

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



Only 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.

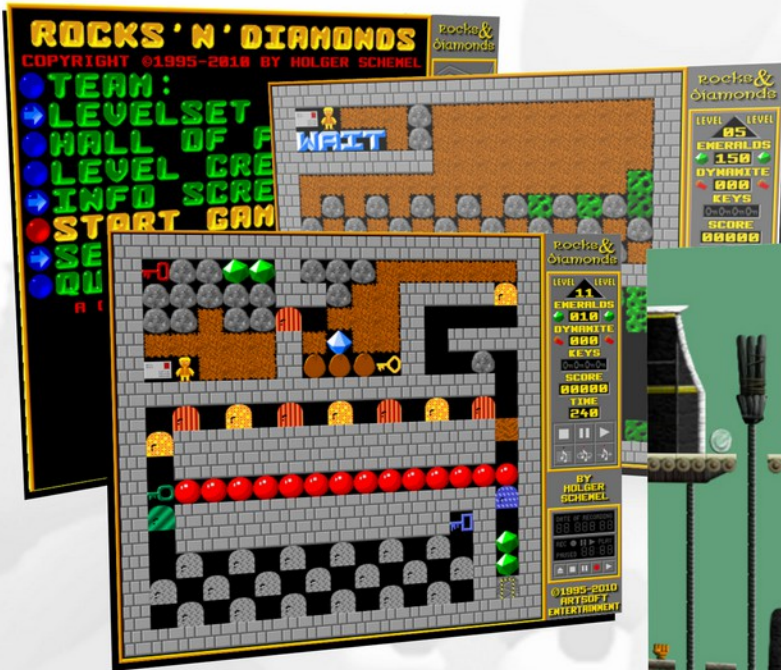
The captain is after an indulgence called The Tasty Treasure.

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

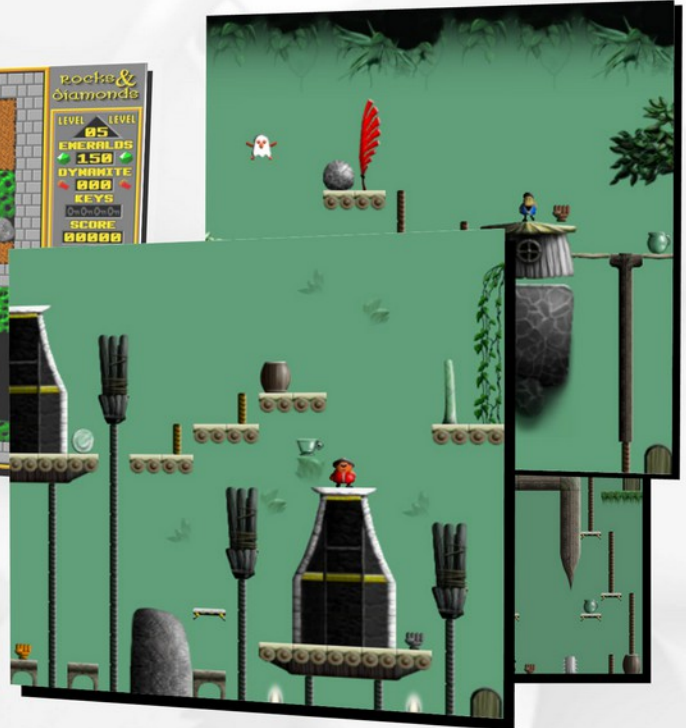
The captain's crew, ~~exhausted and depraved of life~~, well fed and ready to march, was ~~on the verge of death~~ ready to traverse the forests, and acquire the treasure.

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**.

• **GETTING STARTED**

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.

