

BOULDER DASH™ **CONSTRUCTION KIT™**



COMMODORE 64®/128™

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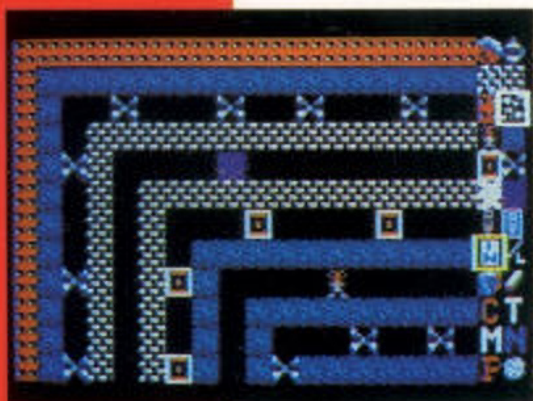
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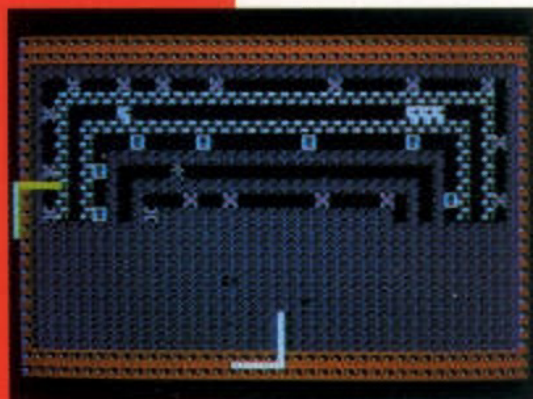
BYEPYX®

BOULDER DASH™ CONSTRUCTION KIT™

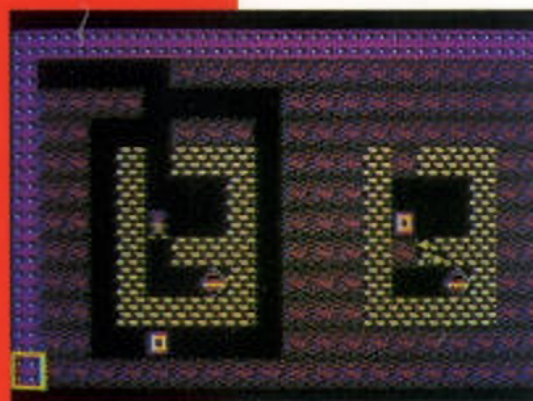
With the toolkit you see on the right-hand of the screen, you'll have the power to create an endless number of caves. So you can play as hard or as wimplike as you prefer.



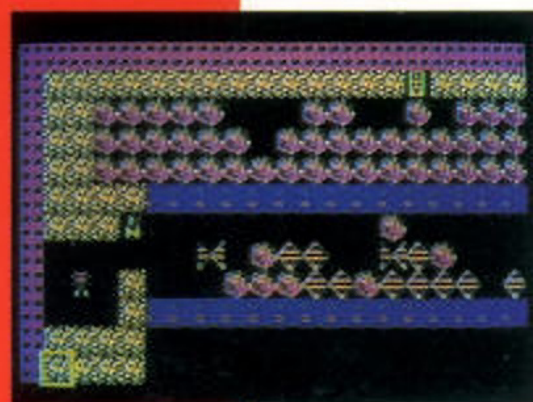
Once you've constructed your subterranean nightmare, you'll encounter beings that explode, suffocate, and—this'll psyche you—grow to humongous proportions. Nice knowing you.



For a killer game, try groping your way through one of the 15 pre-existing caves.



You've got to be fast. But finding the escape tunnel takes smarts, too. Planning, you know? There's five levels of difficulty. But you wouldn't care about the first four now, would you?



More thrills for Boulder Dash™ fanatics. And now with the Construction Kit™, you can create your own den of doom. Or, for a truly riveting experience, you can mine for diamonds in one of the pre-constructed games.

We've got to warn you. The place is gnarly. The amoebas are still here. The stray boulders. The nasty fireflies. The whole rotten mess. You could eat it bad on this one, pal.

They say it's the greatest underground movement in known times. Think of all those diamonds down there. But remember, what goes down does not necessarily come back up...

Designed by FIRST STAR SOFTWARE, INC.

*Screens from Atari 800 version of the game. BOULDER DASH, Boulder Dash Construction Kit and ROCKFORD are trademarks of FIRST STAR SOFTWARE, INC. Programmed by Jeff Schneider. Game screens designed by: Fernando Herrera. Orig. game by Peter Liepa with Chris Grey. © 1984, 1987 FIRST STAR SOFTWARE, INC. All Rights Reserved. © 1987 Epyx, Inc.



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