

## **Diamond Caves II V1.4**

<b>COLLABORATORS</b>
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	<i>TITLE :</i> Diamond Caves II V1.4	
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# Chapter 1

## Diamond Caves II V1.4

### 1.1 Diamond Caves II V1.4

Diamond Caves II  
Emerald Mine - the next generation

Version V1.4 (26.12.1997)

(C) Copyright 1997 by  
Peter Elzner  
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diamond productions  
<http://www.diamond-pro.com>

-  
Shareware  
-

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Requirements & Installation

Copyright & Distribution

The Game

The Objects in the game

The Editor

History

How to register

How to contact the author

Credits

Check out the diamond productions homepage at

<http://www.diamond-pro.com/index.html>  
where you can order Diamond Caves II online and receive your access code  
within 24 hours!

Please note that registered users of Diamond Caves I can order Diamond  
Caves II for half the price.

## 1.2 Requirements & Installation

### Requirements

This game is written in an OS-friendly way, so it may not be as fast as a  
common hardwarehack would be but it runs on 68060 processors and on  
gfx-boards.

Diamond Caves II requires:

- Kickstart 2.0
- 1MB chipmem and 2MB fastmem
- Harddisk
  
- asl.library v38 (if you want to use the screenmode requester,  
asl.lib v38 can be found on the Workbench Disk V2.1 or 3.x)
- 

MUI

3.x (if you want to use the Editor,  
MUI can be found on AmiNet)

recommended for ultimate joy:

- Kickstart 3.x
- at least a 68020
- 2MB chipmem

This program has been successfully tested with Enforcer, Mungwall and  
CodeWatcher.

Diamond Caves II runs fine on ECS, AGA and CyberGfx.

### Installation

Diamond Caves II can be run directly out of its directory. To  
install Diamond Caves II to (hard)disk, just copy the whole directory  
(including all the subdirectories) to the destination volume. If you are  
using the Workbench, drag the DC2 drawer where you want it.

You might want to change some of the options in the game, for example the  
screenmode. This can be done in the

Title Menu  
of the game.

## 1.3 Copyright & Distribution

COPYRIGHT

DISTRIBUTION

DISCLAIMER

SHAREWARE

## 1.4 COPYRIGHT

Diamond Caves II and the Diamond Caves II Leveleditor are ←  
copyrighted (C) 1997 by  
Peter Elzner

That means that you are NOT ALLOWED to modify the programs and documentations in any way. In particular, you MUST NOT remove the documentation or any other file.

You are NOT ALLOWED to use this software or any part of it for any other purpose than that one mentioned in this documentation, this also includes any images and samples.

Diamond Caves II and the Diamond Caves II Leveleditor are  
SHAREWARE  
!

## 1.5 DISTRIBUTION

The Diamond Caves II package including the Diamond Caves II ←  
Leveleditor  
and the 50 Levels included are freely distributable. That means you are allowed to re-distribute these packages as long as you follow these points:

- Any re-distribution has to include all files in this archive, without any modifications. You are NOT ALLOWED to add or remove any files to/from the archive.
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels. You MUST NOT include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).
- Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by

Peter Elzner  
!

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You are NOT ALLOWED to distribute your registration code in any way!  
It contains your personal data and may only be used by the user whose name is encrypted into the file. This name is displayed at the beginning of the game and in the about requester of the Leveleditor.

If you include Diamond Caves II on a Disk-Mag, PD-library (or even CD-ROM)

I  
would be happy to receive a free copy.

## 1.6 DISCLAIMER

By using this product, you accept FULL responsibility for any damage or loss that might occur through its use or the inability to use it. This program has been successfully tested with tools like Enforcer, Mungwall and CodeWatcher but the developer of the software can NOT be held responsible for any errors and lost data.

## 1.7 SHAREWARE

This product is SHAREWARE. Free distributable only says that you ↔ do not have to pay for copying or re-distributing the unregistered version of the program. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, please read the chapter

How to register  
and pay the shareware fee.