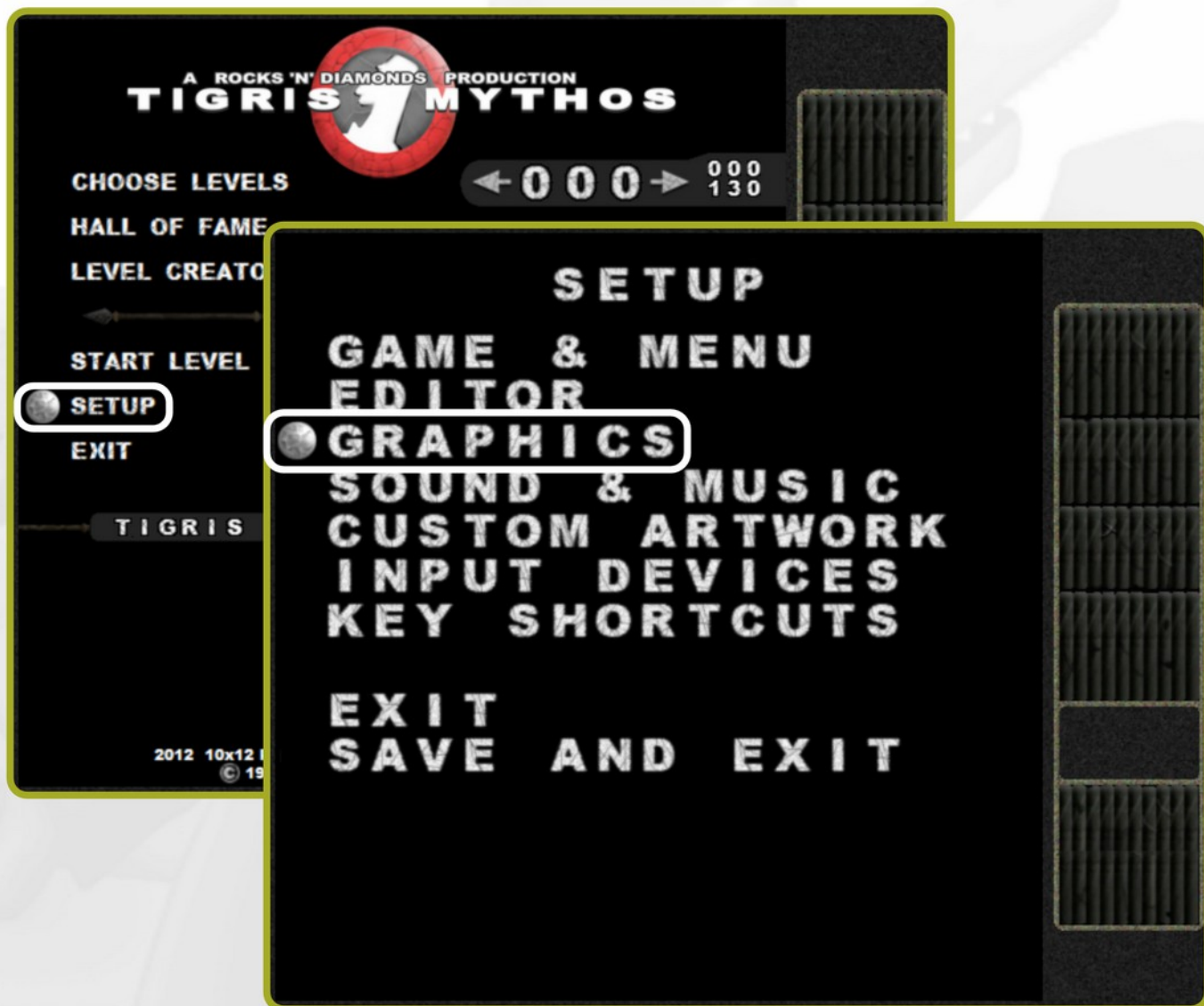
ENTER

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.

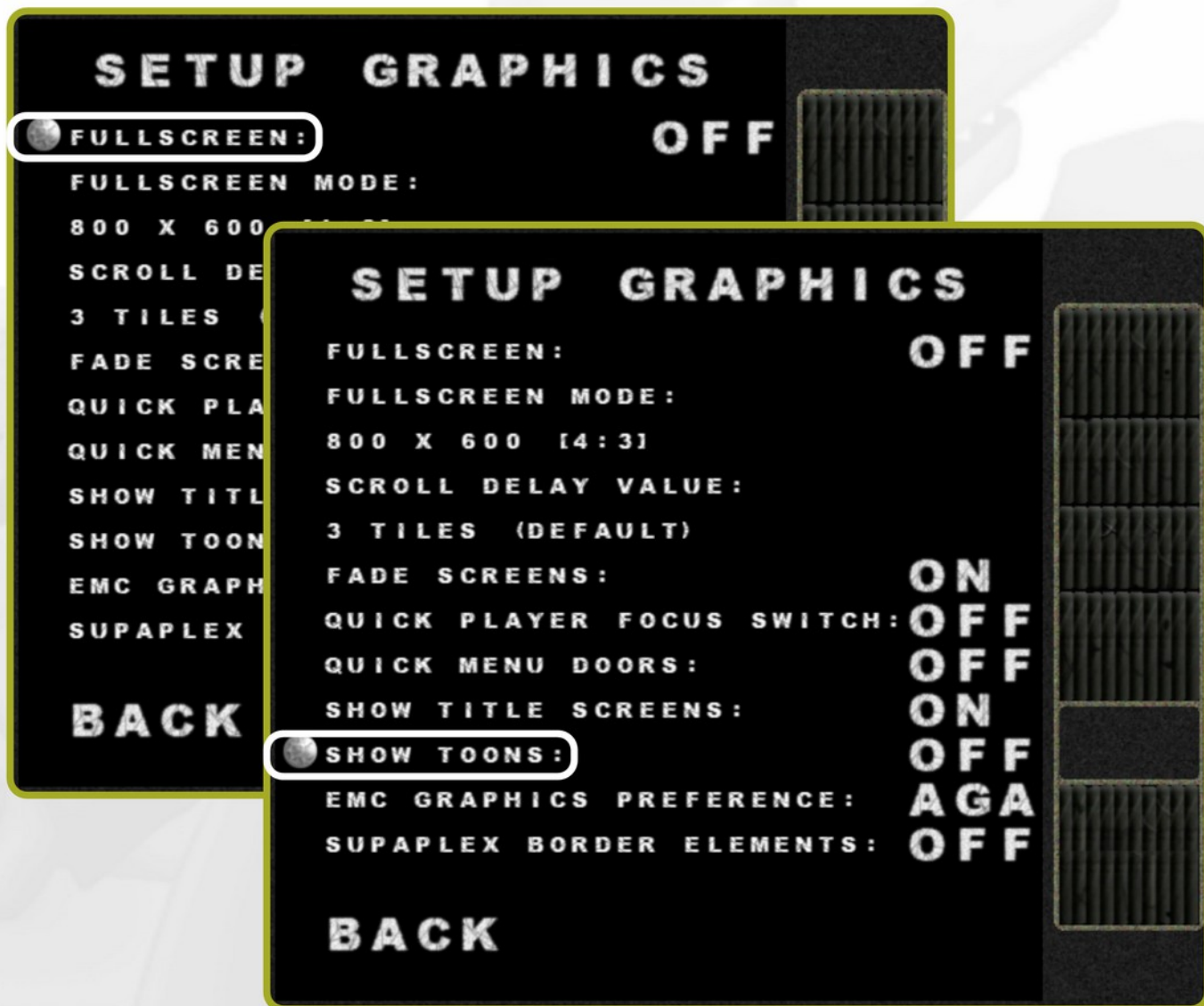
• *GETTING STARTED*



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.

