

FATAL DASH 2

Maniac miners

User's manual (English)

INTRODUCTION

Fatal Dash 2 is a Freeware game, a clone of worldwide known and liked arcade game, the Boulder Dash, from Peter Liepa (First Star Software).

The goal in the game is to collect required number of diamonds, and escape from the cave via the exit. The exit opens only when you collected the required number of diamonds, that means, that you must search it in whole cave when you collected dias.

The diamond collecting is not as easy as it seemed to be. In the cave are other items, moving objects (MOs) , that can kill you, or they are necessary to finish the cave.

In the game you must think a bit logic, and very fast. Somewhere you must push a stone to make a diamond collectable, otherwhere you must kill a ghost, or leave a diamond untouched, to use it as a falling object, to kill a ghost, etc...

In the game are three game modes, two for two players (co-operative and deatmatch) and one for single player. 3D sound effects , great graphics in 2D, and for somebody the mad MIDI music are great time-wasting, and simply you will like it :)

THE MENU

Main Menu

From the main menu you can start the game, exit program, or go to the options menu.

You can view here the table of the best players (Hall of Fame) of Brotherhood and Deatmatch game.

Options

Here you change all of the game options such as game mode, language,controls, sounds, resolution, etc.

Resolution- 1024x768 / 800x600 – resolution of the screen (1024x768 is nice, but items are a bit too small, the 800x600 mode is a good choice, 'cos items are bigger, and game processing is faster.)

sounds – None (here the game will be silent- no sound effects produced) / Normal (minimum sound effects (as in Fatal Dash 1)) / Hi-quality (the most items have its sound, 3D imitation is done by stereo padding, and volume adjusting)

Music – on / off – when it is set to ON, midi music will playing.

Volume – i hope you know what is it :)

Slowing – When you need, you can slow down the game. Lower value is faster game.

Controls – the keyboard control settings for players .

Language – here you can choose a language (English/Hungarian/Slovak)

Game mode- Brotherhood (two players, co-operative), deatmatch, single player

Cave – select a cave. In Brotherhood mode is available only the first uncompleted cave, in deatmatch are all caves available, in single player mode are available only completed, skipped and the first uncompleted cave.

Skip Cave (Single player only) – You can skip two caves, that you can finish them later.

Reset Game (Single player and Brotherhood modes)- to start again the cave set in the selected mode.

Starting lives (Deathmatch only) – how many lives with players will start.

Cave set- Here you can choose an other cave set to play. Cave sets you can create with the cave designer, what is downloadable from the Pessimistic Dreams site.

PLAYING

As it is written in the introduction, your goal is to collect required number of diamonds, and escape from the cave thru the exit.

In the brotherhood game mode, players have to help each other.

Four types of caves are there:

- Independent counter – The gems are counted independently, and it is enough, when just one player finishes the cave.
- Generic counter – Gems are counted jointly, and cave must complete both players.
- Extra life – who completes the cave, gets a life.
- Survivor – Here the players must be alive, when the time counter reaches zero.

In the deatmatch one player must kill the second player (here wins the survivor). In the deatmatch mode the guns are available, what the players can buy for score earned.

You are controlling the green and the red miner (green is player one), with the controls setted up in the options menu.

By default the controlling keys are the following:

Player one

Arrows: up, down, right, left

Ctrl: Fire

Num 0: Fire2

Player two

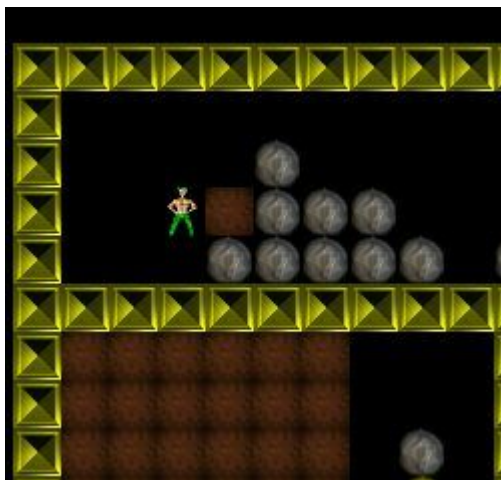
w,s,d,a: up, down, right, left

Space: Fire

c: fire2

The Up, Down, Right and Left keys are controlling players, or in the deatmatch gun-selecting menu the selection (up/down).

The Fire button is used to Get a diamond/Push a stone(or bomb)/dig ground without character moving. It's used with the directions key. The effect is shown bellow:





In the deathmatch the fire button has more functions:

-to accept selection in the gun-selecting menu


















You can choose a gun with Up/down keys, and accept with fire. To exit menu, choose the EXIT and press fire again.














-and when you have A-bombs in the extras inventory, you can drop them pressing down+fire key combination.

