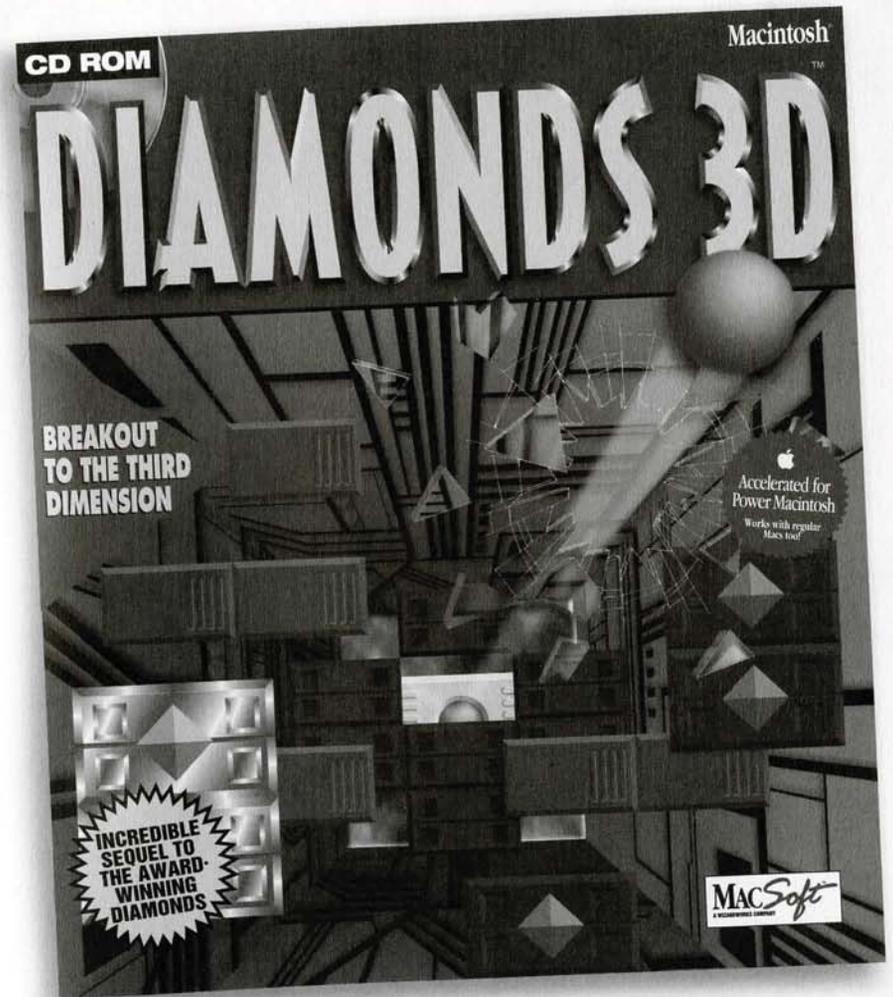


# INSTRUCTION MANUAL

P/N 3207



# Diamonds 3D

**MAC** *Soft*<sup>™</sup>

From the Varcon Game Collection

# Diamonds 3D

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## **WELCOME**

Thank you for purchasing Diamonds 3D!

Diamonds 3D is one of the most exciting and challenging games ever written for the Macintosh. We are certain that it will offer you many hours of fun and enjoyment.

We'd like to hear what you think about this or any other MacSoft product.

MacSoft, a WizardWorks Company  
3850 Annapolis Lane, Suite 100  
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Enjoy the game!

## **TECHNICAL SUPPORT**

Technical support for Diamonds 3D is available from Varcon Systems. You may call them at 619 - 563 - 6700.

Before calling, please have the following information available:

1. What type of Macintosh you have.
2. Which version of the System you are running.  
(To determine which version you're using, select About This Macintosh... from the Apple menu.)
3. How much memory is installed in your Macintosh.  
(Available by selecting About This Macintosh... from the Apple menu.)