## 1.8 The Game

Welcome to Diamond Caves II

Like Diamond Caves I, this game is based on the idea of Boulder Dash back on the good old C64 and the great Amiga game Emerald Mine by Kingsoft. I added some new ideas and updated the Diamond Caves I gfx and sfx.

The main goal is to collect enough Emeralds or Diamonds and reach the Exit in time.

This task may be mastered alone or in teamwork.

If you are an experienced Diamond Caves I or Emerald Mine player, you might start the game right now, everything is self-explaining or at least very DC and EM like.

And if you continuously fail to solve a level, try watching the replay-file, it may give you a clue.

---

## The Titlemenu

You can select the options using a Joystick in port 2 or the Keyboard.

The titlemenu of Diamond Caves II contains the following items:

- \* Player
  - this is your name in the game. Using this name, you can record your progress throughout the whole game and every Level. You may select a present name, delete one or enter a new name.
  - You have to select a name if you want to play a Level.
- \* Player (single)
- \* Player (teammode)
  - In addition to the Players name, you can always see whether you are playing in single player mode or in teammode. To change between these modes, move your Joystick to the left or right while on this item.
- \* Levelgroup
  - Each Levelgroup has a name and may contain up to 99 Levels. Some contain less but you always have to solve a Level to get access to the next one. You have to select a Levelgroup if you want to play a Level. If you have not played this Levelgroup before, you can only select the first Level.
- \* Level
  - This is the currently selected Level. If you select play, you will start with this levelnumber out of the selected levelgroup.
- \* Handicap
  - This is your maximum level available. You can not play levels higher than your current handicap in this levelgroup but if you solve the highest level, you will get access to the next one. The number in brackets is the maximum number of levels available in this levelgroup.
- \* Highscores
  - Click here to read the top-30 highscore list for the selected level. A highscoreentry looks like this:

```

      Score Time Player
      ...
      8 S 1805  161 Hawk
      9 T 1670  148 the two guys
      10 S 1482  152 somebody
      |   |   |   |
      |   |   |   +- the players name
      |   |   +----- the time (in sec) that was left when he entered the exit
      |   +----- the score
      +----- "S" = single player mode and "T" = teammode

```

- \* start game
  - the most important option in this menu: start the game
- \* record game
  - this will start the game like "start game" does but everything you do will be recorded for you to watch it later or show it to your friends!
- \* replay game
  - Click here to watch a previously recorded game.
  - Every Level in the unregistered version comes with pre-recorded replay-files for both single player and teammode.
- \* game options



to configure the game, see below  
\* exit  
I hope you won't need this too often...

The bottom of the title menu provides you with these additional information:

- \* Score  
The overall and complete Score of the selected Player. Every game he has every played goes into this.
- \* Games won:  
The number of games he has won (and in brackets the complete number of games played).

### Game Options

This menu offers some configuration options:

- \* Number of Players  
Single player mode or team mode (two players at the same time).
  - \* Player1
  - \* Player2  
Select how you want to control each player. Currently possible are Joystick in port 1 (mouse port), Joystick in port 2 and Keyboard. Keyboard means cursor keys and space or shift as the firebutton.
  - \* screenmode  
Diamond Caves II will run on (hopefully) every screenmode that is capable of displaying at least 320x240 in 32 colors. You need asl.library v38 to use this menu item because of the asl screenmode requester. asl.lib v38 is part of the Amiga OS since Kickstart2.1 Diamond Caves II runs even on CyberGfx screens but you should be aware of the fact that the game can get really slow if the playfield is bigger than the CyberGfx screen.  
Note: In Diamond Caves II, the same screenmode is used for both the title menu and the actual game. The title menu will adapt it's font if the screen is at least 640x400.
  - \* Audio  
Turn audio on or off. If you turn it off, the program will not even open the audio.device so that you can play any kind of music (mod-file) in the background.
  - \* Animation  
I have introduced this item to speed up the game on slow Amigas. You can select the number of animation sequences between every move. The more animations, the smoother the gfx and the more CPU-power is needed. Less animations will reduce the number of frames per second (fps) and speed up the game:  
  
anim fps  
full 48 (standard)  
med 24 (quite playable)  
low 12  
off 6 (Boulder Dash like)
  - \* DBL Fix  
This is something I have added to fix a bug (or a limitation) of the AGA chipset. The AGA chipset can not scroll large overscan-screens properly, there is a flickering part of the screen at the left border. If you have
-

seen this once, you know what I mean.

