

A ROCKS 'N' DIAMONDS PRODUCTION  
**TIGRIS MYTHOS**



INSTRUCTION BOOKLET



ARTSOFT  
ENTERTAINMENT

10x12  
PRODUCTIONS

DIORAM

# • *TABLE of CONTENTS*

**Introduction . . . . . 3 - 4**

## **Getting Started**

**Install and Run Tigris Mythos . . . . . 6 - 7**

**Keyboard and Mouse Controls . . . . . 8**

**Setup / Exit . . . . . 9 - 15**

**The 1-Player Campaign . . . . . 16 - 21**

**Hall of Fame . . . . . 22**

**Recording Play . . . . . 23**

**Game Elements . . . . . 25 - 36**

## **The Level Creator**

**Level Sets . . . . . 38**

**The Creator Screen . . . . . 39**

**Next / Previous Levels . . . . . 40**

**Playfield Size . . . . . 41**

**Amount of Glassware . . . . . 42**

**Drawing / Config Tools . . . . . 43 - 45**

## **Tweaks and Extras**

**Create More Level Set Folders . . . 47 - 49**

**The Number of Levels in Folders . . . . 50**

**Share Your Levels . . . . . 51**

**Credits . . . . . 52**

# • INTRODUCTION



**O**nly a tiger captain like Captain Tigris would mobilize his army of monkeys, parrots, and gators across the ocean just to ~~put something in his belly~~ do things of the utmost importance.

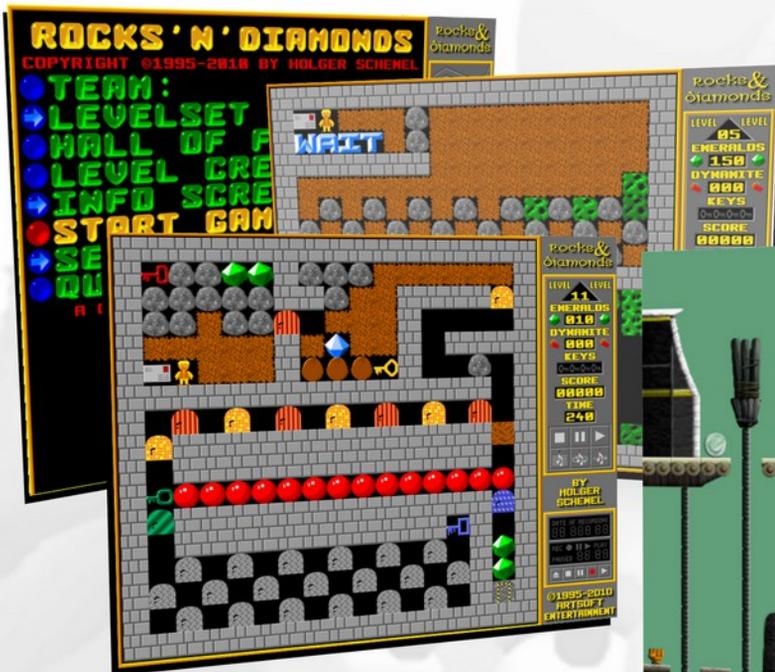
The captain is after an indulgence called The Tasty Treasure.

Captain Tigris doesn't know what The Tasty Treasure tastes like - ~~he just knows he wants to eat it~~ - it's tasty, after all.

The captain's crew, ~~exhausted and depraved of life~~, well fed and ready to march, was ~~on the verge of death~~ ready to traverse the forests, and acquire the treasure.

This is the captain's story - thankfully a ~~fictitious~~ story - a mythos about Captain Tigris. Isn't it great how the captain ~~scratches out information~~ never hides crucial information?

# ● INTRODUCTION



*Rocks 'N' Diamonds*



*Tigris Mythos*

*Tigris Mythos* was built from a puzzle game originating in 1995 called *Rocks 'N' Diamonds*, packed with brand-new levels and a fresh plot.

*Tigris Mythos* doesn't include every puzzle feature that was present in *Rocks 'N' Diamonds*, but *Tigris Mythos* contains new attractions instead.

In this game, you'll find massive architectural obstacles to climb and conquer. You'll be killing the "spirit of daintiness" in each level you cross, bringing you closer to the end of the adventure, with a finale you shouldn't miss.

There's countless challenges you could discover and create within the game's **Level Creator**, courtesy of *Rocks 'N' Diamonds*. Introduce up to 4 players into your created levels, and share the levels with help from the **Tweaks and Extras** section of this instruction booklet.



- ***GETTING  
STARTED***

# • GETTING STARTED

## INSTALL and RUN TIGRIS MYTHOS

1. To properly install *Tigris Mythos*, open the game's folder, and open **INSTALL Tigris Mythos**.

2. There are 2 ways you can install *Tigris Mythos*. There's a **manual** method, and an **automatic** method.



The **manual** method essentially guarantees that your installation won't produce any errors. Simply open the **Tigris Mythos** folder, and find the folder called **Rocks'n'Diamonds**.

Copy the **Rocks'n'Diamonds** folder, then paste it into your computer's **My Documents** folder (for Windows XP users) or if you're running Windows 7, paste **Rocks'n'Diamonds** into the folder called **Documents**.

3. The **automatic** method of installation will allow you to avoid copying and pasting folders, but this method has been shown to be more likely to produce errors.

If you use the **automatic** method, read the instructions that will immediately appear.

## INSTALLATION NOTE

If this installation displays an error message, try these solutions:

1. Unplug any USB thumb/flash drives from the PC, then try this installation again.

or...

2. Copy and paste this installer into another folder (i.e. the Desktop), then try the installation from there.

or...

3. Restart the PC, then try this installation again.

After completing one of the installation methods, double-click the **Tigris Mythos icon** to start the game. If you installed *Tigris Mythos* correctly, the game should start up in fullscreen mode.



If you want to retry or delete the installation, delete the folder called **Rocks'n'Diamonds** inside your computer's **My Documents** folder (for Windows XP users), or the **Documents** folder for Windows 7 users.

# • GETTING STARTED

## KEYBOARD and MOUSE CONTROLS

You can navigate the menus of *Tigris Mythos* just with a mouse, or instead use the following keys on your keyboard.



**SPACE**

Use **SPACE** to enter into a page within the menus, and it can be used to pause actual play within a level.



The **arrow keys** can move you through the menus.