• *GETTING STARTED*



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.

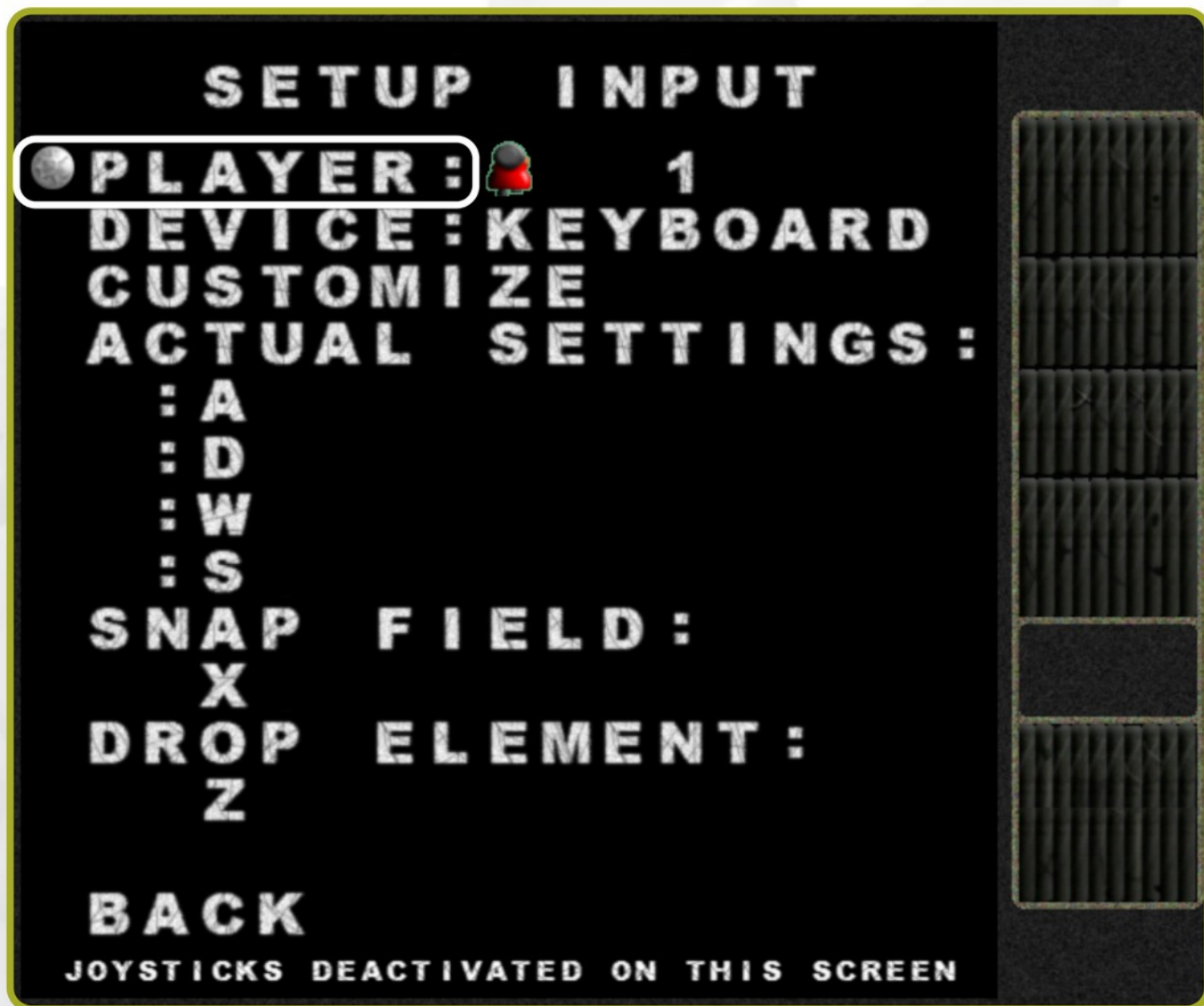
• *GETTING STARTED*



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)**.