This Fix will turn this part of the screen black so you won't get confused by the flickering.

\* fast CyberGfx

While playing on a CyberGfx screenmode you may notice that the game can get really slow if the playfield is bigger than the visible area of the screen. Turning the fast CyberGfx mode on will speed up the game in a way that it only gets slow while scrolling the playfield. This mode is still under development and might get improved in future versions.

\* NoScreenBlank

Set this option to 'on' if you want to deactivate your screenblanker during gameplay because most screenblankers don't react on Joystick movement.

\* Use

Click here or press ESC to save the changes to disk and return to the main menu.

### In the Game

In the game you will notice a status bar above the actual playfield. This status bar provides you with all the necessary information about what you have collected so far (keys, dynamite, etc...) and of course how much time is left and how much Emeralds you have to collect.

In the game you may use the following keys:

[P] to pause/unpause the game

[ESC] to quit the game

In teammode, the screen will by default focus on both players which means that you can not move very far apart from each other depending on the size of your screenmode. Or use one of these keys:

[F1] to focus the screen on Player 1

[F2] to focus the screen on Player 2

[F3] to focus the screen on both Players (default)

You know how to configure and start the game,  
now read all about

the Objects in the game

.

## 1.9 The Objects in the game

These are the objects you may encounter during gameplay:

\* Empty Space (black)  
not much to say :-)

\* Sand  
you can walk through it, Monsters can't

\* Emerald

---

the key object in the game. Collect as many of these green gems as you can.

- \* Diamond  
some kind of advanced Emerald, the Diamond is worth three Emeralds.  
can be smashed by a Boulder
- \* Pearl  
even more fragile than the Diamond, the Pearl is worth five Emeralds
- \* Crystal  
the most valuable gem in the Caves, the Crystal is worth eight Emeralds  
and can't be destroyed
- \* Boulder  
well, a rock is a rock. Be sure not to rest below one of them,  
they might smash you!
- \* Bombs  
highly explosive!
- \* Nuts  
they reveal an Emerald if cracked open by a boulder.

Boulders, Nuts and Bombs can be moved by the Player!

- \* Walls
  - \* steel Walls - can't be destroyed, some have signs on them
  - \* brick Walls - can be crushed using some kind of explosion (Bomb)
  - \* brick Walls containing Emeralds, Diamonds or other gems  
use a Bomb or Dynamite to get the jewel
  - \* magic Wall (blue) - once a Boulder or a jewel falls onto the magic  
wall, the wall starts spinning for a few seconds, changing everything  
that falls through

Rumors say that there are walls that expand to their sides  
and some have even seen (?) invisible walls...

- \* Doors
    - \* there are Doors you need a key for (red, green, blue and yellow doors)  
Some doors are grey, so you don't know which kind of key you will need
    - \* White doors - you will need one white key every time you cross the door!
    - \* Doors you can open/close using a blue switch
    - \* Doors that open when you spin a green wheel and close if the wheel stops  
spinning
  - \* Conveyor belts  
Can be turned on/off using a switch. Things lying on the belt will move!  
Has been seen in three different colors.
  - \* Quicksand  
Looks almost like ordinary earth but you can't walk through it.  
Boulders may sink into and out of the quicksand. The darker the quicksand,  
the slower the Boulders.
  - \* Mine  
The mine looks like a piece of earth where someone buried something. Don't  
step on this field because you might explode! You can disarm a mine by
-

touching it.