## SYSTEM REQUIREMENTS

Any Macintosh running system 7 or higher, 13" (or larger) color monitor, and at least 4MB of RAM. A 68040 or PowerPC processor is recommended. You can play Diamonds 3D on slower machines, but the performance may be a bit sluggish. A CD-ROM drive is also required.

### If You Experience Memory Problems

Diamonds 3D requires at least 2300K of memory. To play background music, at least 3000K of memory is required. To play stereo sound effects and music, at least 6300K of memory is required. Diamonds 3D will attempt to use enough memory for stereo sound and music, but will automatically disable sound and music features when memory is in short supply.

To see how much memory is available, go to your Apple menu and select "About this Macintosh." The "largest unused block" must be larger than 2300K. To make more memory available, quit all other applications. If you still don't have 2300K available, install Diamonds 3D on your Hard Drive (see INSTALLATION.) Then, restart your Macintosh while holding down the *shift* key. You should see the message: "Welcome to Macintosh-Extensions Off." This should give you the necessary 2300K. The next time you start your computer, the extensions will be reset to their original configuration.

If you receive error messages about sound, see the Tech Tips section on page 12 of this manual.

## INSTALLATION

Diamonds 3D can be played directly from the CD. Double-click on the icon, or, click once on the icon and then select "Open" from the "File" menu. You can also copy Diamonds 3D to your hard disk, by dragging its icon from the CD onto a window or icon which represents your hard disk. Diamonds 3D will store high scores and preferences on your hard disk if played from either the CD or from the hard disk.

If you copy Diamonds 3D to your hard disk it will usually load a little faster, and you won't have to find and load the CD every time you want to play. But, don't copy Diamonds 3D to multiple hard disks, or to your friends' hard disks, because this is against the law!

Diamonds 3D is not copy-protected. Show Diamonds 3D to all your friends. To order additional copies, call 1-800-229-2714. Please support our hard-working staff by not making illegal copies of our software!

Please don't forget to send in your registration card!

## PLAYING DIAMONDS 3D

To begin your first game, click on the "NEW" button in the upper right corner, or select "New" from the "Game" menu, or hold down the Command key (next to the space bar) and type "N".

You start the game with five balls (shown on the lower left), a game timer (lower center), and a fully-charged paddle (the paddle charge meter is in the lower right). When the ball passes under the paddle, click once to launch the ball into the well. During play, if you have enough paddle charge, you can briefly hold the ball on the paddle by holding down the mouse button. Paddle charge accumulates slowly each time you hit the ball with the paddle. A fully charged paddle can hold the ball for about three seconds.

In level one, your only challenge is to clear all of the diamond bricks. Once you have done this, you will score a bonus for any time remaining on the timer, then the next level will begin.

In level two, and in all levels after that, you must first clear all of the color bricks (if any) and then clear all of the diamond bricks (if any). Because some bricks are in front of other bricks, you may not at first be able to see which bricks will have to be cleared.

In level three, and after that, you will encounter color energizer bricks. These bricks change the color of the ball. To clear a color brick, you must hit it with a ball of the same color. Use the color energizer bricks when you need to change colors. But be careful and plan ahead, because the color energizer you need may be hard to find!

In later levels you will encounter key, lock, plain, and magic bricks (see diagrams on pages 14 and 15 of this manual.) Hit a key brick to collect a key, then you can clear a lock brick. You cannot clear the plain brick. The magic bricks do many different and unexpected things. You'll have to figure them out as they appear.

Once you reach level 5, a new button will appear in the button panel on the upper right. You will hear a chime when this happens. This button can be used to start a new game at level 5, with the same score and number of balls as when you first reached level 5. Similar buttons appear at level 10, 15, and so on. However, there are no more level buttons after level 40. Diamonds 3D has 50 levels.

