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          Diamond Dash

A 4K entry for the 2004 Mini Game
           compo.

Programming, Graphics and Music by
         Daniel Bienvenu

FORMAT: ColecoVision

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Loading:

Simply load and run "diamondd.rom"
with a good ColecoVision emulator.
If your emulator cannot run a
rom filesize under 8k, use
"diamond8.rom".

The Game:

You are the Super Miner of this
town and there are five mountains
with diamond mines. Your goal is
to extract diamonds and exit mine
when you have enough diamonds.
More faster you do it, the more
bonus points you will have.

Score as many points as you
possibly can and maybe challenge
your friends or family to see
who gets the highest score.

Controls:

Use a joystick in port #1

Move player in 8 directions
Press fire to use a dynamite

2004, Daniel Bienvenu.
Released for the Minigame Compo.
A bigger version is in development.

This txt file format came from
game "Abducted".

Enjoy and please vote :)

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Resources:

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Hi-Tech C compiler for CP/M
22NICE CP/M emulator for DOS
Marcel de Kogel's Coleco library*
My own tools and libraries

*: I modified his library to
optimize the rom filesize to 4K.
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