Shake that Shell !

There's a Motion in the Ocean...

ROCK 'N' ROLL
CLAMS

*...some Clams
were born
to Rock !*

The Manual

**CASPIAN
SOFTWARE**

CONTENTS

INTRODUCTION

Congratulations on buying Rock 'n' Roll Clams, the very latest in video gaming for your Atari personal computer. Rock 'n' Roll Clams have been designed to use the features of your Atari computer to bring you hours of fun and entertainment.

Here are some of features which Rock 'n' Roll Clams has to offer:

Over 100 levels

1 or 2 Player modes

POWER PAD compatibility (STE and Falcon030 only)

BLITTER enhanced graphics (STE and Falcon030 only)

POWER PAD

COMPATIBLE

CREDITS

Sean T. Baggaley - Coding and Graphics

Tony Bennett - Music coding

Jonathan Clarke - Coding

Dean Towey - Music

ROCK 'N' ROLL CLAMS - THE STORY

One day, deep below the ocean waves all was not well. Caspar the Clam was bored. He and his friends had been dragged out on yet another school trip to listen to the dull classical music of his local orchestra. Caspar had nothing against the orchestra you understand, its just that he hated the music they played. Yet Caspar loved music, he had a very musical ear and a good sense of rhythm and pitch. He just didn't like the music he had to listen to on his school trips. His friends where the same, and they all longed for something different. What Caspar and friends hadn't realised was that far away a series of events where about to happen which would change the lives of his friends and himself.

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Up on the shore Joe DiPasquale was listening to a salesman as he rearranged his stock of singles.

"I swear man! these are the cooollllest grooves you have ever heard!" shouted the salesman. "We're talking about the Beadles! The biggest name in li'l ole England"

"Yeah sure, so was that stuff the last salesman tried to slip me, here have a listen" said Joe has he and the salesman walked over to the jukebox.

Joe tapped a selection into the jukebox and then gave a hard kick to its base. The jukebox suddenly came alive with a loud click from the speaker grille and lights flashing everywhere. The two of them peered through the thick chrome-edged glass window as the mechanical arm picked up the record and dropped it into place.

Suddenly the shop was filled with music, it seemed to spin and move around the shop, the sound flew in and out of every inch of the store and right out into the street...

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"Caspar! Are you listening to this divine concerto" asked Caspar's school teacher. Caspar opened his eyes with a start. "Yes Miss! he replied, and promptly fell asleep again.

Thump . . . thump . . . oomp . . . thump . . . Caspar opened his eyes.

Thump . . . thump . . . oomp . . . thump . . . There it was again! What a strange yet oddly compelling rhythm. Where was it coming from?

Thump . . . thump . . . oomp . . . thump . . .

Caspar glanced surreptitiously around and spotted a way out of the amphitheatre.

"Please Miss," Caspar whispered to the nearest school teacher, "may I be excused?"

"Okay, but be quick or you'll miss the best part!" the teacher replied.

Caspar was off, rolling out of the amphitheatre in the direction from which he thought the music was coming from Outside. Caspar bumped into some of his friends who had all managed to escape.

"Hey Caspar, can you hear it? Where is that crazy rhythm coming from?" Asked one of his friends.

Caspar and his friends all listened hard. "It's coming from The Land" Caspar replied.

"Wow! I've never heard anything like it!" said one of his friends.

"You're right!" replied Caspar turning to his friends, "We have to investigate, we owe it to Clamkind!"

Together, Caspar and his friends set off in the direction of the strange sound, none of them realising the adventures which awaited them...

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What Caspar and his friends didn't realise was that far above them on the ocean's surface Mackerel Mac was getting ready to start another days' catch.

"Well, looks like as good a place as any, we may as well release them now." said Mackerel Mac to his Mate. The Mate nodded and flicked a switch to lower the nets.

The nets started to disappear deep down into the ocean.   Now Caspar and his friends had always been warned not to go too near the shore, but because of their excitement over the strange sounds they had all forgotten!

Caspar and his friends could hear the sounds more clearly now. "Not much further to go!" Caspar shouted to the others, but before any of them could reply they where suddenly caught up in the nets which Mackerel Mac had lowered from his ship.

"Help! Caspar!" shouted one of the Clams, "What's happening?"

All the friends could do was to look out of the net and watch the seabed that was their home slowly disappear below them as the net was slowly hauled in.

Up on Mackerel Mac's boat all hands where at the ready, waiting for the net to appear. Caspar and his friends where helpless as Mackerel Mac gave the order to turn the boat around and head for shore. Mackerel Mac stood looking over the days' catch. "Not bad" he said. "Wait a minute, what are these". Mackerel Mac bent down and looked hard at where Caspar and his friends lay, trapped.

"These aren't much use to me, still I'll see what I can get for 'em from old Charlie and his mobile Clam shop - 'Clams 'U' Like'".

