



Fun, challenging, and addictive puzzle game for windows! Clear the screen of crates by matching falling, colored boxes.

It's not as easy as it looks!

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Playing The Game:

Don't be fooled. It's harder than it looks!

BOXES is UNLIKE other games where you manipulate various shapes into place. BOXES challenges you to organize COLORS (two at a time) onto matching colored "crates." Simple at first, BOXES soon becomes more difficult as the game progresses.

The object of BOXES is to clear all crates on the screen by steering two falling boxes onto matching crates. Crates are identified by an "X" in the center. A box matches a crate when both are the same color.

Most of the time the two falling boxes are different colors (*and the crates don't always cooperate*). You DO NOT need to clear all the boxes to progress to the next level, only the crates.

To clear a crate and score points, stack three or more of the same colored boxes directly on top of it. When you've successfully "filled" the crate, it will be transported to the appropriate place and the points will be credited to your account.

The levels are set to let items in BOXES fall at three possible speeds:

SLOW = Box Stacker

MEDIUM = Crate Inspector

FAST = Warehouse Supervisor

The Story:

Everyone on the space station has gone on vacation. They've left you to stack all the boxes into colorcoded crates!

That's hard work enough, but to make matters worse, the conveyer belt's computer is messed up and spits the boxes out two at a time! It's a good thing you're a hard worker! It's just too bad no one else on the station is, because they left a mess for you to clean up in every docking bay.

File Management (Game Option):

NEW GAME: Restart *BOXES* (Standard Edition).

NEW CHAMPION GAME: Restart *BOXES* (Champion Edition).

SAVE GAME: SAVE a game of *BOXES*. You may name your saved games by typing up to 8 letters or numbers (no spaces). *You can save your game only after you have completed a level.*

LOAD GAME: LOAD a previously saved game of *BOXES*. Use your mouse to select a saved game. If no games have been saved, no names will be on the list.

DELETE GAME: DELETE a saved *BOXES* game from your hard disk.

EXIT: END the game and return to Windows

Options:

- 1) **Digitized Sounds.** Click on the option to turn sound effects on and off. A check mark indicates the option is turned on. To hear sound effects, you must have a sound card installed in your computer.
- 2) **Music.** Click on the option to turn background music on and off. A check mark indicates the option is turned on. To hear background music, you must have a sound card installed in your computer and configured for MIDI music. If not configured properly, you may experience a MIDI Error.

File Management

Champion Edition:

The Champion Edition adds the following features not available with Standard Edition:

Extra Levels: Play 100 additional levels (plus the 50 levels included in the Standard Edition).

Stones: More of 'em, more often. Nobody's favorite, these guys are tough. In fact, the only way to clear one is with a bomb. (Wouldn't you like to get your hands on the moron who brought rocks on a space station?)

Bombs: Don't you wish you had these in the Standard Edition? Bombs will blast whatever they land on . . . 'nuff said?
(*Exception: Will not destroy crates--you need crates to get points.*)

More Speed: Boxes fall at three different speeds on various levels. The Champion Edition contains only the two top speeds.

SLOW = Box Stacker

MEDIUM = Crate Inspector

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Black-Out Screens: Some screens will black out for an instant (sometimes even flash on and off). This may cause you to lose your concentration, so keep a steady mind.

Anti-Gravity Boxes: Some docking bays don't have artificial gravity installed. This can make the boxes stick together when landing. It may fill the screen faster, so pay attention and plan ahead!

Warp Drive Code: You can "warp" to any level for extra practice by typing "WARPxx" at the "Choose Level to Play" screen. Don't click on a number, just type the code on your keyboard.

[xx=level you want to play]

NOTE: The warp feature will let you play the level you select for practice, but will not let you advance to the next level (sorry, but you need to earn your way through all levels).

Tips for Playing BOXES:

- 1) Its curtains for you if you let the boxes pile so high that you can't stack any more boxes on top. Don't let this happen to you. We at DynoTech don't.
- 2) The biggest problem in BOXES is space, next to time, next to smarts! If you run out of any of these you could find yourself applying for work on another space station.
- 3) If you stack the wrong color box on a crate, just stack more of the "wrong" color until you get four boxes in a stack. The "wrong" color stack will disappear, leaving your crate free for the "correct" color.
- 4) Don't waste time clearing colored boxes. You only earn points for clearing crates.
- 5) **Save your game often!** If you have problems on a level, you can start again. You can start the level over again without losing any of the points you worked so hard to earn.

