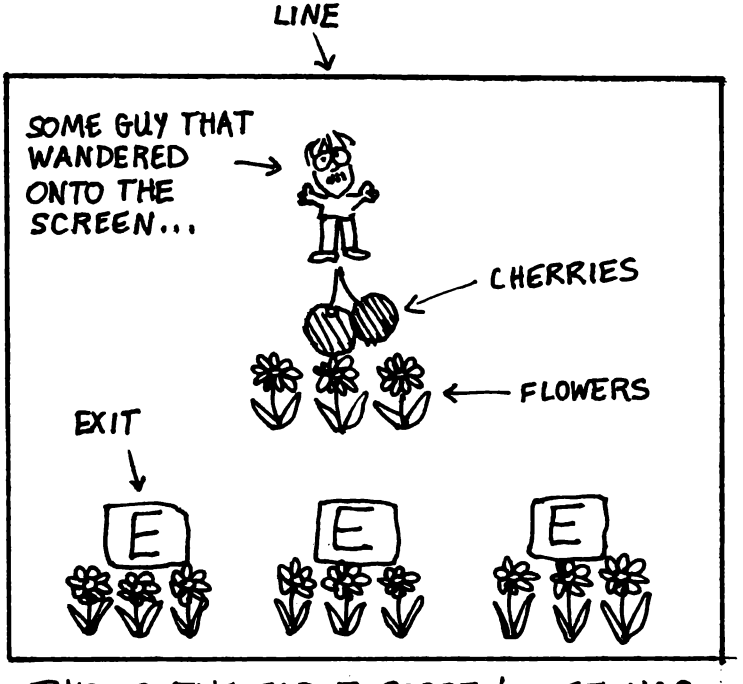
You can go into the HARD level by choosing the exit on the far right. This level has 17 different screens and you get 200 points every time you complete a round.

Here is a breakdown of the scoring method used in this game:

1	point for each diamond collected
10	points for each bat you kill
10	points for each droid you kill
50	to 200 points for completing a round depending upon the level chosen at the start of the game.

Points are awarded at the end of each round.

SAMPLE SCREEN



THIS IS THE FIRST SCREEN. IT HAS THREE EXITS TO CHOOSE FROM.

PROTECTING YOURSELF

Dropping rocks on bats...

How often do you drop a rock on a bat in real life??? Most people would throw a rock and then miss.

Since this game is not "real life" you will not be throwing rocks at bats. Instead, you will be dropping rocks on them in order to make them turn into more objects (Oh boy!!!) so that you can get more points. Because we know this is a foreign concept to most of you, here are some guidelines for dropping rocks on bats....

1. Make sure the bat is chasing you.

2. Dig a path up to a rock. Stand under the rock so that it doesn't fall.

3. Make sure you have somewhere to go besides down (for example, left or right).

4. When the bat comes close to you, step aside and let the rock smash the bat. The bat will thank you later since he didn't want to fly around inside a computer anyways.

You can also drop a rock on a droid, but don't go out of your way to do this since obliterated droids do not turn into additional objects.

HELPFUL HINT: Bats are gray things that flap around. Droids are multi-colored diamond-shaped objects that seem to glide around the screen.

QUICK REFERENCE

Here is a quick summary of everything you need to know in order to play Diamond Mike:

Keyboard commands:

Q	Quit and return to GEM Desktop
S	Start a game of Diamond Mike Also start new game for second player while one is already going on.
G	"Give up" on a particular round
P	Pause the game
C	Change the color of the dirt
1	Switch game to SLOW speed
2	Switch game to NORMAL speed
3	Switch game to FAST speed
%	Save game just played to disk

Use the joystick to maneuver (in other words, steer, or move around in the direction you want to be going in). You can use the joystick button to grab or push objects that are next to you.

MODIFYING THE GAME...

You can change Diamond Mike to your own liking with any text editor. This will allow you to modify the individual screens. You can make them easier or harder depending on your own preference.

WARNING.... Before attempting to change any of the screens it is very important that you make a backup of your official Diamond Mike disk (this is the one that came with the package that you purchased from some legitimate operation). Use your backup copy for modification. Store the original disk in a safe place (away from dogs, water, and big magnets).

The instructions for making a backup of the game disk are included in a special section in this documentation. Please follow the instructions given since backing up Diamond Mike requires a special procedure.

The individual Diamond Mike screens can be found under the folder called "MAZ". These files are labeled M0 to M17. Each file corresponds to a Diamond Mike screen. Screen M0 should not be modified.

Each file can be loaded with a text editor and modified if you are familiar with its format.

SCREEN FILE FORMAT

The first line of the file is the screen name which should be no longer than 12 characters. You can change the name of the screen if you wish.

The second line contains the character that is considered the "limiting factor" followed by the number of objects that must be retrieved in order to finish the round (or screen). You may change both of these items.

What's a "limiting factor"? What are you? A moron? The "limiting factor" is the character that can vary in number according to the level that you are playing (Gee, that makes a lot of sense). Maybe you should leave this one alone....