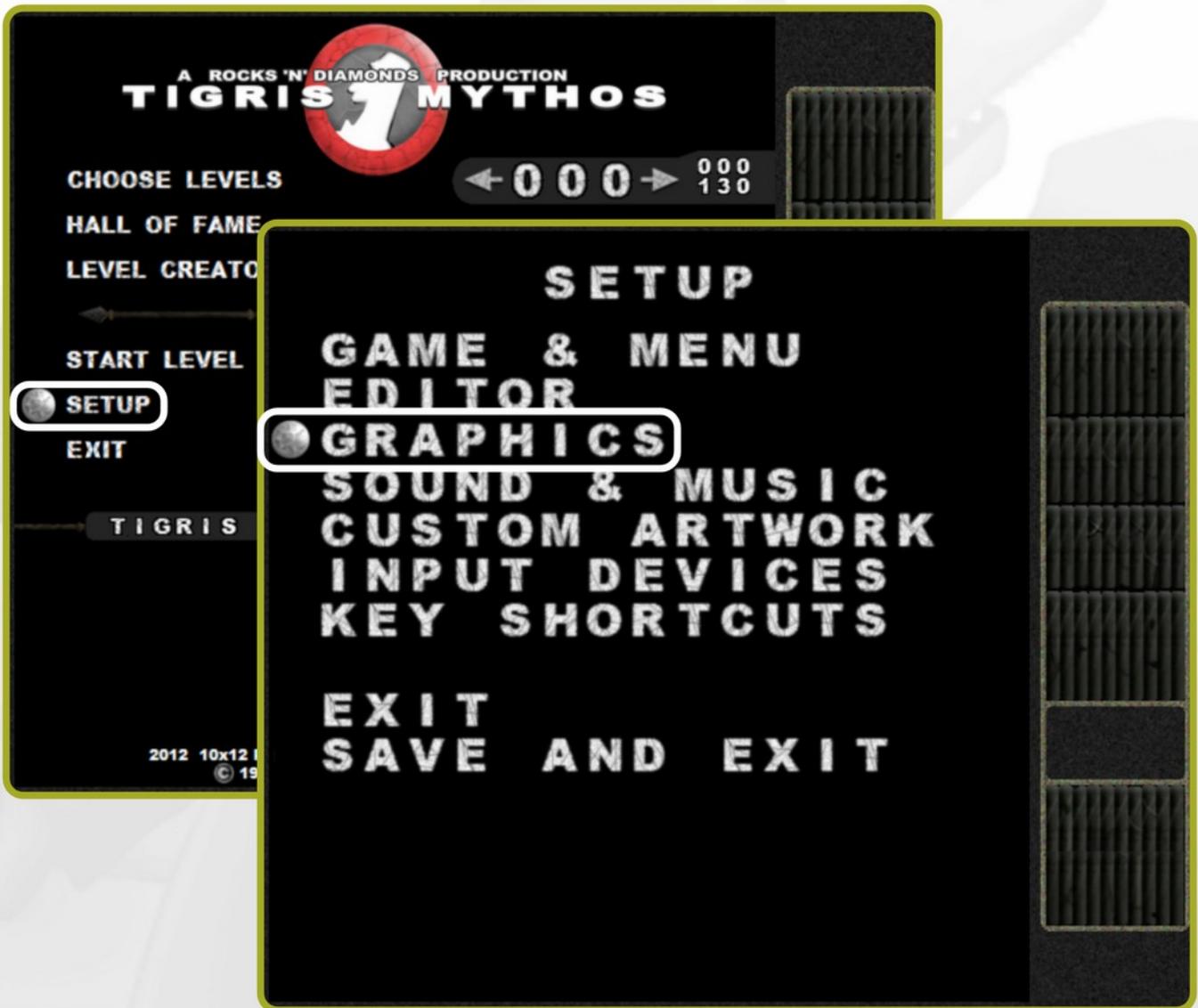
**ENTER**

The **ENTER** bar can be used to enter a menu page. It can also be used to press the **CONFIRM** button.

**ESC**

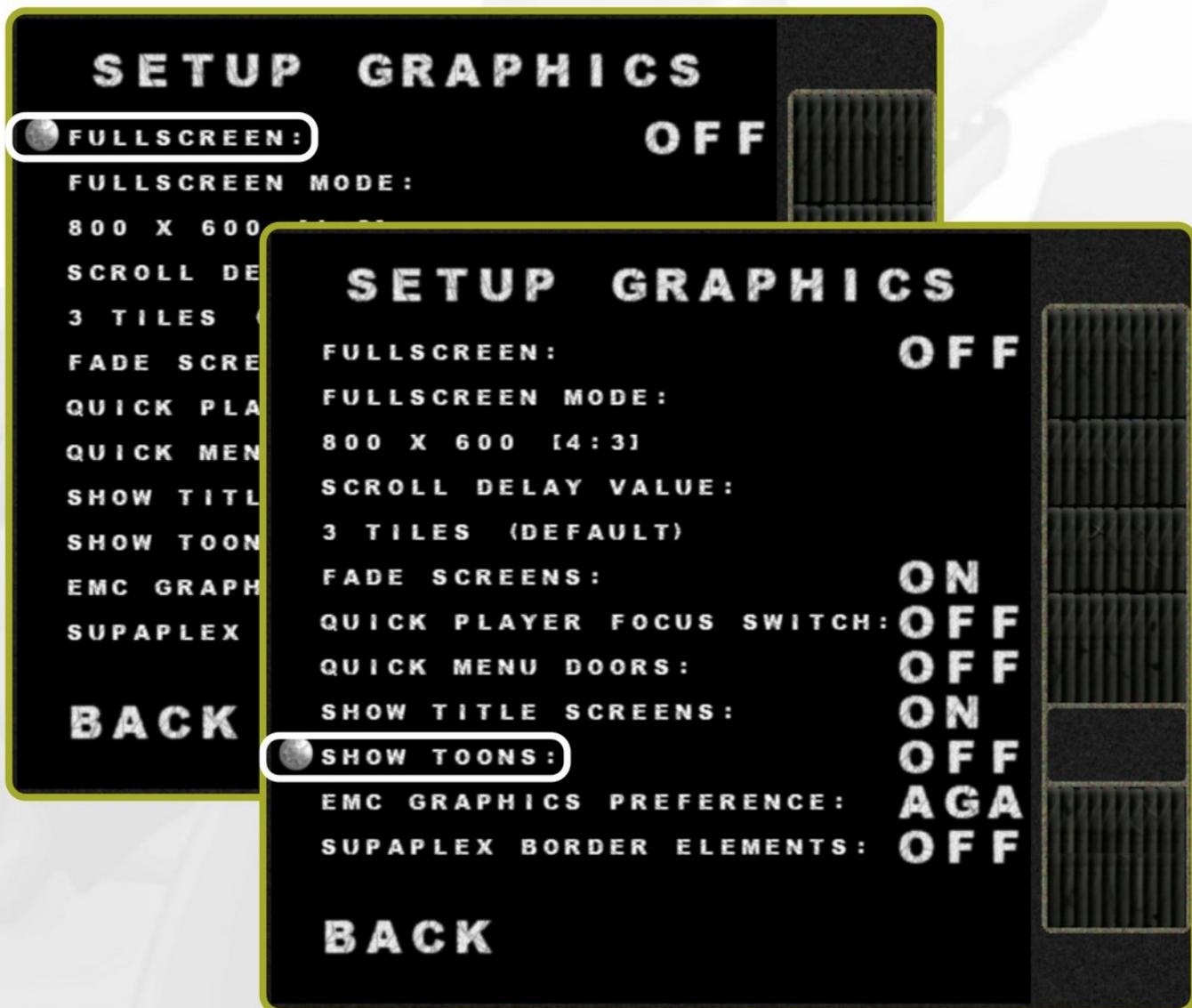
The **ESC** button can be used to exit a page within the menu, or used to press the **CANCEL** button.

# • GETTING STARTED



On the main menu, the **Setup** feature contains settings that can be turned on or off.

A few key features from **Setup** are explained in this instruction booklet. The first one is located in the **Graphics** section.



At the top of the **Graphics** menu is the **Fullscreen** button, which can be switched on or off to change the screen's size.

Make sure **Show Toons** is turned off. This feature appeared in *Rocks 'N' Diamonds*, but has no use in *Tigris Mythos*.

# • *GETTING STARTED*

## SETUP

### ● GAME & MENU

EDITOR

GRAPHICS

SOUND

CUSTOM

INPUT

KEY

EXIT

SAVE

## SETUP GAME

● TEAM-MODE (MULTI-PLAYER) : ON

ONLY MOVE FOCUSED PLAYER : NO

HANDICAP : ON

SKIP UNSOLVED LEVELS : OFF

TIME LIMIT : OFF

AUTO-RECORD TAPES : OFF

GAME SPEED :

NORMAL

BACK

Click **Back** to leave **Graphics**.  
Enter in the **Game & Menu** section,  
and make sure that **Team - Mode (Multi-Player)** is turned on.

# • GETTING STARTED



Click **Back** to leave **Game & Menu**. Then, open **Input Devices**, which allows you to set the keyboard keys for all 4 players. This is also important if you want to play *Tigris Mythos* with controllers.

On the **Setup Input** screen, click **Customize** to change the keys that each move will be assigned to. **Drop Element** is the move used to set off dynamite, but **Snap Field** is not required to play *Tigris Mythos*.

# • GETTING STARTED



To change the keyboard keys for a different character, move the cursor to **Player**, and press the **left** or **right** arrow keys.

Click on **Customize** again to change the keys. When you're done changing keys, press **Back**.

# • GETTING STARTED

Captain  
Tigris



W

A

S

D

Move

Z

Drop Element

X

Snap Field (Optional)

Militia  
Monk



T

F

G

H

V

B

Pirate  
Parrot



I

J

K

L

M

<

Raider  
Gator



num  
8

num  
4

num  
5

num  
6

num  
1

num  
2

This is a default keyboard setup that will allow you to use all 4 characters at the same time. It is recommended that you use multiple keyboards in a 4-player arrangement.

While the first character's movement is controlled by the **W, A, S, D** keys, the **Drop Element** (dynamite) button is set at **Z**.

The second character's movements will be directed by **T, F, G, H**, and etc.