- \* Exit  
a special gate which starts flashing if you have enough Emeralds to enter.  
Has been seen as a blue gate and as a grey steel gate.
  - \* Acidpool  
everything that falls into the Acid is gone forever, including you!
  - \* Dynamite  
get it and blow away walls and monsters. Ignite the Dynamite by holding  
down your firebutton for a few seconds. Then run away!
  - \* Shield coin  
A Forcefield to protects you. Your player-sprite will fade to grey while  
in protected mode. You will hear a special sound to indicate the forcefield  
going down because it only lasts for a few seconds. The number of moves the  
forcefield will last is also shown in the status bar on top of the screen.
  - \* Extratime  
(green coin) will be added to your time
  - \* Note  
The note contains something the author of the Level wants to tell you.
  - \* Bug  
crawling on the right wall, the Bug can be changed into nine Emeralds  
and one Diamond if crushed by a boulder
  - \* Spaceship  
always moves on the left wall
- Touching the Bug or the Spaceship is very dangerous!
- \* Robot  
This one follows you until he can kill you!  
Try spinning the Wheel to divert the Robot.
  - \* Wheel  
if you spin the Wheel, the Robot will run towards the Wheel and not towards  
you. The Wheel only lasts for a few seconds.
  - \* Eater  
This brother of Pacman will eat Diamonds and can be changed into  
various things (be surprised!) by smashing him with a boulder
  - \* the amoeba  
expands through normal sand and quicksand. Beware of the drops!  
Spaceships and Bugs won't survive contact with the amoeba.
  - \* the mole  
Not a real enemy, the mole does not harm the player. It leaves earth  
behind and can eat the amoeba.
-

## 1.10 The Editor

Welcome to the Diamond Caves II Leveditor

**IMPORTANT:** To speed up the release of Diamond Caves II, I decided to release this 99% version of the Editor. Some additional support functions described in this manual are not yet finished but they will be in the next version.

This programm is based on

MUI

which is © Stefan Stuntz.

You do not have to be a registerd user of MUI. MUI can be found on Aminet/util/libs or on nearly every Amiga-PD CD-ROM. If you can't get hold of MUI, send

me

an empty disk and I will give you

the latest version of MUI.

Running the Editor on its own screen

Note: The Editor supports online-help. This means that you can ↔

hold the

mouse-pointer over any button, wait a second and a help bubble will appear displaying a short help-text.

The main window

If you are familiar with the Diamond Caves I Leveditor, you will notice that a lot has changed. You're now dealing with one big window only, most of the text-gadgets have been replaced by icons and loading and saving levels is now a lot easier.

Let's begin with the icons (speed-buttons) directly below the title bar of the window.

\* New game (blank page)

This will create a new, blank playfield and reset all values to their defaults.

\* Load a Level (open drawer)

Will pop up the Load/Save window where you can select a levelgroup and load a Level. It's also possible to load old Diamond Caves I or even Emerald Mine Levels.

Click for more information about this dialog

\* Save Level (disk)

Will save the Level.

Click for more information about this dialog

\* Export Levelgroup (Drawer -> disk)

using this option you can save a whole Levelgroup into one single file, ready to give it away.

Click for more information about this dialog

\* Import Levelgroup (disk -> Drawer)

use this option to include a Levelgroup into your program someone else has saved to disk.

Click for more information about this dialog

\* Single Player Test (Joystick)

Using this button you can test the current Level directly from the Editor

\* Teammode test (Joystick 2)

Test in 2 player mode

\* Statistic Window (Emerald with a Questionmark)

Open/Close the statistic window.

\* Snapshot (camera)

save every window position to disk

\* About/Preferences (Questionmark)

Open the About and Preferences dialog.

Important: Save, Test and Import/Export are disabled in the unregistered version!.

The rest of the window is divided into several sections, the Edit section and the Values section. The Edit section is once more divided into a Playfield and an Eater part.

The Edit part

The left side of the Edit part holds a collection of lists containing all of the items you may place into the playfield. The lists are sorted the following way:

\* misc things like Emeralds, Dynamite, the Players, etc...