Mackerel Mac got a small brown paper bag from his pocket and placed the Clams in it one by one. Back on the shore, Mackerel Mac left his Mate in charge of unloading the days' catch while he went to look for Charlie.

"Hey Charlie, are these any good for you, they're a bit small" said Mackerel Mac as he handed the small bag to Charlie.

Charlie looked into the bag and saw Caspar and his friends all with their shells tightly closed. "They are a bit small, Mac, but I'm sure someone will buy them!" he said as he handed Mackerel Mac some money. By now the small paper bag had started to become quite wet, and a small hole had started to appear in one of it's corners. Caspar saw his chance. He dropped through the whole in the bag and rolled into some grass at the side of the road. Caspar watched as his friends disappeared off down the road.

Will Caspar find his friends? Will he be able to bring that "Rock 'n' Roll" beat back home? Only you can find out as you help Caspar rock and roll his way through the many weird and wonderful worlds of **ROCK 'N' ROLL CLAMS!**
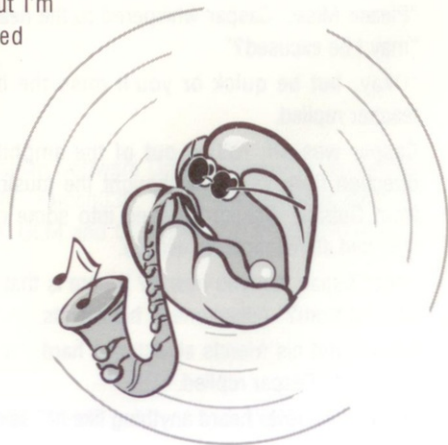
LOADING INSTRUCTIONS

Autobooting Rock 'n' Roll Clams

Note: If Rock 'n' Roll Clams fails to Auto-run refer to the section on **RUNNING FROM THE DESKTOP**, or **INSTALLING ON A HARD DRIVE**.

1. Have your Atari ST/STE switched off.
2. Place Disk #1 in drive A.
3. Switch on your Atari. The Caspian Software logo will appear and Rock 'n' Roll Clams will now load automatically.

Running Rock 'n' Roll Clams from the Desktop

1. Switch your computer on so that the Desktop appears in either Low or Medium resolution.

   Note: If you are running the game on a machine with only 1 Mb of memory you will have to boot without Desk Accessories or any programs which stay resident in memory.
2. Place disk #1 into drive **A**. Place disk #2 into drive **B** if one is connected.
3. Open drive A's directory by double clicking on it's icon.
4. Look for the file called **"CLAMS.PRG"** and double click on it's icon.
5. The Caspian Software logo will appear while the game is loaded.

Notes:

Once Rock' n' Roll Clams has loaded do not remove the disk, since the game will need to access it.

If step **5** does not appear then turn to Troubleshooting for help.

INSTALLATION ON YOUR HARD DRIVE

Rock 'n' Roll Clams has been designed so that it may be installed on your Hard Drive. To do this just following the steps shown below.

1. Turn on your computer so the Desktop appears.
2. Place Rock 'n' Roll Clams disk #1 into disk drive **A** & open it by double clicking on the drive **A** icon.
3. Open a Directory on your Hard Drive where you would like to place Rock 'n' Roll Clams.
4. In drive **A's** directory window, you will see the following -

   "AUTO" "CLAMS 1" "CLAMS.PRG"
5. Copy across the folder **"CLAMS1"** and file **"CLAMS.PRG"** to your chosen hard drive directory.

   Note: You will **not** need the **"AUTO"** folder.
6. After these files have been copied, insert disk #2.
7. Copy the folder on this disk, called **"CLAMS2"** to the same place on your Hard Drive as **"CLAMS1"**, (see step **4**, above.)
8. You may now store your Rock 'n' Roll Clams disks in a safe place.
9. To load and run Rock 'n' Roll Clams from you hard drive, simply double click on **CLAMS.PRG**.

Notes:

* If you have a 1 megabyte machine, you will need to disable any Desk Accessories. You will also need to disable any memory intensive programs kept in your Hard Drive's **"AUTO"** folder.

* Rock 'n' Roll Clams is not compatible with Multi-TOS. You should disable Multi-TOS before running the game.

OPTIONS MENU

Rock 'n' Roll Clams has been designed with a very flexible options system which may be used to configure the game to your personal taste.

To enter the options menu: press the **"OPTION"** button on your Power Pad, or press **[Left]** on your Power Pad/Joystick while on the title screen so that the Clam points to **"OPTIONS"** and press Button **[A]** or **[Fire]** to select.

Selecting different options

Which options are available depend on which machine the game is being played on. If an option listed below is specific to a particular machine, the machine type will be shown after the description.