If your keyboard has a numpad, the fourth character can be directed by the **8, 4, 5, and 6 num keys**, located on the right side of the keyboard.

# • GETTING STARTED

## SETUP

GAME & MENU  
EDITOR  
GRAPHICS  
SOUND & MUSIC  
CUSTOM ARTWORK  
INPUT DEVICES  
KEY SHORTCUTS

EXIT

● SAVE AND EXIT

CHOOSE LEVELS

HALL OF FAME

LEVEL CREATOR

START LEVEL

SETUP

● EXIT

After making changes in the **Setup** section, you must click **Save and Exit** to save those changes, or click **Exit** to cancel the adjustments you made.

Lastly, to exit *Tigris Mythos*, click the **Exit** button, then click **Confirm**.

# • GETTING STARTED



To begin playing the 1-player campaign of *Tigris Mythos*, click on **Choose Levels**, then click **Tigris Mythos ( 1 - Player )**.

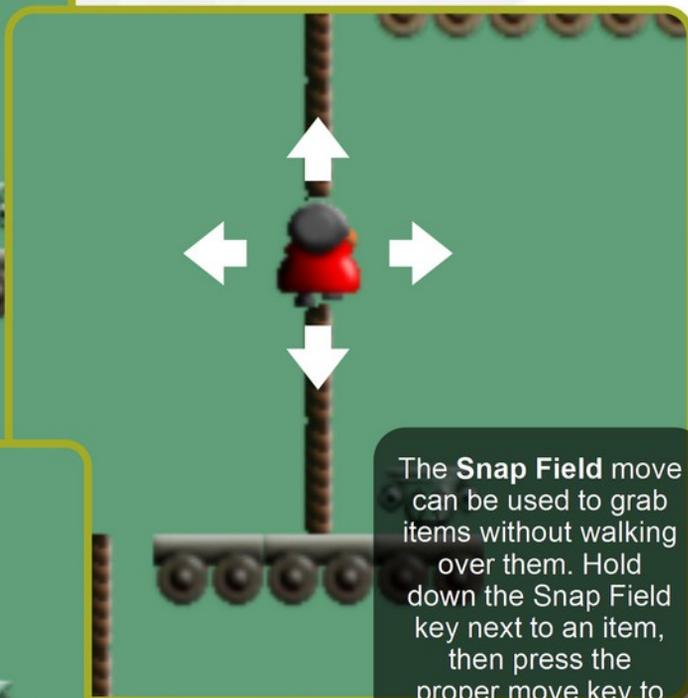
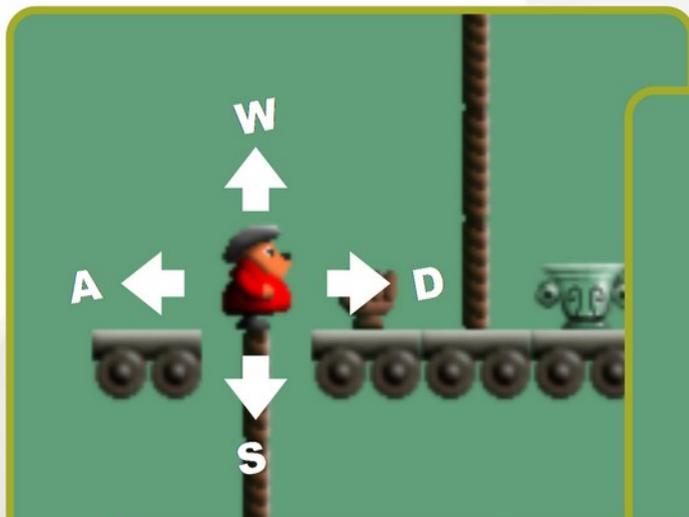
# • GETTING STARTED



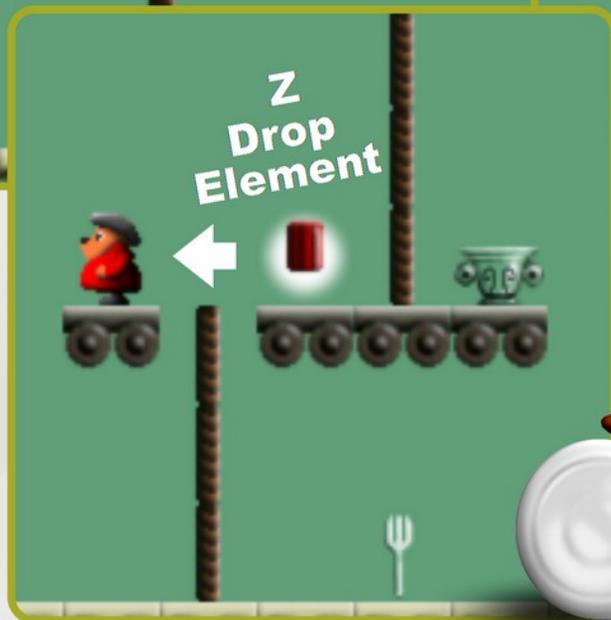
After loading a set of levels, you'll see 3 large digits on the upper-right hand side of the screen. Those digits indicate the **current level** that you're on. The smaller number next to those 3 digits shows the **total number of levels** within this set.

To start playing the current level, click **Start Level**.

# • GETTING STARTED



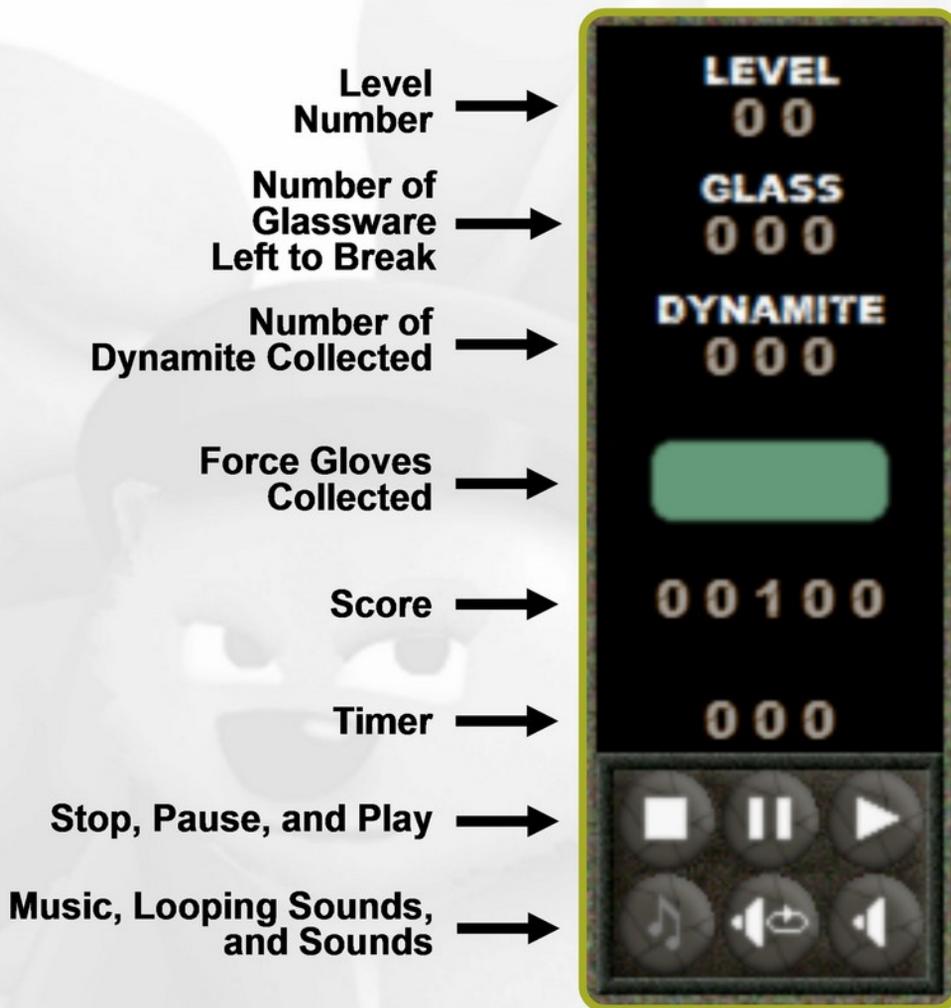
The **Snap Field** move can be used to grab items without walking over them. Hold down the Snap Field key next to an item, then press the proper move key to grab without walking.