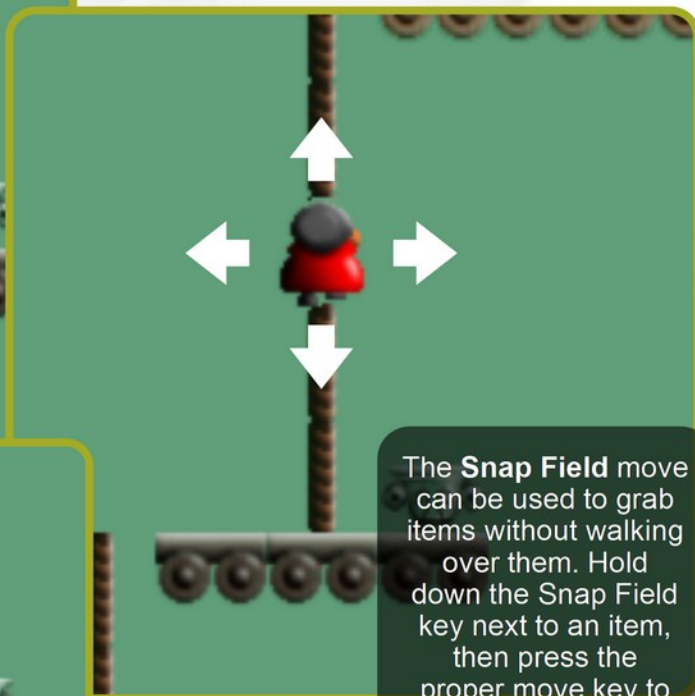
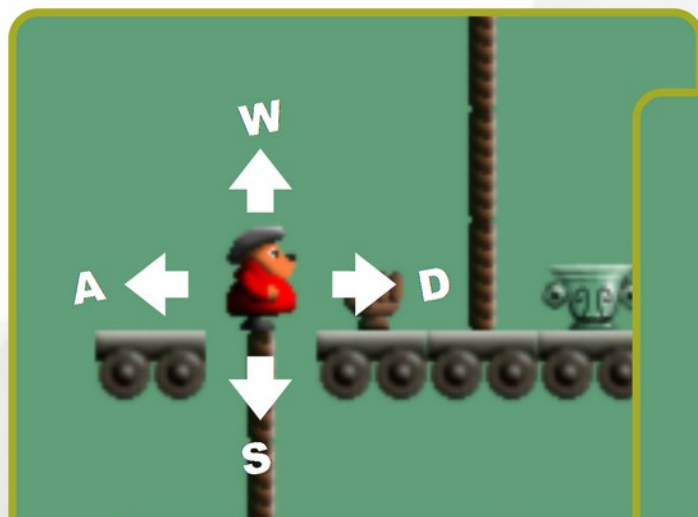
• GETTING STARTED



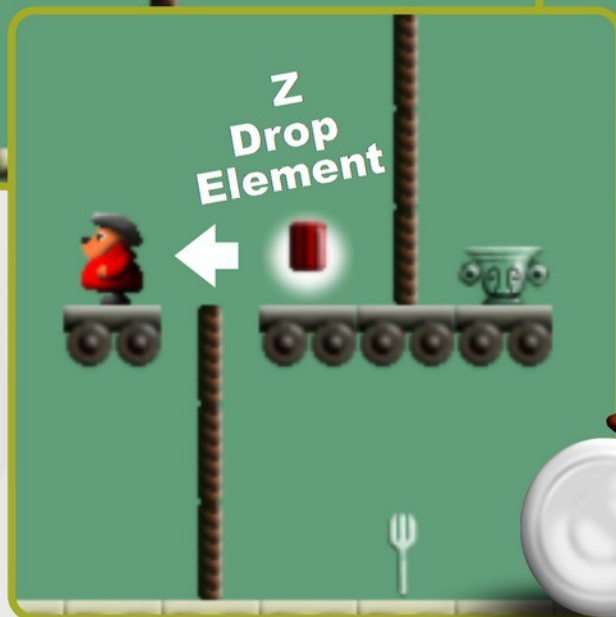
After loading a set of levels, you'll see 3 large digits on the upper-right hand side of the screen. Those digits indicate the **current level** that you're on. The smaller number next to those 3 digits shows the **total number of levels** within this set.

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

• *GETTING STARTED*



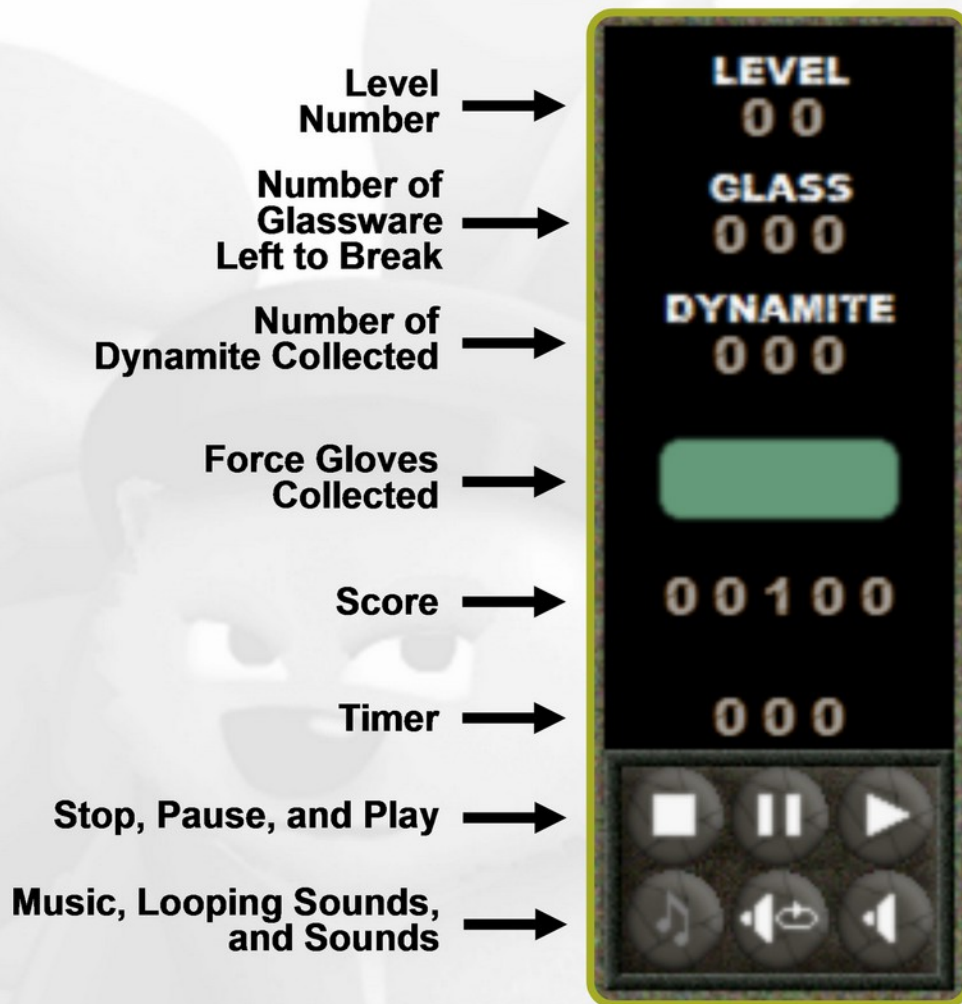
The **Snap Field** move can be used to grab items without walking over them. Hold down the Snap Field key next to an item, then press the proper move key to grab without walking.