In all the menus, you can select a particular option by pressing **[Up]** or **[Down]** to pick an option and button **[A]** or **[Fire]** to select it.

Main Options Menu (All versions)

JUMP LEVEL

SELECT GAME

SET SOUND

SAVE OPTIONS

SET SOUND MENU

MUSIC ON

Selecting this option will turn on the in-game music.

MUSIC OFF

Selecting this option will turn off the in-game music.

MUSIC ON SUB-MENU (Falcon030 only)

HEADPHONE

Selecting this option will cause the games' sound to be played through the headphone socket on the back of your Falcon030.

SPEAKER

Selecting this option will cause the game sound to be played through the Falcon030's internal speaker. Use this option if you are using a VGA monitor which does not have it's own speaker.

HEADPHONE AND SPEAKER

Choosing this option plays the games sound through both the headphone socket and the Falcon030's internal speaker.

SAVE OPTIONS MENU (All versions)

You may save a particular set-up by using this option. If you enter this option by mistake, or chose not to save the set-up, simply select **EXIT** and you will be taken back to the main **OPTIONS MENU**.
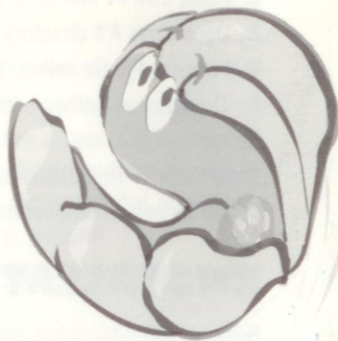
JUMP LEVEL MENU

Select **JUMP LEVEL** and you will be presented with four new options.

MUSIC WORLDS

CLAMS WORLDS

PASSWORD

PLAY GAME

Music Worlds Sub-menu

Selecting **MUSIC WORLDS** allows you to enter any of the **MUSIC WORLD LEVELS** in any order you like.

CLAM WORLDS

Selecting **CLAM WORLDS** allows you to enter any of the **CLAM WORLD LEVELS** in any order you like.

Password Sub-menu

PASSWORD allows you to enter **SPECIAL CODES** which allow you to jump to different parts of the game. Sometimes you may be given a **PASSWORD** at the end of a level.

Select Game Sub-menu

Use this option to select either a one or two player game. If playing on an STE or Falcon030 you may also choose whether to use standard CX-40 style Joysticks or Atari POWER PADs.

PLAY GAME - Starts the game.

CONTROLS

Controlling Caspar

Caspar's under your control. Pressing your Power Pad/Joystick either **[left]** or **[right]** will cause Caspar to spin and begin to roll in that direction. The longer you press the faster Caspar will spin. The way Caspar bounces off objects will depend on the object itself, how you have hit it, and also the speed at which Caspar was spinning.

Anti-Gravity

If there is nothing below him, Caspar will simply fall down the screen. Sometimes, you may wish to travel up a level so use the **ANTI-GRAVITY** feature by pressing **[up]** on your Power Pad/Joystick.

Note: This feature simply removes the effect of gravity on Caspar - if he is travelling down the screen, he will **not** start travelling upwards!

Making Caspar Bounce From a Standing Start

If Caspar finds himself sitting still on a platform, you can get him to start bouncing upwards again by simply pressing **[up]** on your Power Pad/Joystick. Practice using this technique as well as the Anti-Gravity control as these are the key to completing the game!

Picking up Objects and Hats

To pick up objects such as coins and tapes simply guide Caspar over them. When you hit a Hat it will appear in the icon bank. To use a hat you must select it by entering icon mode.

Selecting Hats (1 Player Game)

Hats are selected by [centring] your Power Pad/Joystick, pressing Button [A] or [Fire] once. This should cause the Icon Cursor to appear over the first icon. Press [up] or [down] to move the cursor over the Hat you wish to select. To wear the Hat press [left] on your Power Pad/Joystick.

Selecting Hats (2 Player Game)

In the two player game Hats are selected by [centring] your Power Pad/Joystick, then pressing Button [A] or [Fire] once. This should cause the Icon Cursor to appear over the first icon. Press [left] or [right] to move the cursor over the Hat you wish to select. To wear the Hat press [up] on you Power Pad/Joystick.

What To Do If Your Friend Is Winning! (2 Player Game)

The two player game has two further types of icons. They take the form of an umbrella and a large heavy object. Selecting the large heavy object will cause it to appear above your opponent, hover for a few seconds, then start to fall. If the object touches either player then it will kill them! The only defence against these objects is the umbrella. Launch one at the heavy object to make it disappear. These items are selected in the same way as the hats.

KEYBOARD CONTROLS

[ESC] When on the title screen allows you to exit the game, and return to the Desktop.

[HELP] Pressing the Help key when on the title screen will display the games credits and the version number.

[Undo] Returns you to the title screen from the options menu or any part of the game.

