

Two Games In One - All New BoulderDash II - Plus The Original

SUPER BOULDERDASH™



By Peter Liepa, licensed by
First Star Software Inc.


ELECTRONIC ARTS™



Strategy for the successful spelunking of BoulderDash II

Diamonds, yes, but Tiffany's it's not. Greed kills.



Level G, The Jail Cave: The exit is surrounded by walls. Blast your way through by dropping conveniently placed rocks on the fireflies. And you thought the only good firefly was a dead one.



Level H, Ring Around the Rosy: Make the fireflies circle around smaller squares of dirt. They'll start bumping each other out of the loop, and you can lead them to the amoeba and their fiery death. Smart guys, those fireflies.

Level B, The Silo Cave: Block off the silo areas which contain amoebas with boulders. Then wait for the little buggers to suffocate. Diamond City!

Level J, Mixed Doubles: This one is really tough. Move left two rows below a boulder pair and then right one row below that same pair. This makes the boulders drop. As the Butterfly takes off after you, move downward and then up to one of the fallen boulders and step aside. Poor little butterfly... nice little diamond.



Level O, The Cocoon Cave: Forget it. If you can get this far, you don't need our help!



Design and Programming: Peter Liepa

Original Concept: Chris Gray

Development Support: First Star Software Inc.

Producer: Don Daglow

Associate Producer: Shelley Day

Technical Coordinator: Jeff Johannigman

Product Manager: Don Traeger

Art Director: Nancy L. Fong

Package Design: Ideation/Jamie Davison

Cover and Inside Photography: Steven Unzu

About Our Company: We're an association of electronic artists who share a common goal. We want to fulfill the potential of personal computing. That's a tall order. But with enough imagination and enthusiasm, we think there's a good chance for success. Our products, like this game, are evidence of our intent. If you'd like a product brochure, send \$0.50 and a self-addressed, stamped #10 envelope to: Electronic Arts, 1820 Gateway Drive, San Mateo, CA 94404.

Software © 1984, 1985, 1986 First Star Software Inc. Package design © 1986 Electronic Arts. Simultaneously published in Canada and the U.S.A. Screen photos represent Commodore 64 version only. Others may vary. Commodore is a registered trademark of Commodore, Inc.

Licensed to Electronic Arts by
First Star Software Inc.



Peter Liepa has always been interested in the laws of nature and how they can be affected. As a child, he used to enjoy long hours studying the many beautiful structures found in nature. He realized that the outcomes we see in nature are often caused by the chance combination of specific laws or rules.

His award-winning "BoulderDash" played on these childhood fascinations. The laws of physics and nature in the game can be radically changed through chance combination or from man's interference. The critics loved it, and the game went on to great acclaim and success.

Peter didn't let all the attention go to his head. Instead, he calmly sat down and began working on "Super BoulderDash," a game that would outdo the classic original. It wasn't easy; it's hard to outdo a masterpiece. We're glad he did!



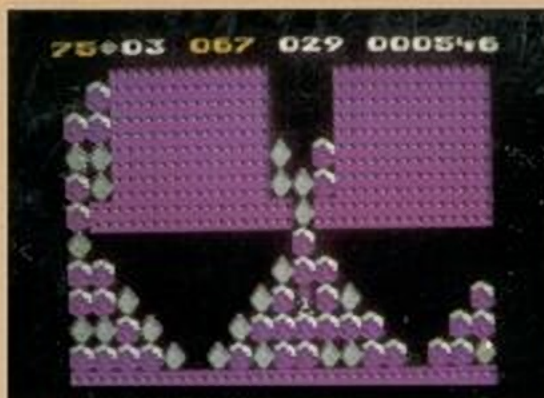


boulder on your head can ruin your whole day!

"Super BoulderDash" is the exciting follow-up to "Boulder Dash," the original, award-winning, action-strategy game that set a whole new standard for computer games.

Twice the Fun of the Original

- 16 new levels, each with 5 levels of difficulty.
- Baffling new maze designs require greater strategic planning and forethought.
- More of the dangerous and cunning adversaries like butterflies, fireflies and amoeba.
- New playable bonus puzzles after every fourth level.
- Original "Boulder Dash" included on the same disk. It's two games in one!



Gather as many diamonds as time allows. Drop boulders to free diamonds and clobber adversaries.



Incredible maze structures challenge your reflexes and test your strategic thinking. Can you survive the "Gauntlet," or win at "Mixed Doubles"?

Critics loved original "Boulder Dash"

"This game will be mentioned in my will... subtle brilliance and unceasing magic... in a class by itself."—Craig Holyoak, New York Post

*"Far more than just a maze game... the variety of different caves is astounding... each on its own would be a respectable game."
—Scott Mace, InfoWorld*

*"...a magical mix of challenge, charm and originality... easily one of the best computer games of the year."
—Michael Blanchet, Chicago Tribune Syndicate*

The Laws of Boulder Physics

Physics: Boulders and diamonds fall straight down and when stacked too high, will fall to one side or another. Stand underneath a falling object and explore the meaning of the word "@#%\$!"

Bodybuilding: Jump underneath a stack of boulders and your massive strength can hold them up. Quick, smile for the camera! Now, how are you gonna put them down?

Jogging: You can run as fast as a falling boulder or diamond. You just can't stop running...

Economics: Create your own diamonds. Transform butterflies, suffocate amoebas, or drop boulders through enchanted walls and see a gleaming fortune before your very eyes. And, the IRS will never know.

Claustrophobia: Start an avalanche of boulders, and you might find the jewels that you covet trapped beneath an unmovable rockpile. Or, perhaps you'd rather trap yourself instead.

Made in U.S.A.

Electronic Arts provides a ninety-day warranty on the recording media. See limited warranty statement enclosed. The warranty does not apply to the software programs themselves, which are provided AS IS.


ELECTRONIC ARTS™