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.

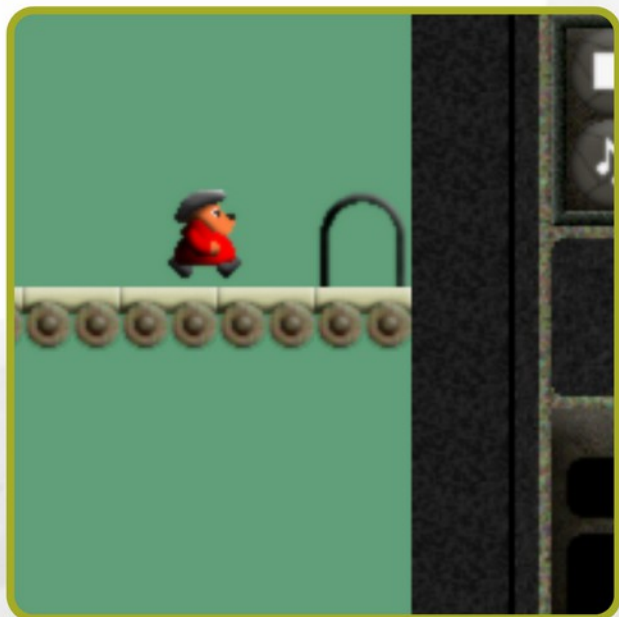
• *GETTING STARTED*



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



HALL OF FAME	
HIGHScores OF LEVEL 0	
001 SCORE	01028
002 SCORE	00998
003 SCORE	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.

• GAME ELEMENTS



JUNGLE DOOR

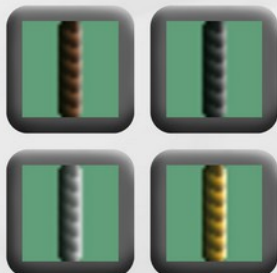
Your goal in each level is to make the jungle door open. The jungle door is always somewhere on the right side of the level, and passing through a jungle door will bring you one level closer to reaching The Tasty Treasure.



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.

• GAME ELEMENTS



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.

• GAME ELEMENTS



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.

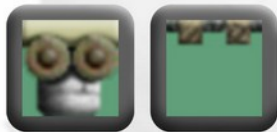
Vines that turn dark will stop growing.
If the vines run out of room to grow, they will all turn dark.



SICK-TWISTED SEED

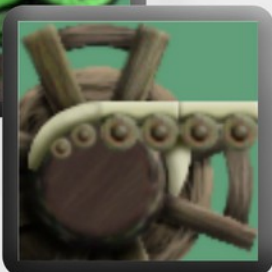
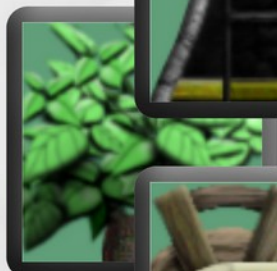
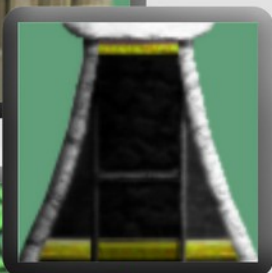
If any of these seeds land on a surface, sick-twisted vines will begin to grow.