[SPACE BAR] Press once to pause the game, press once again to restart. (You may also use the [Pause] button on your Power Pad if you have one.)

HOW TO PLAY

Rock 'n' Roll Clams has been designed to provide hours of enjoyment and fun. There are over 100 levels to complete in both the one player and two player games. There are even hidden levels to discover! If you select the two player option you and a friend can have twice the fun as you compete against each other to be the first to complete the level. Player one's Clam will appear in the righthand window and player two's in the left.

The task ahead

The first thing you need you know about Rock 'n' Roll Clams is that its play area stretches over 1600 screens! Also there are lots of hidden levels where valuable bonuses may be obtained.

Controlling Caspar

The key to succeeding is learning to control Caspar. When you first start playing the game try not to spin Caspar too fast until you have got used to the control method.

Getting to the Higher Levels (1 Player)

Some levels may only be reached by collecting enough Gold Tapes on previous levels. If you have obtained enough Gold Tapes when you complete a level you will be presented with the option of either adding their value to your score, or cashing them in to see the password. If you enter the password in the option menu you'll start the game at that position .

(2 Player)

In the two player game both players must decide who is going to be the one to cash in their Gold Tapes in order to obtain the Password.

START BLOCKS

Look out for the special start blocks which are scattered throughout the levels. Make sure you touch these, because when you get hit by a baddie, you'll start from the last block you touched.

HATS

There are a number of different hats which Caspar can wear to help him in his task. They may be found throughout the game. Each hat has its own special features.

Crash Helmet

May be worn in four directions, and spells trouble for any baddie who comes in contact with it.

Propeller Hat

This hat gives Caspar the ability to fly, great for getting past some of the more problematic obstacles.

Gun Hat

Gives Caspar the ability to blast his way to through the game. To use the Gun press your Power Pad/Joystick in the direction you wish to fire, and then press either Button [A] or [Fire]. Note that it won't kill **all** the baddies, just the more mobile ones!

Viking Hat

This hat, like the crash helmet, is used to kill the more mobile baddies, but, unlike the crash helmet, it can only be used in two

directions - up and down. The sharp horns on the Viking Hat means that even the meanest baddie will have trouble stopping Caspar.

Time-Extend

You're playing against the clock, so look out for the **TIMER-EXTEND** icon, get this and the amount of time left will increase.

Hidden Levels

Throughout the game there are special hidden levels which contain lots of different bonuses and points, see if you can find them!
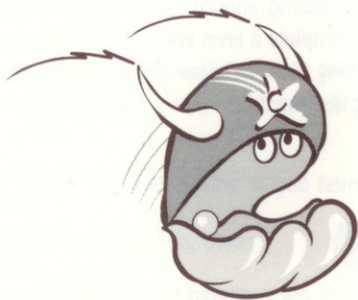
TROUBLESHOOTING

Loading the game

Problem - "My computer says there is not enough memory to load the program."

Check - Is your computer an Atari STFM, STE, or Falcon030 all with 1 Mb or more of memory?

Check - Are you trying to run the game with any Desk Accessories loaded ?

File not found

Problem - "The game displays a message saying that it can not find a file."

Check (Floppy Disk users) - Have to got the right disk in the disk drive?

Check (Hard Drive users) - Did you copy ALL the folders noted in the Hard Disk installation section?

The game locks up

Problem - "The game just locked up." or "Ooh look! Lots of little cherrybombs just appeared!"

Check - Have you got any programs such as Clock accessories running? If you have, disable them and try the game again.

Check - Are you using any autobooting programs on your Hard Disk? Eg: An alternative desktop or operating system? (Such as Mag!X or Neodesk) If you have, disable them and try the game again.

If you still continue to have problems, please contact Caspian Software at the address below. Enclose details about your computer system, including the information shown when you press the **[HELP]** key on the title screen.

CARING FOR YOUR GAME DISKS

Your game has been supplied on high quality disks which, when used and cared for correctly, will provide trouble free service. Here are some general guidelines for looking after them.

Always wait until your floppy drive busy light is off before you insert or remove a disk.

Never place a disk near strong magnetic fields such as televisions, monitors, or speakers (including the one in the Falcon030!).

Keep your disks clean and free from dust.

Avoid leaving them in direct sunlight.

What to do if one of your game disks becomes faulty

Caspian Software only uses the highest quality disks in the manufacture of its products which means that it is very unlikely that a disk will fail. If however you do believe that for some reason your game disk has become faulty, send the disk to Customer Services at Caspian Software with your name and address and where you bought the game from, stating what the problem is.

Please mark the package with the words: "Faulty Disks."

CUSTOMER SERVICES

Caspian Software welcomes comments on it's products.

Please write to: **Caspian Software Limited (Product Services) 1 Florence Road London N4 4BU.**