# THE GAME

Congratulations you have just bought the greatest piece of games software ever released. ROCKFORD™ is based on the BOULDER DASH™, but it is not just another version of that classic game. It is the ultimate version of BOULDER DASH™. ROCKMAN™ was developed by ARCADIA SYSTEMS for their Coin-op cabinets, using all of the massive processing power of the AMIGA's™ 16-bit 68000 processor. This home version brings all that arcade action and quality into your home!

Presented here are the all new and different worlds for ROCKFORD™ to explore, giving you the challenges of becoming a cowboy, a hunter, a spaceman, a doctor and a chef, so you battle past the tricks and traps on four screen for each of the four levels of the five worlds. Worlds that are depicted in arcade quality graphics that provide a stunning visual backdrop to the game.

We have also packed in digitized sound effects and music, as well as special animated sequences depicting your success, failure and demise. All this detail, the fiendishness of the brand new puzzles, really do make ROCKFORD™, the arcade game, the ultimate challenge for your computer.

| | |
|---|---|
| I could not put this game down | Superglue Enthusiasts Weekly |
| As superior to mere BOULDER DASH games as man is to the amoeba | Evolution Express |
| Five great characters to enjoy | Split Personality Today |
| Hundreds of puzzles to solve | Criminologist Journal |
| Five stunningly different worlds | Geographers' Gazette |
| As superior to mere BOULDER DASH games as amoeba is to man | Amoeba Times |

## THE GAME

On each screen you need to collect a certain number of the treasure items, be they the Pharaoh's Gold Masks, the Apples of Eternal Youth, the Indian pennies, the Suns, or the Hearts. To collect a treasure you must either walk over it or if it is supporting something that you do not want to fall on you, just move up beside it, and press fire and the direction, you will not move but will pick up the treasure from where you stand.

You must avoid the falling rocks, and the monsters, some of the monsters will move in set patterns, others will come after you. When you have collected enough treasure a door will open and you must reach it to escape. Certain of the monsters explode and create new treasure when they are squashed, and on some of the levels you need to exploit this to be able to get enough treasure to escape. Remember that you are also racing against the clock, so you cannot afford to hang around.

Each location has its own set of challenges and a completely different set of monsters, but for each world there are four levels to complete.

## OTHER FEATURES

Just in case that is not enough for you, there are several other features tucked away. Of course all the worlds have an adequate supply of fire and taps and amoebas and other delights, all the creature comforts of home. Mind you not all the levels feature Water, for in the Doctor's world the taps drip blood.

## M·A·D
### MASTERTRONIC

Fire is of course dangerous, it needs to be put out by the water, but to get water, or blood in Frankenstein's Laboratory, you need to first find a tap and turn it on. You can then push the drops of water, or blood, around to quench the flames.

Snakes have magical powers to alter objects, some snakes turn any rock that their head touches into treasure, but beware, others turn treasure into rocks.

Walls will grow horizontally on certain levels, so be careful how you remove objects, or you will end up boxed in. On other levels you can create treasure by dropping rocks through the walls. Clocks gain you extra time if you can get to them.

In certain circumstances there is nothing to do except to commit suicide by pressing the "Restart Level" key.

## WHAT YOU WILL SEE ON THE SCREEN

Most of the screen is taken up by the playing area itself. This will scroll as you move about the screen showing you the rest of the four screens that make up each level. Obviously this is made up of treasure and rocks and monsters and walls. At the top of the screen there is a status panel. The exact layout of this panel depends on the machine that you are using. However all the panels give you the same basic information.

## STATUS PANEL

The status panel at the top of the screen gives you the following information. Number of treasure items to be collected. Time left to complete level, number of lives left, current level and world.

## CONTROLS

You are given a menu at the start of play, choose between Joystick, Keyboard or Redefine Keys. Keys are initially defined as Q up, A down, O left, P right and Space to fire.

DEL Pauses Game
ESC Aborts Game

# B SIDE: BACK TO REALITY

You are trapped in a two hundred foot diameter object that has just appeared in orbit around Ganymede, the moon of Jupiter. The good news is that this is a portal that will link humanity to a race of benevolent, super intelligent beings. The BAD news is that you have to pass a test first and if you don't then the artifact turns into a black hole and all of the solar system will be destroyed.

Your task is to escape the confinement you are now under and to arrange for the safe closure of the portal represented by this artifact. In order to survive the operation you will require to have undergone immortality treatment. This is available to you within the artifact. You must find it and use it correctly.

The portal will be sealed by the combination of matter and anti-matter under the correct conditions. To return to your own reality you have to reverse the polarity of space you now occupy. Only if both conditions are satisfied will the task be deemed completed. Take careful note of the following points.

(i) Although anti-matter is used to sustain this machinery it is in a form you can utilise. You will have to create your own by, exposing cells of a particular type to the cosmic available here.
This is the first part of the test. Combine the correct gases with silicone and find a way to nurse the resulting cells into a condition where they can be of use in the creation of the anti-matter you need.

(ii) The second part of your test is to acquire the necessary immortality. This can only be found in one action of the artifact, reached in a particularly unconventional manner. Discover it for yourself. Once you have used it combine it with the anti-matter to signal your completion of this part of the test.

(iii) The third and final part of your task is to bring together, in the correct polarity spec, the matter and anti-matter elements. These will only successfully combine in one location and if the appropriate pre-conditions are satisfied.

In addition, there are maybe minor obstacles and problems you must overcome to achieve your goal. Everything you are faced with can be solved. Instability can be corrected. Machinery can be activated or deactivated as appropriate. We have provided an information retrieval system for your use. Find it and assemble it if you wish it will be your only source of data.

Refuelling points have also been set up to allow you to replace energy lost by failure to avoid traps or rapid motion. If your energy level falls to zero you will be automatically refuelled. However, you have only five such lives. After that you will be allowed to die.

The game is not meant to be easy to solve. Saving the human race should be a serious challenge, after all. Playing the game is simple however. Examine the menu screen for the various control key options, or use a joystick.

At the top of the screen are several indicators to keep you informed of the game status. The fuel gauge is self-explanatory, and above that is the key to which space you are currently in, parallel or ours! Getting this to change is a major part of the game. To the right of that is displayed a series of messages, usually what you are presently carrying.

To collect items from the storage boxes in the artifact, simply fly up under them and press the "GET/DROP" key. You can only carry one item at a time and if you try to take a second it will be exchanged with the first.

And that is really all you need to know to save the human race!

## LOADING INSTRUCTIONS
There is a different game on each side of the tape. Make sure you insert the tape into player with the game that you wish to play uppermost. Both games load in the same way.

Amstrad 464
Press CNTRL and small ENTER.

Amstrad 6128
Type I TAPE and press RETURN. Press CNTRL and small ENTER.

Rockford will load in extra screens, follow the on screen instructions.