The Fire2 key is used only in Deathmatch mode, to shoot with the current gun.












The character will shoot in direction where you last moved.

GAME ITEMS

-  Space- This is a great NOTHING :) Every MOs, players can go and objects can fall thru. carefully! There are also invisible walls too.
-  Ground- Only players can go thru.
-  Iron Wall – it is indestructible wall.
-  Wall – It can be destroyed by explosion. Be careful- some walls can grow by sides.
-  Exchanger (inactive) – it can be activated by falling a gem or a stone on it.
-  Exchanger (active)- it changes gems to stones and stones to gems.
-  Bomb – when it falls, or something falls on it, it explodes. It can be pushed.
-  Diamond – you must collect these. It cannot be pushed, but it falls down, when under it is nothing. A falling diamond can kill any Moving Objects (MOs) including players.
-  Stone – It can be pushed. It falls down like diamonds, and can kill MOs.
-  Delayer – It releases diamonds or stones over it with a delay.
-  Destructor – It kills the most MOs except players. It grows, and when it cannot grow (when it is closed), all of them changes to gems. When it is not closed, it can change to stones after a time.
-  Skull – It is a Moving Object, it is moving always against clockwise. When you get to contact with it, it explodes (it kills you).
-  Ghost – Moving Object, moving clockwise. It kills you as the skull, and can be killed by destructor, falling stone or diamond, etc., but when it explodes it leaves behind maximally 9 gems.
-  Exits (blue is for Player one) – When a player collects required number of gems, it's exit opens. To exit you need to simply „collect it“. But be careful. The exit remains opened, when you exit, and in the Brotherhood mode sometimes for example the player one exit blocks the way of player two, who needs to catch his own exit. To prevent this, collect your exit with Fire key, to close it. The second fact is, that when a player is standing on the position, where the second player's exit is opening, the exit will never ever open. It is a mistake in Brotherhood mode, but in Deathmatch – a great tactics. (This trick is used in a few Single player mode caves too. So be careful with collecting the last gem (use the fire key :))
-  Players (green is Player one) – you are moving these characters.
-  Peace – it is like the brick wall, but stones and gems aren't falling from it.
-  Replicator – Object over it (stone/gem/bomb/skull/ghost) is copied under it.

-   Laser emitters – They releases deadly laser, but this laser can be blocked with a stone or gem...
-  Trasher – Gems and stones over it are destroyed forever.
-  Mine – When you step on it, it explodes. It can be disarmed with direction+fire keys (digging ground without moving)
-  Turret – It shoots when a MO is in it's target . It can be destroyed with a bomb.
-  Lava – It is growing, and destroys every stone, gem, and moving objects INCLUDING PLAYERS!! So be careful. After a time it stones.
-  Rotator – when you hit it, the whole cave turns 180 degrees.
-  Black Hole – It is a MO, and moves to one direction as far as it's way isn't blocked. Then it changes it's direction randomly.... yea, and it kills you too :)
-  Switch - With this you can open a hidden door (doors are like Iron walls). There are 3 types of switches and doors too.
-  A-bomb – When it falls, remains after it only a Really BIG nothing... It cannot be pushed.
-  Robo Killer – It is like chicken, and you are the seeds. It always tries to reach, and kill you. Extremely dangerous.
-  Anti-gravity – Stones , Dias and bombs are falling upways , when an anti gravity is under them.
-  Teleports – One teleports you to the nearest teleport of the same type, right-down, the second left-up.

EXTRAS (deatmatch only)

-  Hollow man – The player with this extra, will be invisible for the second player.
-  Shield – Makes the player immortal.
-  Life
-  Money – Increases score
-  Crate – Random extra. -It can hide an armed bomb too!!! beeeeeng :)
-  Freeze – It freezes the second player for a while.
-  Ammo – When this extra is active, player has infinite ammo.
-  A-Bomb – What you can drop with down+fire keys.
-  Mine maker – The player leaves after itself ground and some mines.
-  Crazy Jonny– The player will shoot to 4 directions at the same time (but one shoot consumes bullets)
-  Jammer – The second player will see nothing :)

Extras are collectable as gems. You can hold at the same time only 4 extras.

When you haven't any empty extras slot, you must wait, while a slot becomes empty.

The extras you can see in the game HUD



TIPS & TRICKS

This game is a bit too difficult to start. It is, because mostly caves are designed based on a logic trick of an item. (mostly in the Single player.)

When you didn't know, how to solve some caves, read the text bellow.

So start with the *EXCHANGER*.

- When it is inactive, it does nothing. It is like the normal brick wall.
- When you drop of an exchanger a stone or a gem, it activates all of the exchangers in the whole cave.
- If over an active exchanger is a stone or a diamond, then it collects that. (the exchanger will hold that item-exchanger becomes saturated) When it is saturated, it'll not accept any other stone or gem.
- When under it is a space, it'll change the item what collected before, stone to gem / gem to stone and releases the „product“. The exchanger becomes empty.