When actually playing through a level, press the **W**, **A**, **S**, and **D** keys to move and jump. You can also climb rope with those keys.

Press the **Drop Element** key to set off dynamite. Move away at least one pace after setting it off. Press **Esc** to quit a level without completion.

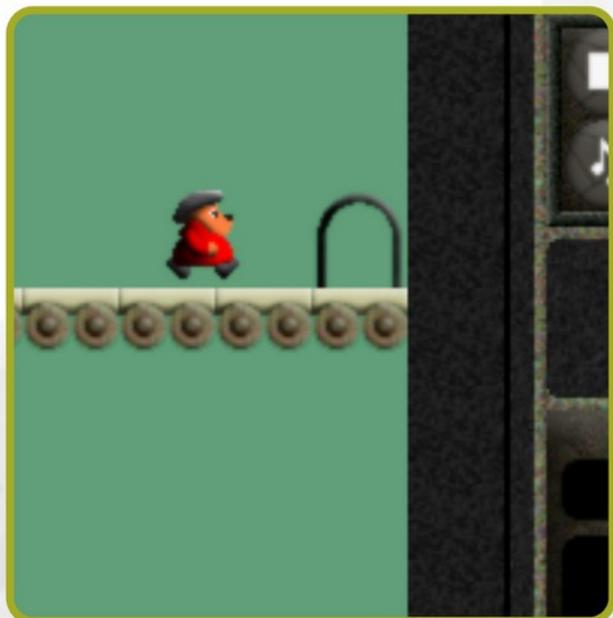
# • GETTING STARTED



The meter on the right side of the screen shows what level you're on - the **Level Number**. Then, it shows the amount of glass you need to step on. Below that is the meter that shows how much **dynamite** the players have. Whenever you collect a glove of a particular color, that glove's icon will appear in the green box.

While playing, the game arranges a **Score** based on what you collect. The screen also keeps track of how much time you occupy with the **Timer**. You can pause and resume the game with **Stop, Pause, and Play**. To turn off music or sounds, press the lowest buttons in the panel.

# • GETTING STARTED



HALL OF FAME	
HIGHSCORES OF LEVEL 0	
001	SCORE . . . . . 01028
002	SCORE . . . . . 00998
003	SCORE . . . . . 00997
004	. . . . . 00000
005	. . . . . 00000

The goal of each level is to get the **jungle doors** open, so you can pass through them, and access the next level (see the **Game Elements** section on pages 25-36 for more details).

After completing a level, your score is added up based on the number on the **Timer**. The score is posted on the **Hall of Fame** screen.

# • GETTING STARTED



Click or press a key such as **Esc** or **Space** to leave the **Hall of Fame**. After completing the level, the **current level** will now read "001".

Click **Start Level** again, to proceed to the next level. You can also click on the arrows next to the "001" to go back to previous levels that you've already completed.

# • GETTING STARTED



A screenshot of the "HALL OF FAME" screen, showing high scores for Level 0. The title "HALL OF FAME" is at the top, followed by "HIGHSCORES OF LEVEL 0". Below that, there is a table with five rows. The first row shows a score of 01028 for the first player. The second row shows a score of 00998 for the second player. The third row shows a score of 00997 for the third player. The fourth and fifth rows show scores of 00000 for the fourth and fifth players. The word "SCORE" is written in large letters to the left of the scores.

	SCORE	
001	01028	
002	00998	
003	00997	
004	00000	
005	00000	

Returning to the main menu, you can click on **Hall of Fame** to view the scores of the levels you've already completed.

The **Hall of Fame** will not show every score from every level, only the score for the level that you're on within the main menu.

# • **THE LEVEL CREATOR**

Just like in *Rocks 'N' Diamonds*, you can record yourself playing any level within the game. These following buttons are on the lower-right side of the screen, and can help you make careful, detailed recordings.



## **RECORD**

Click this after starting a level, and it will record every move you make, including every movement delay.



## **PAUSE**

This pause button will pause your recording.



## **STOP**

Click this to end your recording.



## **PLAY**

Click this to play your recording - you must have a recording in order for this play button to work. You can click **Play** twice to fast forward the recording.



## **END of TAPE**

Click this to zip right to the ending of the recording.



## **LOAD TAPE**

If you've recorded a session, clicking this will result in the recording's date appearing, then you can click **Play** to run the recording.

If you have no recording, clicking **Load Tape** will result in a **Dismiss** message.



● ***GAME  
ELEMENTS***

## NOTE!



### **X ELEMENTS**

Blocks marked with an X are elements from the game *Rocks 'N' Diamonds* that are not part of *Tigris Mythos*.

These blocks should not be put in any of the levels you build with the Level Creator. Putting them in may result in unrecognizable glitches.



### **SARCASTIKIS**

They're tikis... they look sarcastic... they're sarcastikis! Whenever you find a sarcastiki statue in a level, get ready to confront a new game element.

Sarcastiki statues introduce you to new elements. After which, the level will challenge you with that element.

Sarcastiki statues cover all the games elements explained in this player's booklet.



### **COCO THE GORILLA**

Out of everyone in the jungle, no one seems to have a problem with Captain Tigris' quest for The Tasty Treasure, other than a single gorilla named Coco.

Coco denies that the island contains a tasty treasure (but hey, that's what everyone says when they've got something to hide).

Coco may be a talker, but he sure doesn't move much. Captain Tigris will have to search for the treasure on his own, taking advantage of Coco's apparent inability to properly fight back.



## **JUNGLE DOOR**

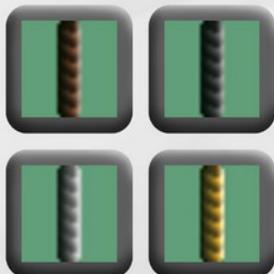
Your goal in each level is to make the jungle door open. The jungle door is always somewhere on the right side of the level, and passing through a jungle door will bring you one level closer to reaching The Tasty Treasure.



## **GLASSWARE**

The only reason the jungle doors are closed is because the level they reside in is too “dainty”. You can eliminate the “daintiness” in each level by breaking all the glassware.

You break glassware by stepping on it, but be careful, the glassware must not fall on you.



## **FORCE ROPE**

In many cases, you can only move upward in a level if there is rope to climb. In order to climb force rope, you must have a glove of that rope’s color.

There are 4 colors in all : brown, white, black, and yellow.

Force rope has strange “force” properties to it - you cannot even walk past it without the appropriate glove.

In multiplayer mode, everyone who wants to climb a force rope must collect their own glove.



## **FORCE GLOVES**

Collect a force glove of a certain color, and you’ll be able to climb (and walk past) any rope of that same color.

# • GAME ELEMENTS



## **ROCK**

This is a simple obstacle that can be pushed, but not pulled. Don't let one of these fall on you.



## **BARREL**

Another simple obstacle that can be pushed, but not pulled. Crack a barrel open, and you'll find glassware. Destroy a barrel, and you'll get nothing.



## **TNT BARREL**

This can be pushed just like the regular barrel, but if it falls, or breaks open, it will explode.



## **DAINTY CHEST**

Dainty chests contain glassware, just like the barrels, except that the chests cannot be pushed.



## **DYNAMITE**

Whaat... what would this adventure be without dynamite all over the place to satisfy the perversities of all you pyromaniacs out there?

Press "Z" (or the key you assigned to "Drop Element") to set off dynamite, then walk at least one pace away.

Dynamite can blow up almost everything, except for jungle doors, tunnel trees, force rope, and walkways.



## **GUN POWDER BALL**

You cannot collect these, but gun powder balls tend to form fuse trails that can extend the reach of a dynamite explosion.

# • GAME ELEMENTS



## **WICKS**

For a few seconds, wicks will emit a flame, which you must not touch. When a wick is not lit, you can step on it to put it out.



## **SHIELD**

Collect one of these, and wearing it can protect you from dynamite explosions and damage caused by falling objects. Shields only work for a limited time.



## **KILLER SHIELD**

Okay, THIS is the shield you really want. This one works just like the regular shield, but touching your enemies with this shield will cause them to blow up.



## **COFFEE BEAN**

Eat up one of these, and you'll be buzzing fast across the level. The coffee bean is critical in levels that require an extra boost of speed.

The boost won't wear off until you leave the level.