Once you have a button for level 5, you can still start at level 1 and work up. If you then reach level 5 with a higher score than when you first reached it (or with more balls), you will then be able to start at level 5 with the higher score (or number of balls). The chime also sounds when this happens. The buttons for level 10 and higher also work this way. It is not possible to save the game at any point other than these 5-level steps. To reset the level buttons to their original (blank) state, remove the file "Diamonds 3D Preferences" from the "Preferences" folder inside your System Folder. Doing this will also erase the high scores and return your sound settings to the default.

During play, you can quit Diamonds by holding down the command key (next to the space bar) and typing "Q". You can bail out of the current game by typing command-W. You can pause the game with command-P, but you cannot do anything else with your Macintosh while Diamonds is paused.

For best results, pause the game just after you hit the ball, so you'll have time to move the paddle when you resume. Type command-P (or just P) again to resume play. You cannot change the sound options during a game, but sound stops while the game is paused.

Arcade-type video games can be physically demanding. Players sometimes forget to blink, sit too close to the monitor, or tense up all their muscles. Take a break between games. Get up and walk around, and look at distant objects. Take a break when you hear the chime, because you can immediately restart exactly where you left off. Use the pause function. Leave the ball bouncing back and forth in the middle of the well, if you aren't worried about the timer. Or let someone else play for a while.

## TIPS

This section lists some tips for playing Diamonds 3D. You might want to try the game out for a while before reading this section, because it will probably make more sense once you've seen the game in action.

The paddle charge is restored a little bit each time you hit the ball. If you bounce the ball between the paddle and a brick which is close to the front, the charge will accumulate more rapidly. Level 3 has a green color energizer near the front which could be used in this way. You also get a full charge at the start of every level and with every new ball.

You can steer the ball by moving the paddle when it hits the ball. Be careful, the ball can pick up a lot of sideways motion if you move too quickly. The ball will also be deflected if you hit it with the edge of the paddle.

You can launch the ball while the doors are still opening. But be careful, it may be hard to see what you're doing until the doors open all the way. The ball will not bounce off of the opening doors. After the doors start to close at the end of a level, however, the ball will bounce off of the doors and even the glass - you cannot lose. You can still hit the ball while the doors are closing, and you might be able to pick up a magic brick if you see one and work quickly.

During play, your score is shown on the paddle, but only briefly, when you receive points. The score also appears on the right door when the doors are opening or closing. You won't get any free balls for scoring points, but there may be magic bricks that can help you out instead.

The ball can become stuck behind some bricks, or between bricks. In a level like "Check it Out", try to avoid sending the ball into the back where you can't hit it. If the ball does not hit the paddle for 30 seconds (because it is stuck) it will warp out to the front of the well. Although the ball will move away from you, into the well, be sure to be ready to hit it after the rebound.

You can also nudge the ball if it is stuck. Hold down the mouse button, and the ball will be gently attracted to the paddle, even if it is way in the back of the well. Paddle charge is not used up unless the ball is actually being held on the paddle.

Experienced players always stay in control of the ball. They make gentle motions with the paddle and grab the ball, very briefly, when it starts to go wild. Launching the ball from a stationary paddle will send it straight down the well, no matter how briefly you hold on to the ball.

You may find that you cannot launch the ball into corners from a stationary paddle, because the ball ends up bouncing back at you from a nearby brick. Try starting the ball near where you want it, and then gently bumping it with the paddle (but don't click the button) to move it over a little more.

Bricks have six sides (front, back, top, bottom, left, and right), and you get the same effect when hitting a brick no matter what side you hit it from. In many cases it is easier to graze a brick from the side than to hit it straight on from the front, especially if it is near the front of the playing field. In some rare cases you can only hit a brick from the back.

Sometimes you can't see all of the bricks in a level, because the front bricks are in the way. You can use the ball as a probe to find out what is hiding. Listen for the different sounds which result when the ball is bouncing off bricks which you can't see. Be careful, the ball might come crashing through a part of the screen where you didn't expect it!

