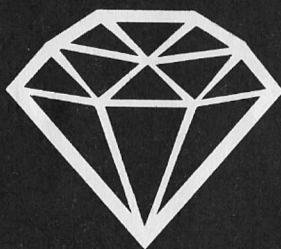




ROKLAN™
GAME MANUAL



DIAMOND MINE™

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Scott, Foresman and Company's

DIAMOND

MINE™

by Roklan

SOFTWARE LOADING INSTRUCTIONS

ROM CARTRIDGE

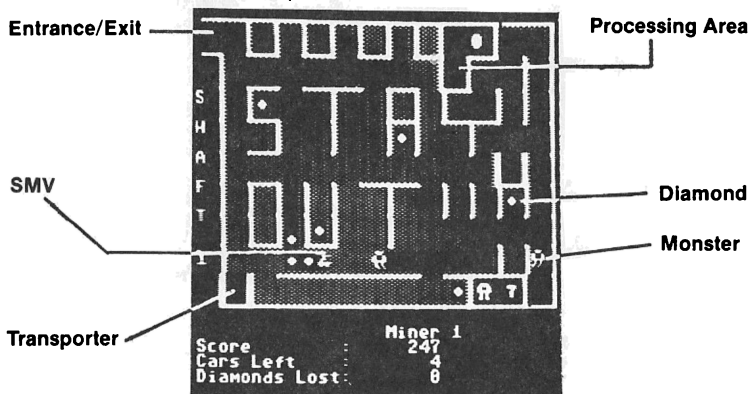
Connect your Atari computer to the TV switchbox and power supply as shown in the Operator's Manual. Plug your joystick controller into the #1 controller jack. For a two-player game, the second player's joystick should be plugged into the #2 controller jack. Open the cartridge door of your computer and insert the cartridge into the cartridge slot with the label facing you. On the Atari 800, use the LEFT cartridge slot. (The cartridge is keyed so it cannot be installed backwards.) Close the cartridge door and turn the power switch on.

simply move your joystick to the right. If you'd rather explore a deeper mine shaft first, all you have to do is push the joystick toward you (down) to make the elevator go down. When you are next to the shaft you want to explore, push the joystick to the right to leave the elevator. In any case, you will have to finish all five shafts of Level #1 before you will be allowed to descend further (unless, of course, you already know the password).

Each time you complete a mine shaft, the opening which leads to that shaft is bricked up after you leave.

You will receive a PASSWORD to the next level if you are able to complete all five shafts without losing more than five diamonds. If you are able to make it through all five shafts without losing all of your Subterranean Mining Vehicles, you will still be allowed to enter the next level. If you lose more than five diamonds, you just won't be given the secret password to go right to the deeper level the next time you play Diamond Mine.

Once you've driven to a particular mine shaft, the screen will change, showing you the layout of the shaft you've entered. It won't take you long to see the diamonds... or the evil creatures who are going to do their best to prevent you from taking them. Fortunately, the monsters don't all come out at the same time. But when you kill one, it won't take long for another to take its place!



To drive your vehicle, simply move your joystick in the direction that you want to go. You'll notice that you start clearing away the dirt as you drive. Not only do you get points for doing this, you are then able to drive faster in the cleared section.

It also helps to know that you cannot fire your vehicle's high-powered cannon through dirt! To fire your cannon, just press the joystick button. Your cannon is mounted to the front fender of your vehicle and will fire in the direction you are headed.

Guide your vehicle to a diamond and touch it to pick it up. As you drive off, you'll notice that the diamond will trail behind your vehicle. If you touch another diamond, it, too, will follow. If you wish, you can pick up as many diamonds as you like. The diamonds will form a "train" behind your vehicle. Just remember that the creatures that inhabit the mine shafts will try to take the diamonds away from you while you are traveling.

Do not, however, try to immediately take a diamond out of the mine. Unprocessed diamonds are worthless. You must first take them to the special Processing Area inside the mine. The Processing Area is the inverted L-shaped area which appears in different places in each of the mines. A diamond is processed by bringing it through the upper right entrance to the area. By leaving the Processing Area through this same door, all diamonds collected so far are pulled out behind your vehicle. By leaving from the door at the BOTTOM of the Processing Area, you leave with only your Subterranean Mining Vehicle.

After a diamond has been processed, you can take it out of the mine shaft through the mine shaft door (at the upper left hand corner of your screen). You can also choose to continue to bring additional diamonds to the Processing Area. After all of the diamonds in a shaft have been

processed (or taken by the monsters), you will only be allowed to leave the Processing Area from the upper right . . . in order to take the processed diamonds out of the mine shaft. (NOTE: If you ever attempt to move your vehicle to a place that is illegal, your computer will loudly “beep” to remind you.)

Several mine shafts have special TRANSPORTERS which allow you to instantly drive your vehicle from one part of the shaft to another. In some cases, however, the TRANSPORTERS are not operative until you've first found a key and brought it to the special Processing Area. (In the mine shafts which have a key, the key is picked up and processed just like a diamond. The key also gives you the same point value as a diamond.) TRANSPORTERS are especially useful when a monster is on your tail, since they seem to be shy of using these man-made objects.

Beware! Some monsters can only be stunned — not killed. When they regain their strength, they'll start chasing you once again!

SCORING

Although there are many ways to rack up points, remember that your primary objective is to get the diamonds processed and out of the mine shaft without losing your Subterranean Mining Vehicles.

The following table shows you the points you gain by accomplishing certain tasks. The point values pertain only to the first five mine shafts of Level #1. At the more difficult levels, the points are increased in value.

LEVEL #1

Picking Up Diamond	25 Points
Processing Diamond	25 Points
Killing Monster	75 Points
Getting Diamond Out of Mine Shaft	100 Points

You also get points for clearing away dirt in the mine shaft. And there are bonus points awarded when you attempt to take four or more diamonds out of the mine AT ONE TIME.

BONUS POINTS

Leaving Mine with 4 Diamonds	300 Points
Leaving Mine with 5 Diamonds	500 Points
Leaving Mine with 6 Diamonds	600 Points
Leaving Mine with 7 Diamonds	800 Points
Leaving Mine with 8 Diamonds	1000 Points
Leaving Mine with 8 Diamonds & Key	1200 Points

Bonus points are also awarded for clearing a mine shaft without losing any diamonds or vehicles.

EXTRA VEHICLES are awarded at each 20,000 points.

Note that in a two-player game, you are only allowed to take the diamonds out of the mine which YOU have brought to the Processing Area. If the other player has lost all of his vehicles, you may then leave the Processing Area with all of the diamonds which are there.

Press the space bar to pause the game.

STARTING OVER

To begin a new game with the same options at any time, hit the START button. Pressing RESET brings you back to the very beginning of Diamond Mine and lets you choose new options.

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Limited Warranty

Roklan Corporation warrants this product to be free from defect in workmanship or materials for a period of 90 days from date of purchase. Should a defect in this product occur any time within 90 days of date of purchase, it can be returned to original place of purchase for replacement without charge. Original sales receipt must be presented for returned products.



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11-01131

PRINTED IN U.S.A.