## **CART**

Carts can be pushed exactly like rocks, except that they won't stop moving until they hit an obstacle.



## **CART PILLOW**

It's a pillow with a face painted on it, and not much more. If a cart runs into a cart pillow, the cart will bounce back.

# • GAME ELEMENTS



## **ROLLING LOGS**

Together, these logs form platforms, and come in 4 different colors - red, yellow, green, and gray.



When a rolling log switch is touched, rolling logs of matching color can move items sitting on those logs.

Press the switch again, and the logs will stop. Press it again, and the logs will rotate in the opposite direction.



## **ROLLING LOG SWITCHES**

These are the switches to look for when you want to move any of the rolling logs in a level.



## **MAGIC CARPET**

These carpets will float in the air perfectly. You can stand on them, and they will only move if you push them, or if you guide them with a carpet dial.



## **CARPET DIALS**

Touch a carpet dial, and all the magic carpets in the level will move in the direction the dial is pointing.



The carpets will continue to gravitate towards that direction, even if obstacles are in their way.



## **CARPET STOPPER**

Touch this dial, and the magic carpets will stop moving, and won't gravitate toward any particular direction.



## **SMART MAGIC CARPETS**

It wasn't enough that the carpets in this game had to be magical, now they have to be smart too!

Just like the regular carpets, these ones can be pushed and stood on. But these ones are smart enough to follow crew members around, and can be used to reach high and lofty places.

Smart magic carpets make great companions in most any level.



## **BOLLARD**

This large, retractable cylinder will block your way unless you lower it by touching the bollard switch. The Tigris crew will not stand still over a lowered bollard, and will be anxious to cross over it.



## **BOLLARD SWITCH**

Press this switch, and all black bollards in the level will lower.



## **TIMED BOLLARD**

This white bollard works just like the regular black bollard, except that it will only stay lowered for a limited time.



## **TIMED BOLLARD SWITCH**

Press this switch to temporarily lower the timed bollards. Pressing this switch won't accomplish anything while the timed bollards are lowered.



## **DISCO BALL SHARDS**

Nothing kills daintiness like bringing back disco! Some levels have disco ball shards floating around. You'll need to push the shards back together in order to make certain jungle doors open.

Once a disco ball is put back together, you can push the ball apart again. Fortunately, doing this will not cause any jungle doors to close.



## **DISCO BALL SWITCHER**

Some levels may have a disco ball shard all by itself. Try touching one of these - it will fold out into a complete disco ball all on its own.



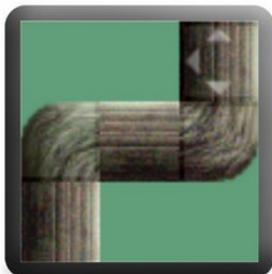
## **TNT DISCO BALL**

These balls are full of TNT, and are not real disco balls of the jungle at all. Find the switch that sets off this ball, and it will explode.



## **TNT DISCO BALL SWITCH**

Touch this switch to blow up accompanying TNT disco balls.



## **TUNNEL TREE**

These pipe-shaped trees are all hollow. Just start walking through them, like you're crawling through a log, and keep count of how many times you press the arrow keys.

Some parts of the trees have white arrow marks on them. Those arrows simply show you all the places where you could possibly crawl out of the tree.



## **ONE-WAY EXIT**

Some parts of the tunnel trees have cone-shaped exits. You can squeeze your way out of these exits, but you can't crawl back into the tree through the one-way exit.



## **GRASS**

As you'd expect, you can walk all over these plots of grass, and you can also blow them away with dynamite.



## **LEAF**

Like the grass, leaves can be blown up, and walked on. However, if you walk through it, the leaf will disintegrate, and it won't reappear.



## **MOSS LOG**

You can walk on these logs, just like the other ones. However, rocks will slide off the surface of these logs. You cannot crawl through the moss logs.



## **ARCH**

You can stand on the arches, but falling objects will normally slide off these stone structures.



## **TYPICAL BEANSTALK**

These are the kinds of beanstalks you would expect to find in a game (as opposed to a realistic beanstalk).

Guess what... they will keep growing and growing until an obstacle gets in the way. These beanstalks make for some interesting level challenges.



## **SICK-TWISTED SEED**

Mother Nature was having a sick-twisted day when she invented these vines. Once these vines start growing, they tend to cover the whole level, and can quickly trap objects and animals.

Vines that turn dark will stop growing.  
If the vines run out of room to grow, they will all turn dark.



## **SICK-TWISTED SEED**

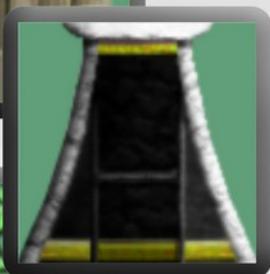
If any of these seeds land on a surface, sick-twisted vines will begin to grow.

# • GAME ELEMENTS



## WALKWAYS

Many of the platforms you can walk over in *Tigris Mythos* fall under the category of “walkways” which are built to be extra-durable, and cannot be blown up by dynamite. Some examples of walkways in the game are log bridges, bedrock slabs, and cart tracks.



## ARCHITECTURE and NATURE

The jungles are full of homes, shrines, and other glorious pieces of property, all of which you can also find in the game’s Level Creator.

You can stand and walk over most of them, even if they don’t look like they can be walked on.

There’s no way to get inside any of the buildings within the game, but all the architecture and nature within the game can be blown away with dynamite.



## SKY PATTERNS

Have you created a level in the Level Creator that didn’t take up much space, and you’d like to enhance it just one notch further?

Consider adding sky tiles at the top of your level. They come in a variety of settings, daylight, nightfall, and mid-morning fog.



## THE CREW

The main pirate in *Tigris Mythos* is **Captain Tigris**, a tiger captain easily recognized by his big red coat.



If you go into the Level Creator and create your own levels, you could instead include the **Militia Monks**, monkeys dressed in a blue uniform.

Or instead of monkeys, you could welcome the yellow **Pirate Parrots**, another section of Captain Tigris' crew.

The **Raider Gators**, green in color and clad in silver, also welcome you aboard the game's Level Creator.



## GHOST BIRDS

Aside from the levels themselves, the ghost birds are your main enemy.

They dress up like ghosts, hoping that you'll run away, but you should not fall for their pathetic disguise.

Nevertheless, some ghost birds do pack TNT, and they'll blow you up if they can catch you.

Some ghost birds glide along corners randomly. These ones will carry TNT, so don't let them catch you.



## CAFFEINATED GHOST BIRDS

These ghost birds also carry TNT. They consume way too much caffeine, and flap their wings much faster than the other birds. Being too hyper to fly along a trail, they will instead follow the crew members devoutly.



## **CHOCOLATE PLATTER**

Touch a chocolate platter, and the lid on the platter will temporarily move up and down.

The caffeinated ghost birds will be able to see the chocolate inside the platter, and this will attract them.

The chocolate platter can really save you from getting chased and blown up by a caffeinated ghost bird.



## **JANITOR GHOST BIRDS**

These birds are recognizable by their gray janitor hats. They try to “clean up” the levels by carrying away the glassware that’s laying around.

Don’t let the janitor birds take away the glassware - you need to break the glassware in order to make the levels less “dainty”.

These birds don’t have room to carry TNT, therefore you can walk past them without a fight.



## **LINUX PENGUIN**

Every once in a while, you’ll run into a level where a Linux penguin is trapped. You can rescue the penguin simply by running into it.

Rescuing a penguin is not required to complete a level, and there’s no reward for the rescue.

**BUT...** Linux penguins are difficult to save, and being able to save one means you have great skill and understanding of what can be done in this game.