• 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***

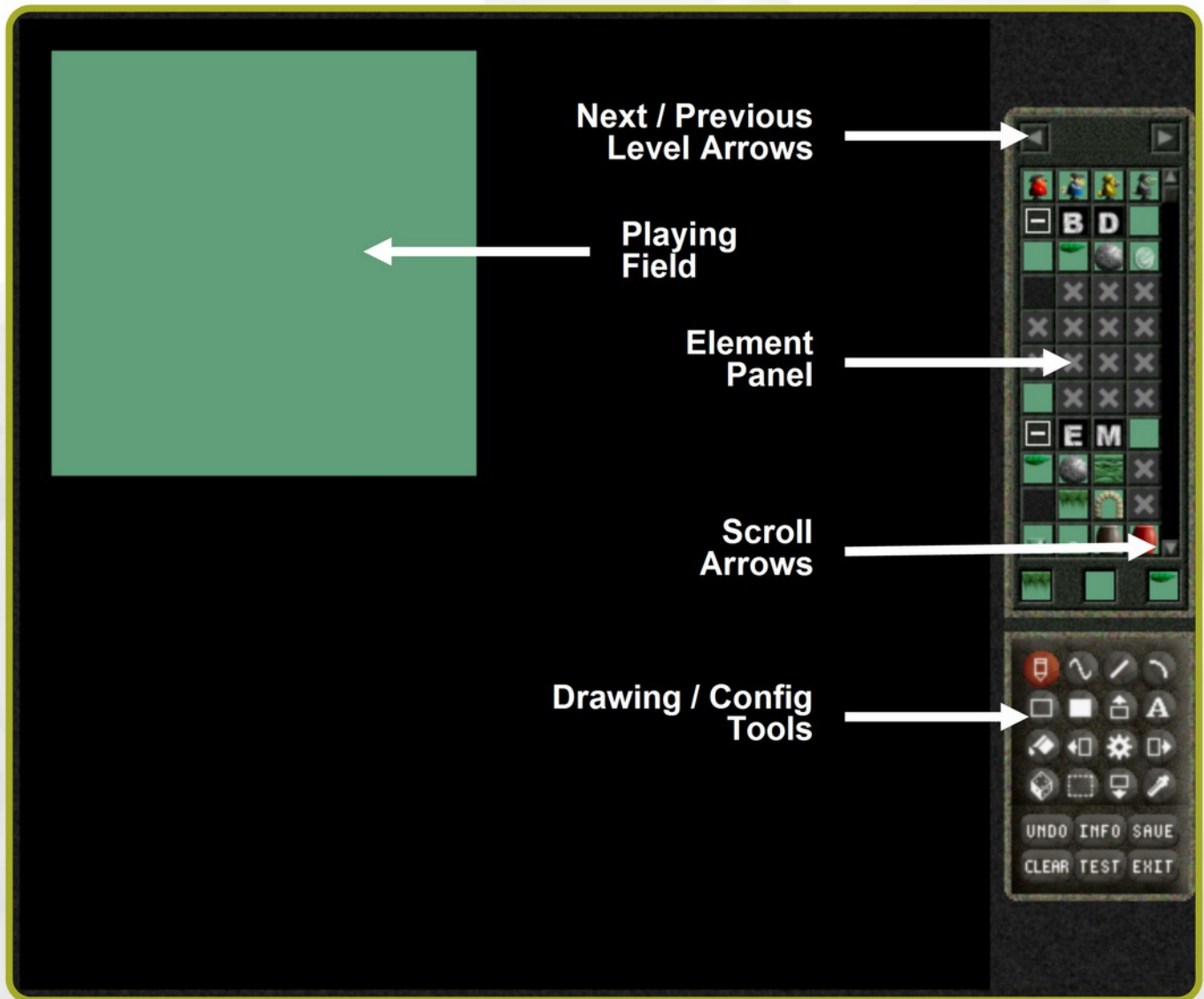
• THE LEVEL CREATOR



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.

• THE LEVEL CREATOR

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

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)



Rocks 'N' Diamonds was focused on collecting gems.
In *Tigris Mythos*, you don't collect gems, you step on glassware.

Click on the + or - buttons to increase the number of glassware pieces that must be stepped on in order for the jungle doors to open.