After level 20, there is no guarantee that each level has all of the color energizers that you will need to clear the color bricks in that level. If you start a level and can't get the right ball color, try again from the previous level (use the level button) and be sure to bring a different color into the problem level.

A level is finished when you clear all of the color and diamond bricks. There may be other bricks that could be cleared, such as keys, locks, and magic bricks. If you want to clear these, be sure to get them before you run out of diamonds and color bricks. Usually you will have to get the locks and magic bricks before you can clear the color and diamond bricks, but this is not always the case.

Sometimes it looks like the ball is bouncing off of a brick without doing the right thing, like clearing it. The ball is probably hitting a nearby brick instead. Try coming in from a slightly different angle.

If you reach level 5 or 10 with only one ball or a low score, you may have trouble starting the game there with the level buttons, because you quickly lose your last ball. Start over from level one and try to reach level 5 or 10 with all five balls. You'll hear the chime sound again if you improve the starting position of any of the level buttons.

Once you reach level 15 you'll lose the level 5 button. You always get the highest two buttons (in this case, 10 and 15, then later, 15 and 20, and so on). If your level 5 button starts the game well equipped, say with all five balls, but your level 10 button starts with only a single ball, you may regret reaching level 15 with only one ball, because you'll lose the good level 5 button. You might want to try to improve the level 10 button before going on to level 15.

Finally, when playing in stereo, you will probably get the best effect by using speakers instead of headphones. Place the speakers on either side of your monitor, as close as possible to the monitor, and level with the middle of the monitor. Then try moving them a little further apart if you think this will improve the stereo effect. (Of course if your monitor has built-in speakers you may not be able to move them around!)

## HINTS

This section lists some hints in case you have trouble with the harder levels. You'll probably enjoy solving the levels more if you try it without the hints first!

Some of the level names are hints. You might find some help there before you need to use the hints below.

**Level 10 (Not so Simple):** Some of the bricks close to the front are hard to hit straight on. Try hitting them from the side instead by bouncing the ball in the middle and then bumping it a little to the side.

**Level 12 (Hidden Treasure):** The diamond bricks are behind the solid bricks. You'll have to hit them from the top, bottom, or from behind. Like level 10, bounce the ball straight in the middle, then bump it at a small angle so it goes behind and hits the diamond bricks.

**Level 14 (Red Redux):** There are red bricks in each corner that are hard to see. They must be cleared before you can take out the diamond bricks.

**Level 18 (Mega Purple II):** You'll have to bump the ball into the lower right corner. There is a purple energizer back there somewhere.

**Level 21 (Get Serious):** There is no red energizer. Be careful to clear all of the red bricks before you hit the green energizer.

**Level 24 (Side Pocket):** There are energizers on either side, but you can't see them very well. You'll have to send the ball in at an angle.

**Level 25 (Blue Meanie):** There are some blue bricks that you can't see, in the corners.

**Level 26 (Hold On!):** This one is tough! You'll have to launch the ball in the center, then grab it when it's red and quickly pull it away from the blue energizers. Then you need to bump it to the side a little further over than you can launch it, in order to clear the bricks without hitting the energizer. This level is placed right after 25 so that you can start over at 25 if you need to.

**Level 28 (Out of Sight):** This one is hard too! There are lots of goodies you can't see down the sides of the field. You'll have to tell from the sounds what you're hitting. Don't worry about time running out, and save up all the charge you need. Use the launch-and-bump technique from level 18 to get down the sides.

**Level 31 (Blue Memory):** I sure hope you brought a blue ball from level 30! You'll have to start over at level 30 if you didn't.

**Level 32 (Mega Purple III):** You weren't dreaming, the ball really was teleported by the magic brick.

**Level 35 (Tunnel Vision):** Each of the magic bricks is a one-shot color energizer. Use them wisely, you only get two for each color!