- ***The LEVEL CREATOR***

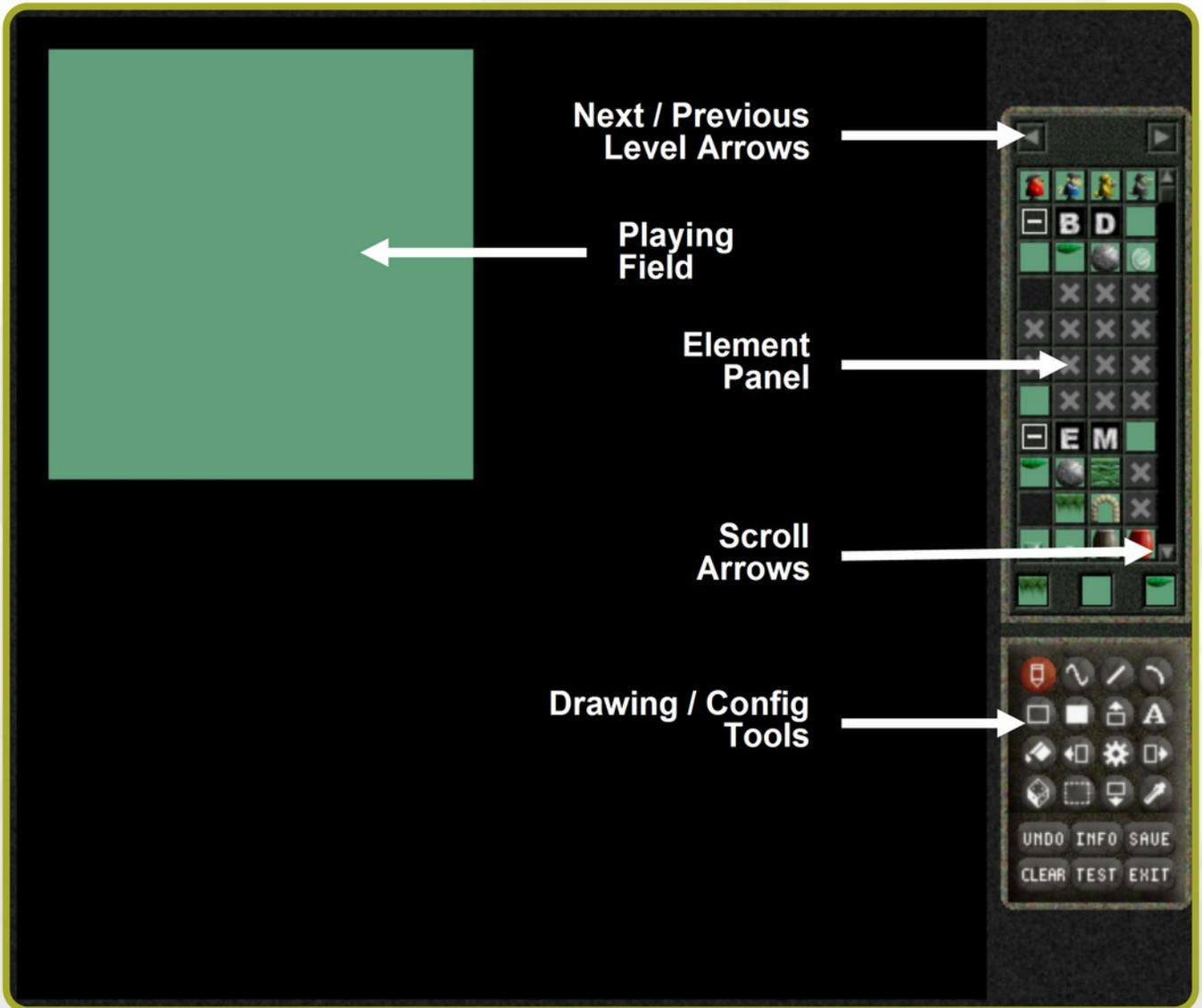
# • THE LEVEL CREATOR



To start working with the **Level Creator**, you first need a location where the levels will be stored.

First, click on **Choose Levels**, then choose a blank level set such as **Level Set 1**, **Level Set 2**, or **Level Set 3**. Then click **Level Creator**.

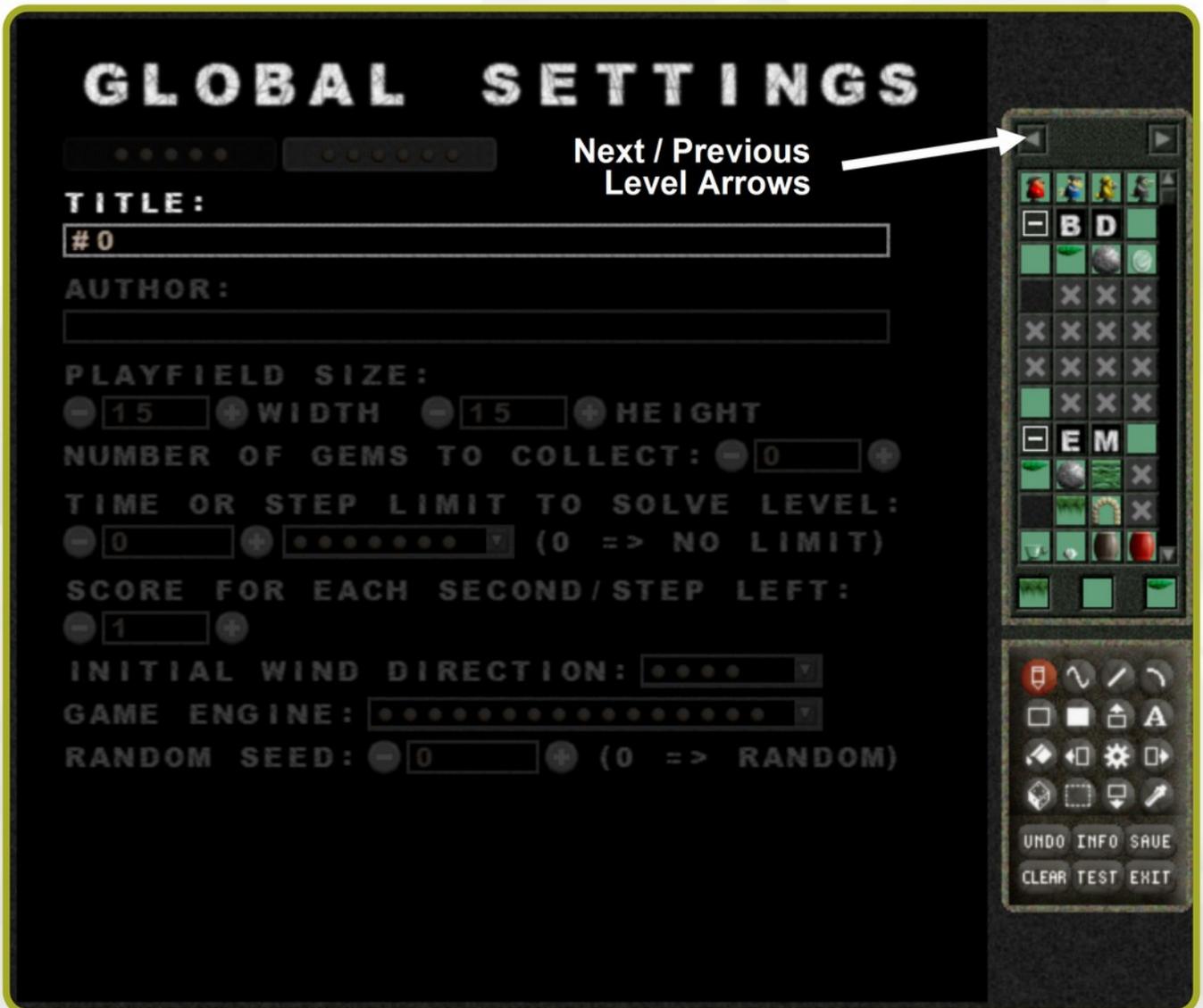
# • THE LEVEL CREATOR



This is the first screen you'll work within the **Level Creator**. You create levels by clicking on elements from the **Element Panel**, then click anywhere on the **Playing Field**.

You can view more elements by clicking on the **Scroll Arrows**, or scrolling with your mouse wheel.

# • THE LEVEL CREATOR



To see what level you're editing, click the **Info** button. The global settings screen will appear.

The **Title** bar shows the level number you're working on. Click on the **Next / Previous Level Arrows** to move to another level.

## GLOBAL SETTINGS

.....

TITLE:  
#0

AUTHOR:  
.....

PLAYFIELD SIZE:  
- 15 + WIDTH - 15 + HEIGHT

NUMBER OF GEMS TO COLLECT: - 0 +

TIME OR STEP LIMIT TO SOLVE LEVEL:  
- 0 + ..... (0 => NO LIMIT)

SCORE FOR EACH SECOND/STEP LEFT:  
- 1 +

INITIAL WIND DIRECTION: .....  
GAME ENGINE: .....