• **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**

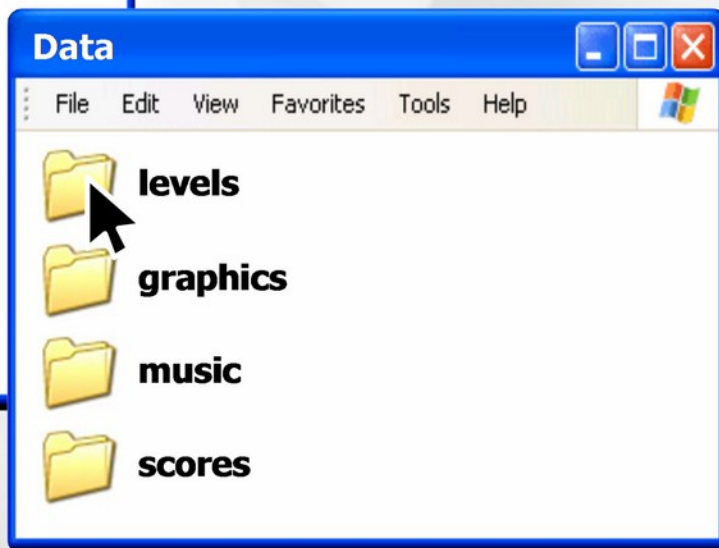
CREATE MORE LEVEL SET FOLDERS

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

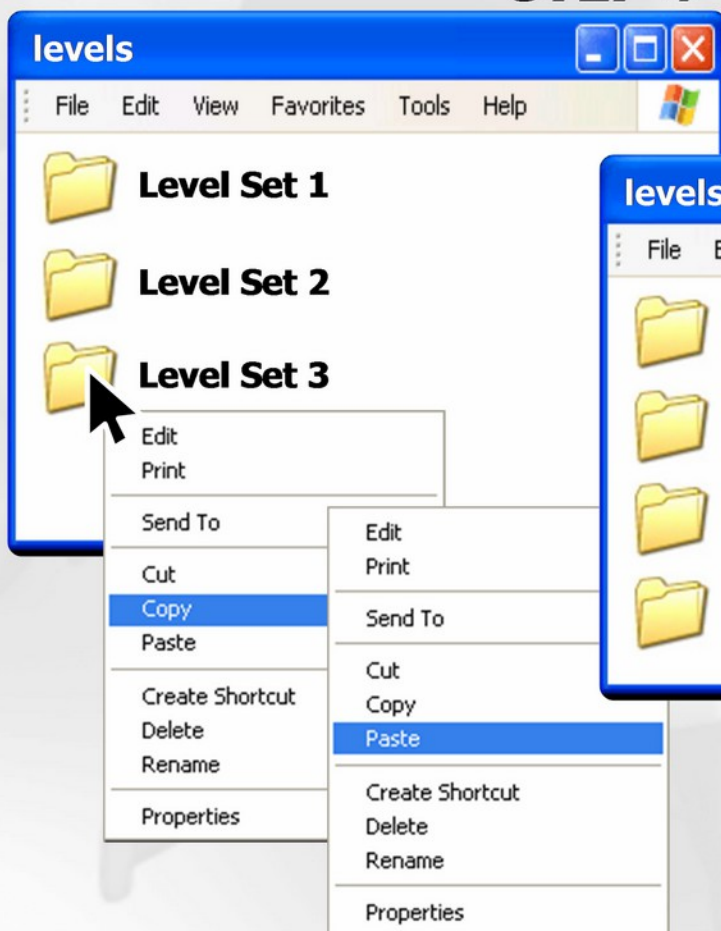


STEP 3

• **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).

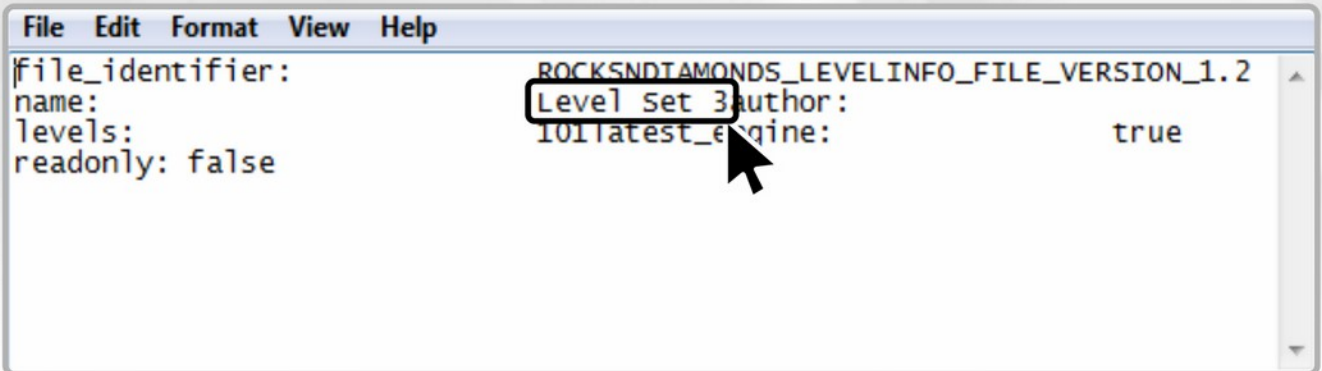
8. Inside NotePad (or whatever text editor you're using) look for the text that's to the left of the word "author" Delete that text, and type in a new name. Do not leave a space between the name and "author". Save the **levelinfo** file.



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

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

STEP 8

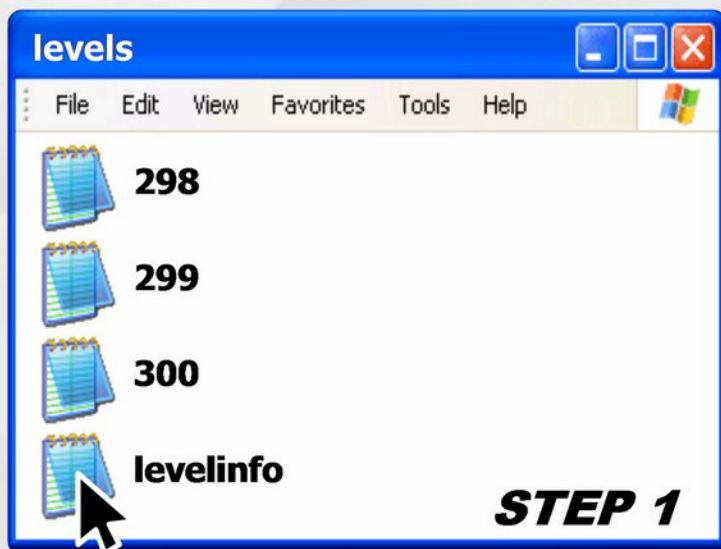


• **TWEAKS and EXTRAS**

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.