The next strange item is the *DESTRUCTOR*.

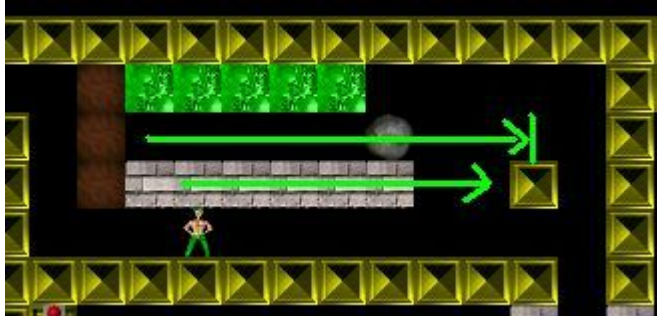
- It eliminates all Moving objects (except the players), what gets to contact with it.
- It grows in a static time period.(in each cave this period is defined).
- When it cannot grow (when it is closed, and the growing is impossible), all of destructors changes to gems.
- In each cave is defined the time, when all of destructors changes to stones.

The *LAVA*

- It grows and stones like the destructor,
- But it cannot be closed, because it destroys gems and stones too.
- The lava can kill players! Carefully!

GROWING WALLS

- It looks like the normal walls, but they are growing to a direction.(left/right)
- mainly used for close a backway.
- and sometimes it is used to transport stones, where you cannot push it. (See the picture.)



Moving Objects (MOs)

- Robo Killer is the most dangerous item, because if it is too close to you, you will probably eliminated :)
- All of moving objects can be eliminated by a falling gem or a diamond, by explosion, by destructor or lava, and they can be shoot down, or you can do a kamikaze (the MO, and the player will be eliminated).
- If a ghost meets with a skull, then the ghost explodes.
- When a ghost explodes, it leaves behind MAXIMALLY 9 gems (maximally, it means that it can be less, when an iron wall, or other indestructible item is in the explosion radius.(that is the center of explosion and 8 tiles around it.))



- Any other item leaves only Max. 9 spaces behind after explosion.

Lasers

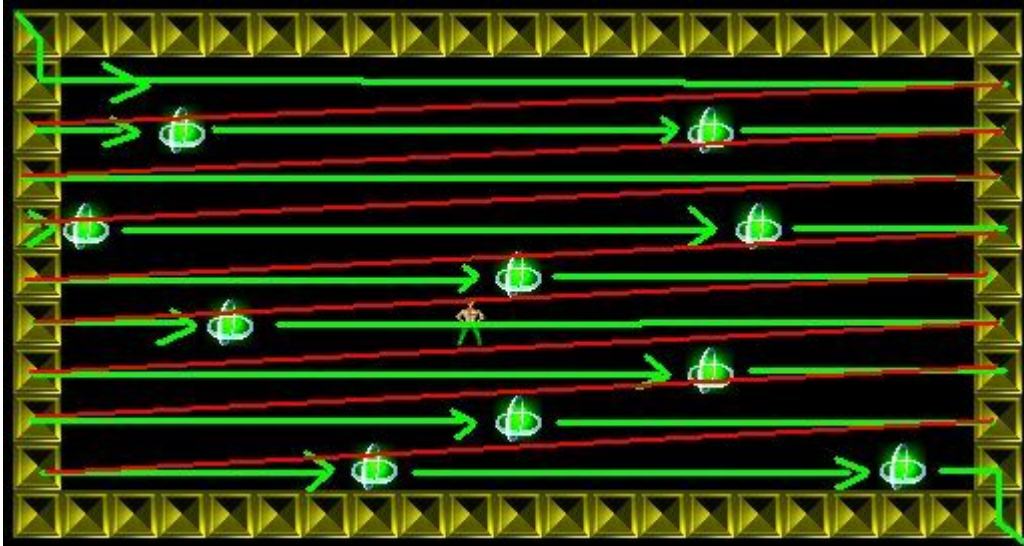
- A laser emitter can emit the laser only to one direction (left/right)
- The laser is dangerous, it kills every MOs, and players.
- You can block the laser with a stone or a gem.

Anti-Gravity

- over it, to the top of the cave, stones, diamonds and bombs are falling upwards.
- it can be destroyed, then the anti-gravity effect disappears.

Teleports

- Teleports the player to the next teleport of the same type (color).



I think, that the logic of the other items you can find out easily.

In the game are cheats, but... I cannot tell them :)

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This program is free, that means, that it is unacceptable to sell it for money.
Some details you can read in the readme.txt file in your game directory.

www.pedreams.wz.cz