# Cavemania™

Version 2.0 released in December 1995
Manual v2.0 (Dec'95)

The Cavemania is a shareware product.
Unauthorized copying, lending or modifying
of this game are strictly prohibited.

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# Chapter 1: Introduction

The good old Boulderdash on the good old Commodore 64 was the reason to start coding Cavemania on Atari Falcon. Ten years ago the Boulderdash was very impressive and had great audio visual effects considering the resources of the C64.

Basically the game is very simple. And that is one of the reasons why it was so popular. Each cave is filled with certain elements that behave in a certain manner. Some elements are unpredictable and random, the other have a simple pattern in their possible movements.

Cavemania enables two simultaneous players. They can be plugged into the same unit or into two different Falcons connected with a MIDI interface. Cooperation and competition make the game more challenging and enjoyable.

The original Boulderdash attracted with its nice graphics and sound effects (like said before, for the C64 they were pretty good), smooth 50Hz scrolling, a very flexible control and high playability. Cavemania is not meant to be a pure conversion but the basic elements of the simple game are wanted to maintain.

On Amiga there are several clones of the Boulderdash (Rockford etc.) but so far the original version is unbeatable. Some kind of conversion with a poor scrolling is on ST, too. This release is for Falcon only, but STE version is planned to be released in the future. Also updates will be available depending on the success of the game.

# Chapter 2: The Game

## 2.1 Technical support

The Cavemania v2.0 does not fully support Falcon 030's hardware. The most important features are the extended graphic modes, instruction cache and a faster 16MHz CPU.
The game runs in 8-plane mode but some menus are in TRUE color. The blitter chip is not used; the 68030 does all the graphic operations, too. The sound system (16-bit, real 25 kHz Stereo, 4+2 Channels), scrolling and the code are (mostly) 68000 compatible.

## 2.2 Instructions

The game is pretty simple and you'll learn the tricks very fast. Anyway, here are some tips for the beginners:

**Mud** The mud can spread only in sand and in empty space. If you are not fast enough, the mud will selfdestruck to stones, diamonds or just disappear.
By surrounding the mud, you are able to turn it to diamonds.

**Butterflies and beetles** You'll get nine diamonds by destroying a butterfly monster. The beetles just blast away. They both react with mud or when you drop something on their heads.

# Chapter 3: Main menu

You are allowed to make some choices depending on the control device you want to use, the amount of the players and so on. When you enter the screen (main menu) where the game logo falls from the top of the screen, use the function keys to alter the options.

## 3.1 Playmodes

'**1 Player Challenge**' is a single player solo game mode. The cave is not automatically restored before you reborn, but in the home base you can restart the cave by pressing the SPACE bar.

'**2 Players Cooperative**' supports a two–player team. Both players can play with the sticks but the keyboard is also available. 'Cooperative' means that the common well–being is more important that an individual success. No kill bonus is added and if one player looses all the lives, the game cannot be continued.

'**2 Players Competitive**' mode is similar to the previous one but the idea is to compete with each other. Dropping stones to eliminate the partner, exploding the exit destinations and letting the monsters kill the other one are some of the useful tactics to gain score. When the both players are on the same skill level, this mode is worth trying.

## 3.2 Controls

'**Joystick #1/2**', just connect the stick(s) and start playing.

## 3.3 Playfield

Cavern is a series of caves that are set to a certain order. You have the tools (UTILS\SCENARIO.PRG) to create the modules (.MOD) containing caves from a single cave module up to 32 caves. To play all the caves (or as far as you manage) select '**cavern**' as a playfield.

'**A single cave**'–mode is available if you want to practice a certain cave. However, the cave must be a part of the loaded cavern. You are allowed to select the cave by cursor keys. When you have finished the cave, the game is finished, too.

## 3.4 Options

'**Start game**' starts the game with the given parameters.

'**Quit**' (or alternatively '**ESC**') quits the game.

'**Load a new module**' (or when you first time start the game). Use this option to load new caverns (modules). All the module files must be located in the folder \CMANIA\SCENARIO*.MOD.

'**Show Hiscores**'–option shows all the hiscores of the loaded module.

'**Information**'–pages have a lot of useful information you may need while playing the game.

## Chapter 4: File format

You are able to build your own caves with a scenario editor. This program creates a simple module file from different types of components you have selected. These components can be easily created by other Cavemania editors such as graphics editors, sound editor and cave editor. The scenario editor is the final step toward the fully functional cavern.

List of the components

**graphics block set** **CMANIA\UTIL\blockset.prg**
A block set is needed to initialize the basic block set for each module but the whole set can be replaced before any cave. The set consists of app. 100 graphics blocks.

**palette data** **CMANIA\UTIL\graphics.prg**
You are able to change the palette during the cavern. At least one palette information is needed at the beginning of the module.

**graphics block** **CMANIA\UTIL\graphics.prg**
To change a single graphics block, you are able to include .GFX files (256 bytes each) in to the module. The new block replaces the defined block.

**background data** **CMANIA\UTIL\backgrnd.prg**
A different background for each cave is recommended. However, only one background is required at the beginning of the module.

**cave data** **CMANIA\UTIL\cavedit.prg**
You can include up to 32 caves into a module. Between two caves you can make different changes to the audio-visual environment.

**music data** **CMANIA\UTIL\songedit.prg**
A repeating tune is pretty annoying. Create your own pieces and link them to the module file. At least one song is required, more recommended!

# Chapter 5: Shareware & Registration

This product is a shareware game. You get a registered version after paying a certain fee. Registered version is the latest release with all existing options available. The game is registered to a single person only. To order the game, you give some information (your name and your address). You will get your personal version in a few weeks.

## 5.1 Unauthorized copying

'Personal version' means that the files are encoded with several information. Each registered version is possible to identify and the Author (YOU!) are responsible if your version is being copied.

Atari Falcon scene is quite small. It is very easy to cause enough public troubles for a pirate lamer. (Greez 2 da mothafuc***' Ronald v.d. Tillard, the cracker and illegal spreader of Utopos & Stardust!, nice reputation you have, eh !?)

Modifying the game files is hardly worth trying. The data is encrypted, packed and encrypted again and you can never be sure if the identification data is fully removed.

After all, if there are no official registrations, the shareware product will hardly be updated. This applies to the Cavemania as well.

## 5.2 Ordering the full version

To order the registered version, send a letter containing

- Your full name
- Your address (don't forget the country!)
- Your internet address (not necessary)
- The payment

Send the letter + payment to the following address

**Mace of Extream**
c/o Markus Vartiovaara
Kaavintie 17B
01650 Vantaa
**F I N L A N D**

The registration fee is

| | |
|---|---|
| 100 Fim (Finland) | $25 USD (USA) |
| 200 SEK (Sweden) | $35 CAD (Canada) |
| 150 NOK (Norway) | 15 GBP (England) |
| 150 DKK (Denmark) | 35 DEM (Germany) |
| 120 FRF (France) | 700 BEF (Belgium) |

Acceptable paymethods are

- Cash (banknotes of any currency). Easy but risky ...
- International postal order (mandat de poste international)
- International cheque (mandat international). If using international cheque, add 25% to the price to cover the cashing expences. Make the cheque payable to Markus Vartiovaara

The full version contains an installation disk and installing help.

Hope you like the game!

**Yours, Mace/Extream**

Installing the Cavemania ...