

BOULDER DASH PORTAL

March 2012, v1.30

1. Licence

Freeware

2. Minimum requirements:

Hardware:

- Pentium IV
- 250 MB RAM
- graphic card supported by XNA 4
- 20 MB HDD

Software:

- Windows XP (32/64), Vista (32/64), Windows 7 (32/64)
- Microsoft .NET Framework 4 Client (~48 MB redistributable)
- Microsoft XNA Framework 4 (~7 MB redistributable)

3. Engine

- is very similar like classic Boulder Dash on C64, but have many small differences
- new portal element added
- rockford can pull boulder
- cave size: min = 5x5, max = 100x100
- no score table
- recording demo (if cave score is better - demo is stored)
- data in XML file
- only one cave speed

4. Known limitations / Bugs

- push boulder (no random push for now)
- cave parameters can be set only in XML file, not in editor (visually)
- cave speed depend on vertical sync (made for 60 fps / 60 Hz LCD monitor)
- no check cave parameters - must check manually
- cave time, and others is in cycle units (not seconds)

5. Control

Title Screen

- | | |
|---------------|-------------------------|
| ESC | - exit |
| LEFT | - decrease cave index |
| RIGHT | - increase cave index |
| CTRL or SPACE | - start cave |
| D | - start demo (if exist) |
| E | - simply cave editor |

Cave

- ESC - back to title screen
- SPACE - pause
- LEFT
 - move left
 - push boulder to left
- RIGHT
 - move right
 - push boulder to left
- UP
 - move up
- DOWN
 - move down
- CTRL + LEFT
- CTRL + RIGHT
- CTRL + UP
- CTRL + DOWN
 - clear dirt
 - get diamond
 - set orange portal
- CTRL + LEFT
- CTRL + RIGHT
 - push boulder
 - pull boulder
- SHIFT + LEFT
- SHIFT + RIGHT
- SHIFT + UP
- SHIFT + DOWN
 - set blue portal

Editor

- SHIFT + E - exit from editor
- CTRL + S - save cave (overwrite, no warning)
- CTRL + A - save cave with new index (save as new)
- CTRL + N - new empty cave (no warning)
- CTRL + LEFT - decrease cave size X
- CTRL + RIGHT - increase cave size X
- CTRL + DOWN - decrease cave size Y
- CTRL + UP - increase cave size Y
- I - inbox
- O - outbox
- . (dot) - dirt
- SPACE - empty space
- S - steel wall
- W - wall
- M - magic wall
- E - expand wall
- B - boulder
- D - diamond
- F - firefly
- X - butterfly
- A - amoeba
- L - slime
- R - rockford
- P - portal

- LEFT MOUSE BUTTON - put element
- RIGHT MOUSE BUTTON and move - scroll cave

- MOUSE OVER FIREFLY OR BUTTERFLY + UP / RIGHT / DOWN / LEFT
 - set firefly or butterfly initial move direction