\* Steel walls

\* Brick walls

\* Doors and Keys

\* Conveyor belts

\* Enemies

\* Letters (divided into blue, blue steel, green and green steel)

The Edit part: Playfield

This is the main part where you can edit the actual playfield. To do this I have added several options you might know from your paint program. The top line holds all the necessary tools:

\* Free hand (mouse pointer)

\* Lines

\* Rectangles

\* filled Rectangles

\* Fill

\* Text (letter A)

place text into the playfield instead of picking every letter by hand

\* random (dice)

place the selected object randomly in the playfield. To alter the amount of items, use the "random" slider.

\* Clear (trashcan)

---

Fill the whole playfield with the selected entry.

- \* Check Level (Page with Questionmark)  
This will check your level for several things like "not enough exits", "incomplete acid pools" etc... This check is automatically performed if you want to save the Level
- \* Move/SizeChange (Button with Arrows on it)  
Here you can move the playfield in itself or change its size.

Please note that you can only place steel items in the border of the playfield unless you have turned on the expert mode. To activate the expert mode, click on the square above the item list. But be careful with this mode because unexpected behaviour of the game (like enemies running out of the playfield) can even cause your computer to crash. Use at your own risk!

The Edit part: Eater

New in Diamond Caves II: You can now change the number of Eater explosions. From one up to eight different explosions are possible.

The Value part

Here you can set all the non-visible attributes of a Level:

- \* Title  
The title that is displayed when someone starts the Level
- \* Author  
Enter your name here
- \* Note: Headline  
If you have placed a note in the playfield, you can enter the headline of the message here.
- \* Note: Body  
This is the main text of the note
- \* Password  
This password can be used to prevent other users from loading and/or editing this Level in the Leveleditor. It has nothing to do with the game itself! Everyone can still play the Level but only the one who knows the password can edit it!
- \* Score  
You can set a specific amount of Score the Player gets when performing certain things:
  - \* Emerald, Diamond, Pearl, Crystal, Key, Dynamite: Collecting this item
  - \* Nut: cracking the Nut with a Boulder
  - \* Robot, Eater, Bug, Spaceship : Killing this foe with a Boulder
  - \* Exit: Score you will get for every 10 seconds left  
(example: Score set to 990 means you will get Score 99 for every single second)
- \* Time  
This is a bit complicated because some values are given in seconds and some are given in moves (the time the player needs to move from one square to

another). One move is exactly 1/6 second so if you want to transfer seconds to moves: multiply by 6, moves to seconds: divide by 6.

(in Seconds)

\* Game

Time (in seconds) the player has to complete the Level

\* Extratime

Time (in Seconds) that gets added to the game time if the player collects a green time coin.

(in moves)

\* magic wall

Time (in moves) the magic wall spins after the first item hit it

\* wheel

Time (in moves) the wheel spins after the player started it

\* light

Time (in moves) the light makes invisible things visible

\* time gate

Time (in moves) the time gate is open after the player started the wheel

\* forcefield

Time (in moves) the player is invulnerable after collecting a (yellow) shield coin

\* Amoeba

Well, this is no real time, it's just some kind of specification on how fast the amoeba will grow. The higher, the faster - zero means no growing.

\* Collect

The number of Emeralds the Player has to collect before the Exit will open.

The Statistic Window

The statistic Window can be opened using the button below the title bar of the window. It displays number of these items:

\* Emeralds, Diamonds, Pearls and Crystal - including those stuck in brick walls.

\* Nuts

\* The number of all gems and Nuts computed together, to get the total number of Emeralds the Player has to collect.

\* Bugs, Spaceships, Robots, Moles and Eater

\* Keys, Coins and Dynamite

\* Boulders

\* standard and steel Exits (divided into open and closed)

## 1.11 The Load/Save dialog

Note: Please do not edit any files in the data/ directory by hand! This may result in loss of data!! Please use this dialog instead.