After the first two lines, there are 22 lines (of 40 characters each) that contain the characters used on the actual screen. You should not change the number of characters. It should always be 22 by 40 characters. No more and no less. (Of course, we know that some of you out there are going to experiment to see what happens when you do illegal alterations.)

Each character represents the screen characters as follows:

;	dirt
"	outside wall
:	rock
*	bat
.	diamond or object
$	exit
#	portal through which Diamond Mike enters the screen.
$	droid
!	flower
>	special wall

```
    Mine
*80
"""""""
```

PUTTING THE GAME ON YOUR HARD DISK...

To put Diamond Mike onto your hard disk, transfer the contents only of the AUTO folder (open the folder and copy the individual files to your hard disk), the entire MAZ folder, and the files listed below, to your hard disk:

CHARS
DIAMOND.MUR
HISCORES
JRCSOFT.MUR
REPLAY
STARS.PRG

MAKING A BACKUP COPY...

The Diamond Mike diskette is a standard formatted 360K floppy. To make a backup of the program, use the GEM desktop disk copy procedure to make a backup copy.

OTHER FILES ON THE DISK...

AUTHORS.MSG - Please read this message from John, Diamond Mike's mentor.

BONUS Folder - John has given you two bonus games to play.

C_CHESS.PRG - This is a text-based chess game suitable for beginners.

CHESS.C - This is the C source code for the chess game.

COPROCES.PRG - Coprocessors is a Q-bert type game, played in low resolution color.

Problems Printing??? Why are you trying to print with this program? It's a game.

We welcome any written comments or suggestions that will help us provide you with the software you want. Send them to:

XLENT SOFTWARE
P.O. Box 5228
Springfield, VA 22150
(703)644-8881 (ordering)
Customer Service:
(703)569-8881
TELEX 269728 XLENT UR

XLEnt Software [U.K.]
516 Alum Rock Road
Alum Rock
Birmingham B8 3HX
United Kingdom
(021) 327-6110
TELEX 265871 (MON REF G)

REPLACEMENT POLICY

The original diskette is guaranteed against defects due to faulty materials or workmanship for ninety (90) days from the date of purchase. If you are having problems, please return the diskette to XLENT Software, P.O. Box 847, Springfield, VA 22150. Please include a copy of your sales receipt.

ACKNOWLEDGEMENTS

Many thanks to Jennifer Brabson for the cover art and for helping with the documentation. Jennifer had to refrain from calling the pizza man while working on this documentation. Also thanks to Mike Barnes, Linda Kubota-Barnes (what's a "Barnes" anyway?), Barbara Calderon, and the rest of the XLENT Software Staff (pictured somewhere in this documentation).

Atari 520ST, Atari 1040ST, and Atari ST are registered trademarks of Atari Inc.

Other XLEnt Software for the ST...

TYPESETTER ELITE $49.95 (US)

GEM based desk top publishing package that integrates text, graphics, and drawing tools to produce full page high resolution printouts on Prowriter, NEC, and Epson printers. It also includes a full page print preview function and the ability to use ASCII files and Custom Fonts.

RUBBER STAMP ST $39.95 (US)

This program allows the user to add text and graphics on graphics screen which is compatible with D.E.G.A.S. Rubber Stamp ST allows the user to shrink, stretch, rotate, and flip screens. These screens can then be used with Typesetter Elite, PM Interface, and D.E.G.A.S. It's also useful for creating icons, graphic address labels, index, Rolodex or other card-sized output. In addition, you can use fonts from MegaFont ST and D.E.G.A.S.

MEGAFONT ST $39.95 (US)

Allows you to embed graphics into your 1st Word and ASCII text files. Allows you to mix font styles to indicate italics or provide emphasis. GEM based and menu-driven for ease of use. Includes a font editor to let you design your own fonts (fonts may also be used with Rubber Stamp ST and Typesetter Elite). Compatible with 1st Word, D.E.G.A.S., NeoChrome, and the XLEnt line of ST software. Supports NEC, SMM804, Prowriter, and Epson compatible printers.

WRITE 90 $29.95 (US)

Turns spreadsheets, text and screen output on their side by allowing vertical formatted files to be printed sideways using continuous or single sheet paper. Very useful for over-sized spreadsheets or flow chart style programs. Five character sizes are available. GEM based. Supports Epson FX, SMM804, NEC, Prowriter and compatible printers.

PM INTERFACE $29.95 (US)

GEM based program that enhances the utility of PrintMaster (TM). Allows PrintMaster (TM) to be integrated with DEGAS (TM) and XLEnt graphic utilities. Use PM INTERFACE to create new PrintMaster (TM) graphics and borders using stored graphics and even picture files!

TYPESETTER UTILITIES

Volume II - Monochrome Icons

Created by Jennifer Brabson (of XLEnt Software), these graphic icons can be used with the Monochrome versions of Rubber Stamp ST, Typesetter ST, Typesetter Elite, MegaFont ST, and PM Interface.

Volume III - Color Icons

This collection of icons is basically the same as the one in Volume II, but in color. Use these color icons with color versions of Typesetter ST, Typesetter Elite, Rubber Stamp ST, MegaFont ST, and PM Interface.

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DIAMOND MIKE by John Coffey

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