RANDOM SEED: - 0 + (0 => RANDOM)



There are some settings that were useful in *Rocks 'N' Diamonds* that do not apply in *Tigris Mythos*. However, the **Playfield Size** feature isn't necessarily one of them.

You can click on the + or - buttons to change the size of the level.



# • THE LEVEL CREATOR



## **PENCIL**

This is the basic drawing tool. Select an element, then start clicking on the **playing field** screen to place that element on the screen.



## **CURVE**

This tool works almost exactly like the pencil. Click and drag over the **playing field** with this, and it will spread an element all across the screen in a curve pattern.



## **LINE**

With this pencil, click and drag to see a line pattern form, made of the element you selected.



## **ARC**

Click and drag an element across the screen, and the element will be spread out in an arc pattern.



## **FRAME**

Select an element, then click on this tool. Clicking and dragging will produce a hollow square pattern, made of the element you selected.



## **SQUARE**

This works just like the **Frame** tool, except that the square pattern will not be hollow.



## **TEXT**

You can add letters to puzzles. After clicking on this, click anywhere on the **playing field**, and start typing. To stop typing, click on any **Level Creator** button.

# • THE LEVEL CREATOR



## SCREEN SHIFT

Click on any of these buttons, and the content on the **playing field** will move 1 pixel in the direction you chose.



## PAINT

Select an element, then click on the paint tool. Then, click on the **playing field**, and the element will flood any open area it can reach.



## CONFIG

Click on an element, then click this to change properties of that element. Some elements do not have properties that can be changed.



## RANDOM ELEMENT

Click on this dice symbol to randomly throw an element across the **playing field**. Normally, this is not a useful tool.



## SELECT

This is a great tool! Click on this, then click and drag an area on the **playing field**. Your mouse arrow will then become the area you selected. Click again to paste the selected area. You could also move to another level, then click to paste your selection there. To dismiss your selection, click on one of the other creator tools.



## EYEDROPPER

Click on the eyedropper, then click on any element on your **playing field**. The next time you click with the pencil tool, you'll be drawing with that element.

# • THE LEVEL CREATOR

UNDO

## **UNDO**

Click this button to undo (up to) the last 10 clicks you made across the **playing field**.

INFO

## **INFO**

Click this to adjust the properties of the current level.

SAVE

## **SAVE**

Click this to save the level as it currently appears. You'll be asked to **Confirm** or **Cancel** your decision.

CLEAR

## **CLEAR**

Click this to erase every element on the **playing field**.

TEST

## **TEST**

Click this to test the level as it currently appears.

EXIT

## **EXIT**

Click this to exit the **Level Creator**.

CONFIRM

## **CONFIRM**

Click this to approve the decision you just made within the **Level Creator**.

CANCEL

## **CANCEL**

Click this to cancel your most recent decision.

DISMISS

## **DISMISS**

This button appears when you're forced to cancel a decision within the **Level Creator**.



● ***TWEAKS  
and EXTRAS***

# • **TWEAKS and EXTRAS**

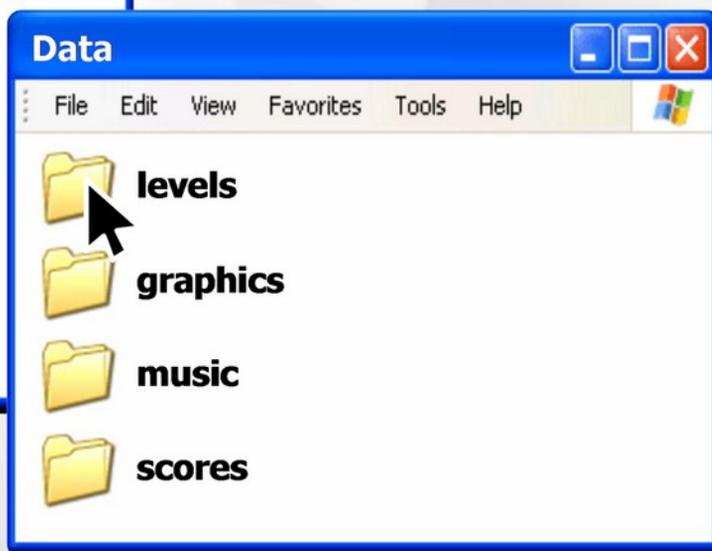
## **CREATE MORE LEVEL SET FOLDERS**

It's possible to increase the number of level folders within *Tigris Mythos*. Here are the instructions on how to do it:

1. Open the **Tigris Mythos** folder.
2. Open the **Data** folder.
3. Open the **levels** folder.



**STEP 2**



**STEP 3**

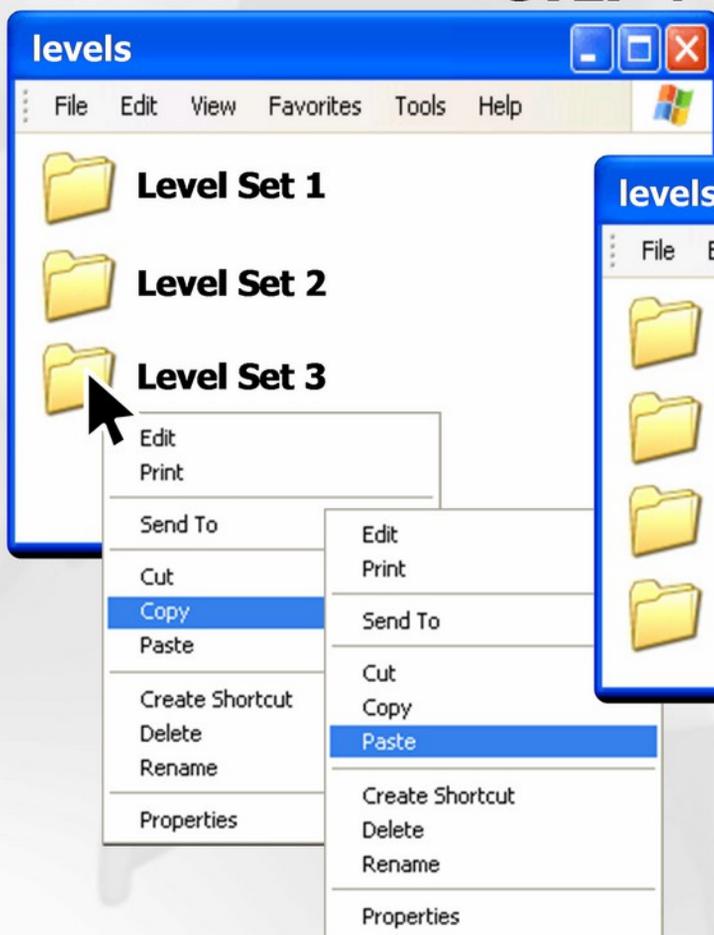
# • *TWEAKS and EXTRAS*

4. Copy and paste any of the level set folders, such as **Level Set 1**, **Level Set 2**, or **Level Set 3**.

5. (This step is optional) rename the folder so you can tell it apart from the other folders (maybe with a name like “Level Set 4”).

6. Open the new folder.

## **STEP 4**



## **STEP 5**



# • *TWEAKS and EXTRAS*

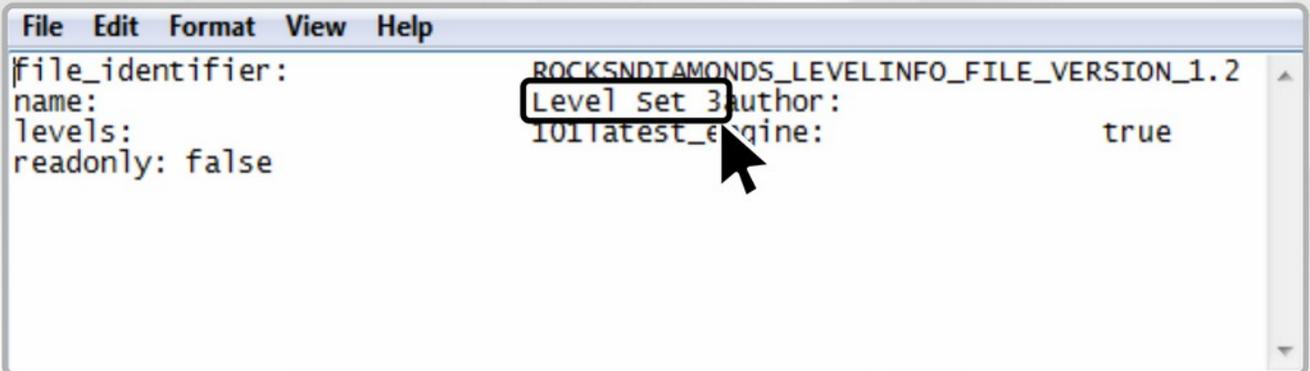
7. At the bottom of the new folder, open **levelinfo** in a text program such as NotePad (you may need to open NotePad first, then open **levelinfo** from there).