The Load/Save dialog

Using this dialog you can do more than just load and save Levels, you can



manage complete levelgroups and even load old DC and EM Levels.

The Window is organized the following way:

- \* Levelgroups (left side)
  - This is a complete list of all Levelgroups available.
  - \* Create
    - Create a new Levelgroup.
  - \* Rename
    - Rename the selected Levelgroup. Duplicate names are allowed.
  - \* Delete
    - Delete the current Levelgroup and all the Levels in it
- \* Levels (right side)
  - If you have selected a Levelgroup, this is a list of all the Levels in this group. Missing Levels are shown as [empty] slots.
  - \* Exchange
    - Exchange two levels (even across Levelgroups). Click on the first Level then on Exchange (the button stays depressed) and the click on the second Level. This procedure will automatically swap the Levels and their Highscorelists and replay-files.
  - \* Rename
    - Rename the selected Level. Duplicate Levels are allowed
  - \* Delete
    - Delete the selected Level, his Highscore and his replay-files.
- \* Load old EM or DC Level
  - This will pop up another window where you can select the specific file and file-type to load. If you have any problems converting old Levels, please tell me and I will try to fix this.

## 1.12 The Import and Export dialog

Note: Please do not edit any files in the data/ directory by hand! This may result in loss of data!! Please use this dialog instead.

The Export dialog

Using this dialog you can transfer a whole Levelgroup into a single file (including Highscorelists and replay-files) ready to give it away. Simply click on the specific Levelgroup and don't forget to enter a filename.

Please do not copy any files by hand to/from the data/ directory of Diamond Caves II. This may result in loss of data.

The Import dialog

Using this dialog you can include previously saved Levelgroups into your collection of Levelgroups. A special option has been added to import whole Diamond Caves I Levelgroup. Simply select a type and enter the filename. A requester will report how much Levels actually have been converted.

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## 1.13 Running the Editor on its own screen

running the Diamond Caves II Leveleditor on its own screen

By default, the Editor opens its windows on the Workbench. This is ok if your Workbench has enough colors but looks not very nice if you run your WB with less than 32 colors. In this case, you should open a second screen for the Diamond Caves II Editor, here's how to do it:

- 1) start the Editor, the main window appears on the Workbench
- 2) click on the Questionmark button, then on Preferences and then on MUI-Preferences. The MUI preferences window pops up
- 3) In the list to the left, click on the item System
- 4) Click on Call Inspector in the Public Screen group, the PSI (Public Screen Inspector) appears
- 5) Click on New to define a new screen, an (unnamed) screen appears
- 6) Activate this (unnamed) screen in the list, then select Edit, the "Edit Screen" window pops up
- 7) Enter a name for the Public Screen, for example "DC2EDIT"  
Enter a title for the Screen, for example  
"Diamond Caves II Editor" or something like that.
- 8) Activate the Display group, a screenmode requester appears in this group
- 9) Select the appropriate screenmode,  
for example DBL-PAL:High Res Laced Flickerfree (if you have AGA)  
or CVision: 8bit 800 x 600 (if you have a CyberVision)  
Recommended: a screen with a size of at least 640x400
- 10) Select the depth.  
Recommended: at least a depth of 6 (64 colors)
- 11) Leave the Edit Screen window by clicking on Ok.
- 12) Leave the PSI (Public Screen Inspector) by clicking on Save
- 13) Back to the MUI Preferences program:  
Select the created screen by clicking on the pop-up button above the call inspector button
- 14) Leave the Preferences program by clicking on Save.

That's it...