Have you developed a "secret" strategy? We'd love to hear from you. Please send your favorite tips, hints, and BOXES tricks to DynoTech. You may see them in a future version of BOXES.

Send your favorite BOXES tips to:

DynoTech Software
ATTN: BOXES Tips
1105 Home Avenue
Waynesville, MO 65583-2231

Or fax to: (314) 774-3052

Game Pieces:

Usually, you see two colored boxes falling from the top of the screen. Sometimes you get a box and something different. BOXES uses the following game pieces:

Anti-Gravity Boxes (Champion Edition): Some docking bays don't have artificial gravity installed this can make the boxes stick together when landing. This will fill the screen faster, so think hard and plan ahead!

Bombs (Champion Edition): Don't you wish you had these in the Standard Edition? Bombs will blast whatever they land on . . . 'nuff said? *(Exception: Will not destroy crates--you need them to get points.)*

Bonus Box: Stack four together to earn 400 bonus points.

Chameleon Box: This box has four stripes on it and will change to the type of box it lands on. Very useful, but can be dangerous as well.

Colored Box: The most common object you will see on the screen is a red, green, blue, or magenta box. Use these boxes to clear crates.

Crates: These are the object of the game. Crates are colored blocks with an "X" across the front. Stack three or more boxes on top of a crate to remove it and receive 100 points.

Stones: Nobody's favorite, these guys are tough. Don't get one on your crates, because unless you are playing the Champion Edition, you will be starting over! The only way to clear one is with a bomb. *(Wouldn't you like to get your hands on the moron who brought rocks on a space station?)*

Steering Boxes:

Use Arrow Keys & Space Bar
to Maneuver Boxes.



Rotate



Move Left



Move Right



Down One



Drop

MIDI

Musical Instrument Digital Interface - Music generated by a device capable of connecting to a computer. MIDI music plays independently "in the background" while your computer is working on another task.

MIDI Error

If you have a sound card in your computer and you get a message such as: "*This file may not play correctly with the current MIDI setup*", go to the *Dino Spell* "options" menu and turn "Music" off by selecting it. A check mark next to "Music" indicates it is ON. Refer to your sound card's owner manual and Window's Reference manual to set up your Windows "MIDI mapper."

Credits:

DynoTech Software would like to offer special recognition and a big THANK YOU to the following for making *BOXES* possible:

Programmers

James Lindly
David Carlson

Artwork, Music & Sound Effects

Melissa Berger
Andy Carlson
James Lindly
Our favorite composers

"The Staff"

Melissa Berger
Donna Carlson
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Team Software
America Online
Software Creations BBS
EXEC-PC BBS
The Bad Attitude BBS
The Diamond Viper BBS
Columbia College
Drury College
University of Minnesota
Webster University
U.S. Army Engineer School
Midwestern Diskette
Radio Shack
Dad's Computer Service

And, our patient families . . .

Background Music (MIDI Music):



BOXES contains twenty background songs (total time 48:20) from several of our favorite composers, including:

Bach
Bethoven
Chopin
Handel
Mozart

and . . .

The magical fingers of Andrew Carlson

Song 01 - Edelwise, by 001 (1:41)
Song 02 - , by 002 (1:37)
Song 03 - For Elise, by Bethoven (2:51)
Song 04 - Piano for Right Hand, by Bach (1:11)
Song 05 - The Turkish March , by Mozart (3:35)
Song 06 - , by 006 (2:17)
Song 07 - Claire de Lune (?), by 007 (1:03)
Song 08 Bourec (?) - , by 008 (1:47)
Song 09 - , by 009 (4:36)
Song 10 - , by 010 (3:09)
Song 11 - , by 011 (3:15)
Song 12 - Overture "The Marrage of Figaro", by Mozart (4:40)
Song 13 - , by 013 (1:15)
Song 14 - Moonlight Sonata, by Beethoven (5:31)
Song 15 - Music Box Dancer(?), by 015 (1:46)
Song 16 - , by 016 (1:53)
Song 17 - , by 017 (2:02)
Song 18 - , by 018 (1:44)
Song 19 - , by 019 (2:09)
Song 20 - , by 020 (0:36)

TOTAL TIME = (48:20)