8. Inside NotePad (or whatever text editor you're using) look for the text that's to the left of the word "author" Delete that text, and type in a new name. Do not leave a space between the name and "author". Save the **levelinfo** file.



9. Open *Tigris Mythos* again, and click on **Choose Levels**.

You should be able to see and load your new set of levels.



# • TWEAKS and EXTRAS

## INCREASE THE NUMBER OF LEVELS IN FOLDERS

You can have up to 300 levels in each Level Set folder, following these steps below.

1. Go back into the main **Tigris Mythos** folder, then open **Data**, then **levels**, then open any level set folder. Open **levelinfo** again.
2. Look for the 3-digit number to the left of “latest\_engine”. Change that number to any number between 1 and 301.

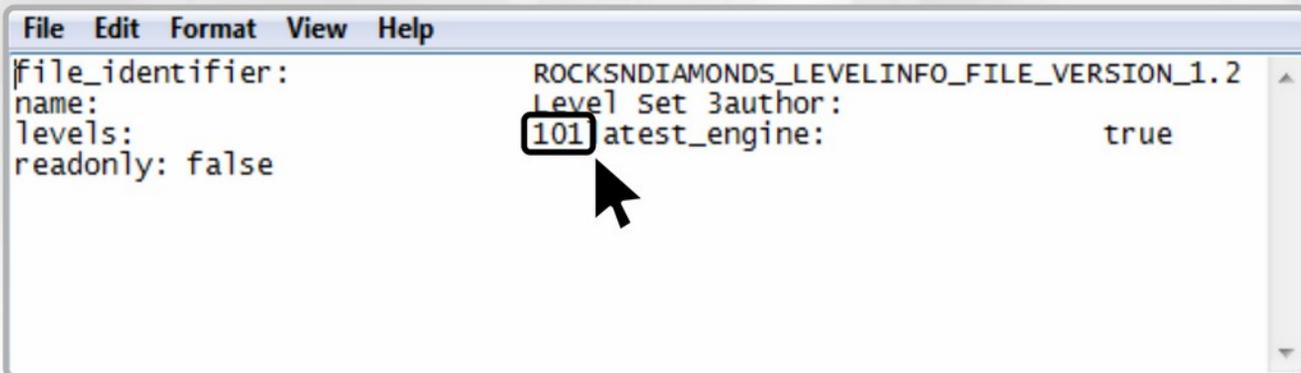


number to any number between 1 and 301.

The number you type should be one digit higher than the number of your last level.

For example, if you want your level set to have a 300th level, you must change the number to “301”.

## STEP 2



# • TWEAKS and EXTRAS

## SHARE YOUR LEVELS

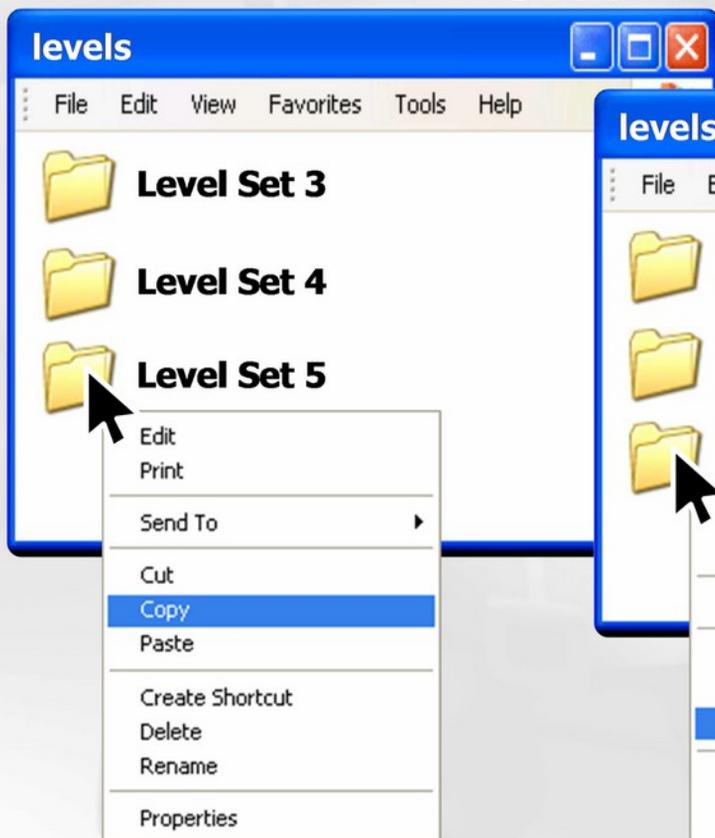
As long as someone else has a copy of *Tigris Mythos*, you can take your own created levels, and load them to someone else's copy of the game.

1. Go back into the main **Tigris Mythos** folder, then open **Data**, then **levels**, then copy the level folder you want to share to a storage source.

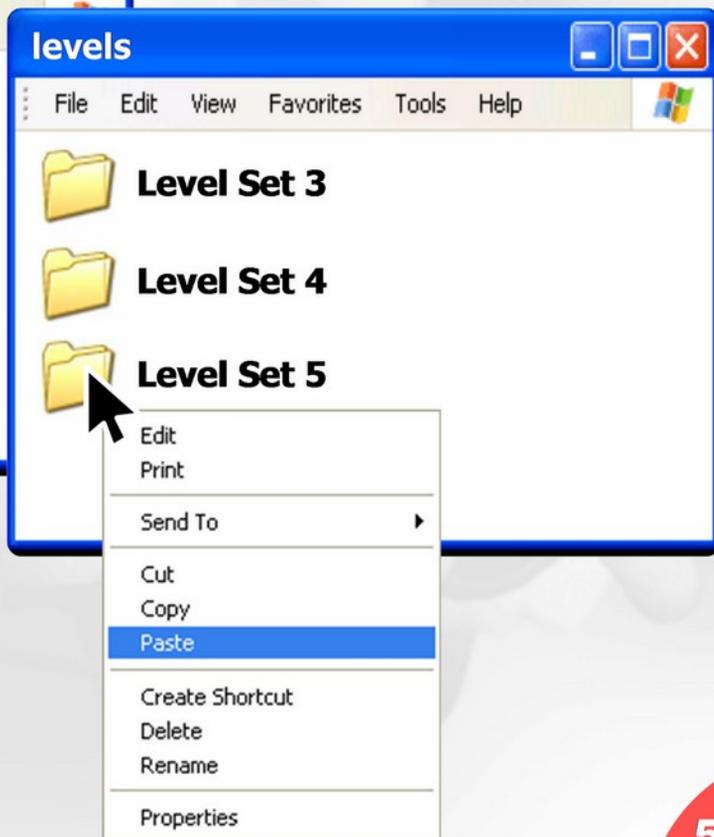
2. Have another user copy your level folder from the storage source, then have them paste that level folder into their **levels** folder.

Run *Tigris Mythos*, and someone else will be able to play your levels.

## STEP 1



## STEP 2



Original Rocks 'N' Diamonds Program  
**Holger Schemel**

Additional Rocks 'N' Diamonds Programming  
**Alan Bond**

Tigris Mythos Content  
**Phil Peer**

Tigris Mythos Soundtrack  
**Marc Andre**  
**Phil Peer**

**ARTSOFT  
ENTERTAINMENT**



**DIORAM**

1995 - 2010 Artsoft Entertainment • 2013 Dioram  
2013 10x12 Productions

[www.10x12productions.com](http://www.10x12productions.com)  
[www.artsoft.org](http://www.artsoft.org)  
[www.artsoft.org/rocksndiamonds](http://www.artsoft.org/rocksndiamonds)  
[www.dioram.com](http://www.dioram.com)