## 1.14 History

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Diamond Caves II history:

V0.8

- preview release (5 Levels, no Editor, still some bugs)

V1.0 (16.10.1997)

- first public release

V1.1 (26.10.1997)

(game)

- viewing Highscores of the very first Levelgroup did not work - fixed
- fixed bug with ECS/AGA screenmode (game sometimes crashed after playing a Level)
- improved keyboard control (no need to change input preferences any more)
- added "fast CyberGfx" mode

(editor)

- exchanging a Level with an empty slot (moving the Level) caused the program to crash - fixed

V1.2 (09.11.1997)

(game)

- fixed bug calculating the score after reaching the exit
- some internal optimizations

(editor)

- added "test again?"-message after testing a level
- removed bug with importing and exporting a levelgroup
- added text option
- added drawing lines
- added drawing rectangles
- added drawing filled rectangles

V1.3 (19.11.1997)

(game)

- fixed bug with player solving a level
- fixed small gfx bug with player moving through doors
- fixed small gfx bug with player moving through invisible earth
- improved handling of screensavers during gameplay

(editor)

- fixed bug deleting a levelgroup

V1.4 (26.12.1997)

(game)

- added 'NoScreenBlank' option to activate/deactivate the handling of Screenblankers during game

(editor)

- fixed small bug importing old Emerald Mine Level
- added fill option

## 1.15 How to register

I spent a lot of work in Diamond Caves II so I think it's only fair to demand ↔

a little reward if want to use my program on a regular basis.

After paying the shareware fee you will receive an access code via E-Mail or snail mail.

If you are a registered user of Diamond Caves I...  
...you will get Diamond Caves II for half the price. Just read on and divide all the prices by two. That's what you have to pay.

To turn your unregistered version of Diamond Caves II into a registered version, start the Leveleditor and click on the questionmark (top/right corner). You can enter your access code below the 'Register' button. It will be saved to disk after you press 'Ok' and it turns both the Game and the Editor into a registered version.

please do not redistribute your access code

The registered version features:

- you will get access to hundreds of new Levels, the unregistered version is not capable of playing more than the 50 Levels included
- you will now be able to use the Leveleditor to create your own Levels. Save and Test are disabled in the unregistered version.

How to register

If you want to register, you can simply use the Register button in the

Leveleditor

. Here you can print a registration

form, ready to put it in the envelope or to send it via E-Mail.

Or you can send me a short note including your full name, address (street, city, country) and your E-Mail address if you want to get the keyfile via E-Mail. I also would like to know where you got Diamond Caves II from (AmiNet, Coverdisk, ...) and what you like/dislike. Feel free to mail me any comments or send new levels if you already are a registered user.

Please send letters to: Peter Elzner

Grudene 6a

58644 Iserlohn

Germany

and E-Mails to: [order@diamond-pro.com](mailto:order@diamond-pro.com) (orders)

or [peter.elzner@diamond-pro.com](mailto:peter.elzner@diamond-pro.com) (questions)

Note: If you have Internet-access, you can order Diamond Caves II or any other diamond productions game online and receive your keyfile in less than 48 hours if you pay with a credit card!  
Simply go to <http://www.diamond-pro.com>

There are five ways to pay the money:

\* Cash:

If you want to pay in cash, the Shareware fee is

---

new users:

40 DM (DEM German-Marks) or  
25 \$ (USD US-Dollars)

update from Diamond Caves I  
(only available to registered users of DC1):

20 DM (DEM German-Marks) or  
15 \$ (USD US-Dollar)

other currencies can not be accepted.

I don't think there will be any problems if you place the money in the envelope in a way it can't be seen from the outside. There havn't been any problems yet.

\* Credit card

If you have a EuroCard/MasterCard, please send the appropriate information (your 16-digit credit card number, the expiration data and the name on the card) along with your address.  
Currently I'm only able to accept EuroCard/Mastercard.

\* Eurocheques or money orders:

Send me a cheque for 40 DM, other currencies can no be accepted. Ask at your local bank if you don't know how to pay in foreign currencies.

(Postal-) Money orders in DEM (German-Marks) are also welcome.

\* Foreign cheques

If you live outside of Europe and can't pay in DM, send a foreign cheque for 30 US\$ (thirty us-dollars!) or the equivalent amount in your currency. Unfortunately there's an extra fee at the bank for foreign cheques.

\* Bank transfer:

If you live inside Germany, you can transfer 40 DM to my bank-account.  
If you live outside Germany, please add 7 DM (total: 47 DM)!