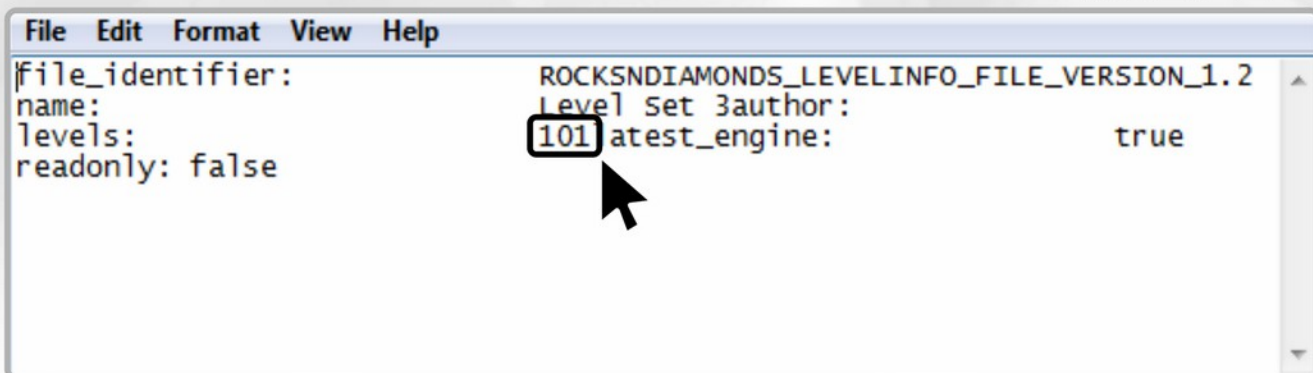


number to any number between 1 and 301.

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

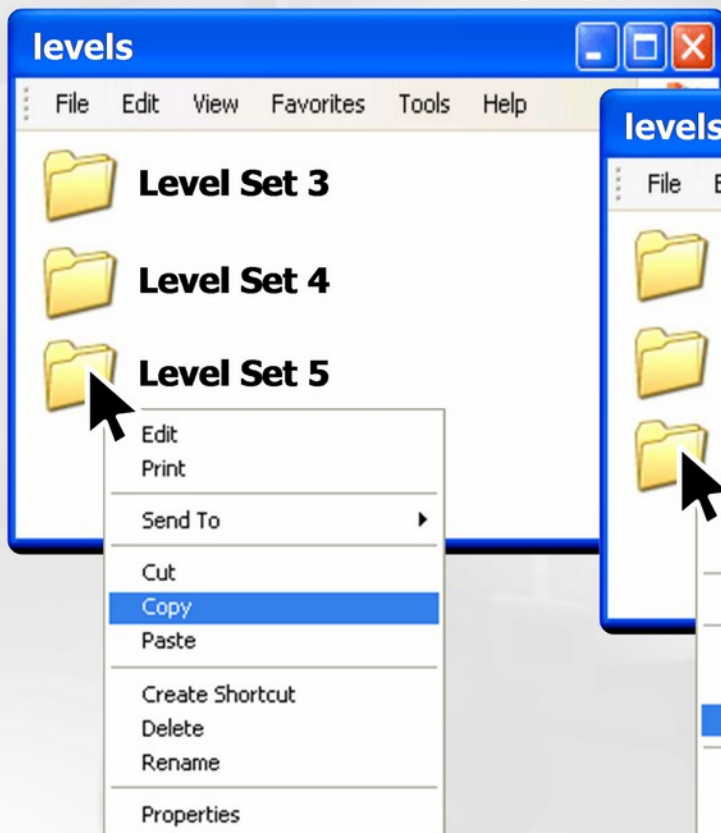
As long as someone else has a copy of *Tigris Mythos*, you can take your own created levels, and load them to someone else's copy of the game.

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.

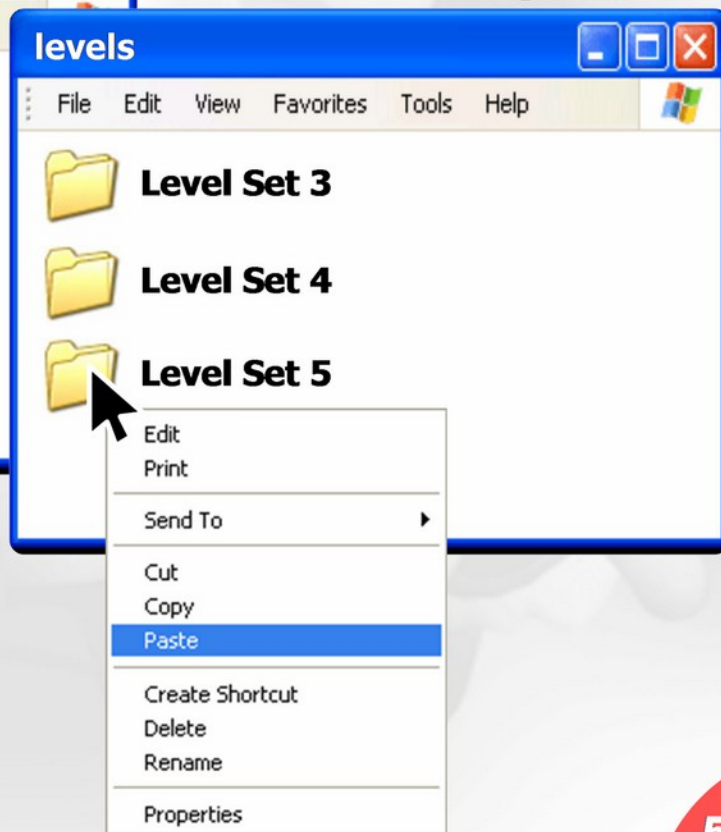
2. Have another user copy your level folder from the storage source, then have them paste that level folder into their **levels** folder.

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
www.artsoft.org
www.artsoft.org/rocksndiamonds
www.dioram.com