

Diamonds for Maximite

MMDiam is a puzzle game where you have to get all diamonds in the level to be able to play the next level.

In this game there are 2 ways to die, you are in a dynamite explosion range or a monster reaches your position.

If a rock or a diamond falls on you it will not kill you like in 'Boulder Dash'.

If you think it's too easy with some level I have created, then ... make your own with the MMDiam Level editor I have created ;)

The controls are made with 'Atari' like joystick or keyboard.

You have to use the 4 directions.

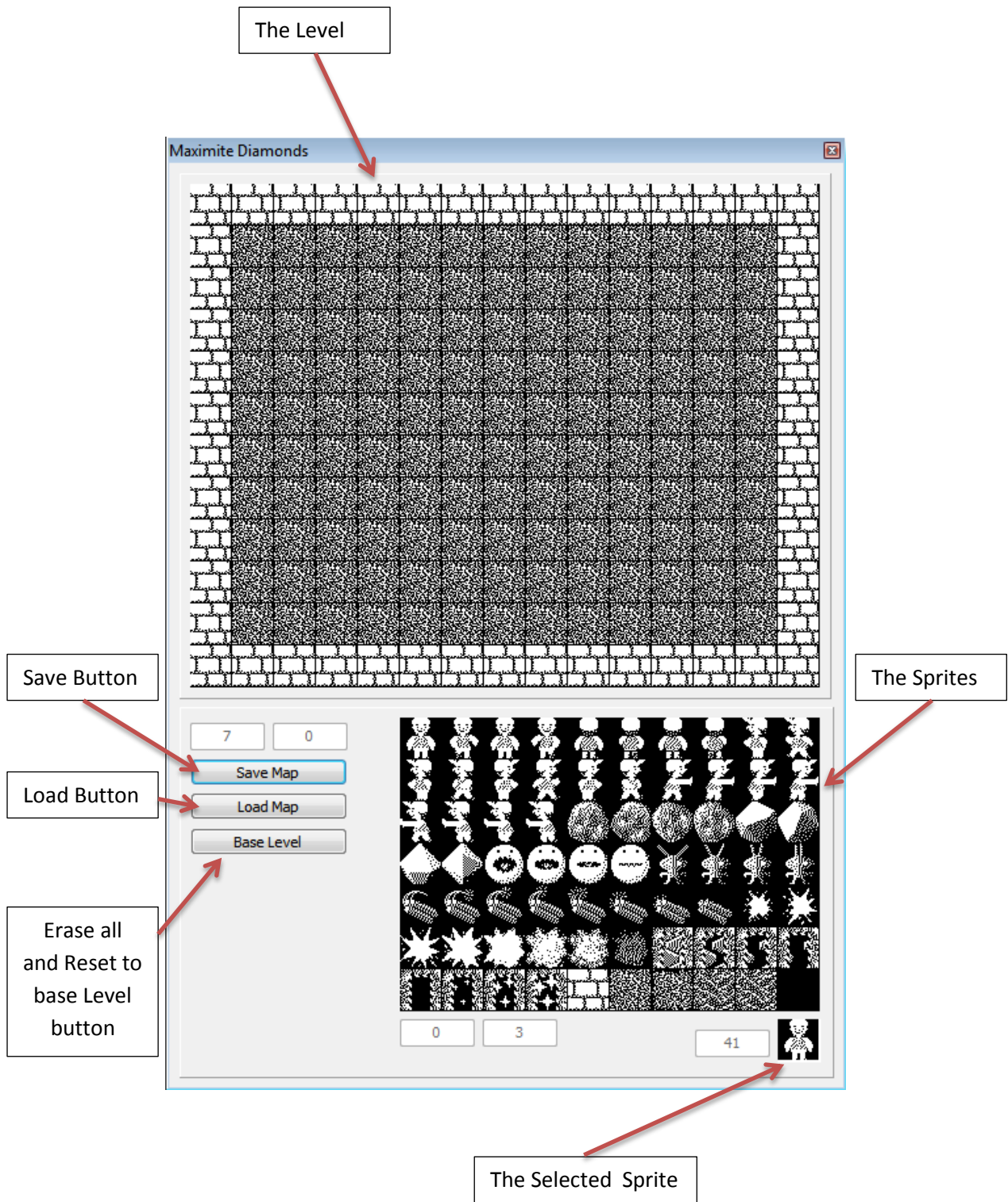
Fire1 button is to place a dynamite to destroy a wall

On the keyboard use the 'Space' key to place dynamite.

You start the game with 3 lives and 3 dynamites, after each level completion you get one more dynamite.

MMDiam Level Editor

The Level Editor will help you to create new level for the game.



Instructions:

They are nothing to say about the Buttons, they Save, Load or Reset a Level.

To made a new Level just press the 'Base Level' Button.

Select one of the sprite in the lower Sprite box with your mouse.

Go to the Level image and add your sprite here with a Left mouse click.

Every level must have only one Hero sprite.

Every Level must have a wall around or some of the function in game will crash.

It's because I don't check if the sprite around the Hero in the level are passing outside the map for speed issue.

The Door have actually no effect in the game, we go to the next level when all diamonds are get from the Hero.

When you have finish and will test the new map you have to save it.

The level name convention in MMDiam is simple.

It starts with lvl_ then put the 3 digit number from the level and it end with .lvl

Ex: lvl_012.lvl means Level 12

Now in the game you have to change the MaxLevel variable value.

As I just made 6 tests level this variable is set to 'MaxLevel = 6'

If you add some new level, just modify the '6' with the number of level you have.

Don't forget to copy all your new levels to the MMC card ;)

The game is not yet fully finish, I have to look how to optimize the speed to be able to check if a rock or diamonds fall on the hero.

You will see this speed issue in the level 4 who allot of rocks are falling down ;)

Enjoy.

Fabrice Muller (aka DarthMite)