Peter Elzner  
Commerzbank Letmathe  
account: 5000 104  
BLZ: 445 400 22

and send a short note via snail-/E-Mail.

\* Don't forget to include your full Name, so \*  
\* I'm able to see who transfered the money! \*

Please note that I'm waiting until the money has arrived until I'm shipping away the registered version.

---

How to get your access code:

\* Snail-Mail:

You will get a printed letter containing your registration code.  
Please add 3DM (or 2US\$) inside Europe  
or 5DM (or 3US\$) outside Europe

\* E-Mail:

If you want to get your keyfile via E-Mail, please send the filled-out registration text (see Editor) but don't forget to include your full address because it will be used to personify your access code.

Getting your access code via E-Mail only takes a few days, via snail-mail may take up to four weeks (usually one or two).

How to get updates

Updates and new Levels will be published through Aminet and on the diamond productions website at <http://www.diamond-pro.com> where you will also find links to all the available tools and levels.

You will not have to pay again for Diamond Caves II updates or additional Levels.

\*\*\* Orders without appropriate money (and p&p-money if you want to get \*\*\*  
\*\*\* your access code via snail-mail) can't be fulfilled! \*\*\*

## 1.16 How to contact the author

If you have any comments, new ideas or found any bugs, feel free to write.

My Address:

Peter Elzner  
Grudene 6a  
D-58644 Iserlohn  
Germany

E-Mail:

[peter.elzner@diamond-pro.com](mailto:peter.elzner@diamond-pro.com) (relating Diamond Caves II)  
[peter.elzner@programmer.net](mailto:peter.elzner@programmer.net) (private)

World Wide Web:

<http://www.diamond-pro.com> (the diamond productions website)

---

<http://www.ping.de/sites/magic/index.html> (my personal homepage)

PGP-key:

```

Typ  Bits/ID      Datum      Benutzer
ff   1024/8FAA2149 1997/03/24 Peter Elzner "Peter.Elzner@Programmer.net"
                                Peter Elzner "elzner@magic.ping.de"

```

-----BEGIN PGP PUBLIC KEY BLOCK-----

Version: 2.6.3ia

```

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IQ==
=KZkG

```

-----END PGP PUBLIC KEY BLOCK-----

If you are a registered user, feel free to send me your Levels. I will release them on AmiNet and on the diamond productions webiste.

## 1.17 Credits

greetings to all the people who helped to create Diamond Caves II by testing the program:

- \* Bjorn Andresen
- \* Damir Arh
- \* Jürgen Beck
- \* Michael Christ
- \* Daniel Edlund
- \* Stefan Gasteiger
- \* Wolfgang Künzler
- \* Johan Sandgren
- \* Peter Schulz

..or simply by creating great tools that helped me develop Diamond Caves II:

- \* Dietmar Eilert (GoldEd)
- \* Stefan Stuntz (MUI)

and to everybody I forgot...

Special thanks to everyone who registered Diamond Caves I.  
You made Diamond Caves II possible!

This game was written in AmigaOberon on an  
A3000/25 14MB Kick3.1 CyberVision64

## 1.18 diamond productions

diamond productions  
<http://www.diamond-pro.com>

Available Amiga games from diamond productions include:

- \* Diamond Caves : the ultimate Emerald clone  
The idea of Boulder Dash with lots of new extras, enemies and a great  
Leveleditor
- \* ManiacBall : a multiplayer Breakout clone  
Breakout with a difference. Multiple paddles, multiple balls,  
a great two-player-simultaneously mode and of coures a Leveleditor.
- \* MasterBlaster : the ultimate Dynablaster clone  
five player madness - bomb away everything (and everyone) that stands  
in your way and collect lots of usefull extras.

## 1.19 About MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993-96 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With  
the aid of a preferences program, the user of an application has the  
ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing  
lots of examples and more information about registration please look for  
a file called "muiXXusr.lha" (XX means the latest version number) on  
your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München

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GERMANY

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