**Level 36 (Seeing Red):** Are you seeing red? If you are, maybe you should do level 35 again in a different order.

Level 38 (Right or Wrong?): The name is a hint...

Level 40 (Endgame): Things get tough from here on. Don't hesitate to grab the ball!

Level 41 (Charge!): Are those magic bricks really so helpful?

Level 42 (Mean Green): Yes, it's called Mean Green for a reason!

Level 44 (Color my World): These magic bricks are a little bit different from those in level 35.

Level 45 (Not Again!): The name is a hint again. (Not again!) You're on your own from here.

## TECH TIPS

Diamonds 3D is accelerated for Power Macintosh. It will display a message about this while loading if it detects a PowerPC CPU.

Diamonds 3D is shipped configured to try to use 6300K of memory, for stereo sound and music. Diamonds 3D will run in as little as 2300K of memory, and you can change the setting if you want it to use less. Remember, however, that Diamonds 3D may not run well if other programs are also running.

Diamonds 3D may perform extremely poorly if Virtual Memory is turned on. If this happens, get the "Memory" control panel (from the Apple menu) and turn off Virtual Memory, then reboot and try again.

Diamonds stores your sound preferences, high scores, and level buttons in a file called "Diamonds 3D Preferences" which is kept in the "Preferences" folder inside your system folder. You can delete this file or move it around if you so desire.

If you notice that the music changes volume when sound effects are played (like the paddle bounce sound) then you probably don't have Sound Manager 3.0. Earlier versions of Apple system software (7.0 and 7.1) are more susceptible to sound problems. Consider upgrading to System 7.5 or higher, if you have enough memory (5 megabytes or more for System 7.5). You may also be able to add Sound Manager 3.0 to older system software, if you can get a copy from Apple.

In rare cases, Diamonds 3D may complain about sound problems and suggest that you run the program again. Be sure to quit all other applications first, as described above. If this doesn't solve the problem, try restarting your Macintosh and then running Diamonds 3D again. If this still doesn't help, try the following: Copy Diamonds 3D to your hard disk. Choose "About This Macintosh" from the Apple menu and note how big the "Largest Unused Block" is. Subtract 100K and configure Diamonds 3D to use that much memory. To do this, select the Diamonds 3D icon, choose "Get Info" from the File menu, and change the Preferred Size to whatever is 100K less than the "Largest Unused Block". If this still doesn't help, send email or call for technical support (see below).

Diamonds 3D is part of the Varcon Games Collection, produced by:  
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Key Beta Testers: Rodney Jacks, Glenn Seemann, Jim Bowers, Dub Myers  
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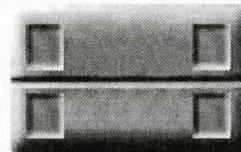
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### BRICK BY BRICK



**Plain Brick** - Your ball will just bounce off this one. You cannot remove this brick from the board.



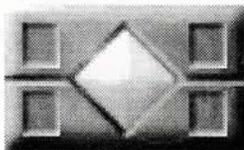
**Color Brick** - You must clear all these before you can clear the diamond bricks. Your ball must be the same color as the brick in order to clear it.



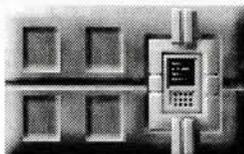
**Color Energizer Brick** - Hitting this brick causes the ball to become the same color as the circle shown on the face of the brick.

## Diamonds 3D

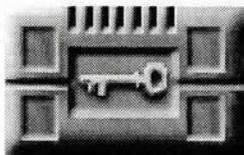
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**Diamond Brick** - After you've cleared all the color bricks, you can go after the Diamonds. Clear all the Diamonds to complete the level



**Lock Brick** - Something you need may be hidden behind this brick, but you need a key to clear it.



**Key Brick** - You must hit one of these before you can clear a Lock Brick.



**Magic Brick** - You never know what might happen when you hit a Magic Brick. Try it and see!