



Diamond Dan Manual

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1. Background Story

Dragged into Archeology by his uncle, Dan decides to take matters into his own hands. He discovers ancient temples with long lost treasures and menacing traps.

Dan follows the clues found in the temples which leads him on a trip across the world, bringing him ever closer to making a sensational discovery.



You will help Dan navigate past the traps, collect treasure and reach the bottom of the temples where Dan can find the treasure map that leads him further on his journey.

2. Menu

The menu allows you to choose the next temple you want to visit, change the options and see your highscores.



- | | | |
|-----|-------------|---|
| 1. | Cursor | Point at an object. The help box (12) will tell you what it is. |
| 2. | Blackboard | Here you manage your profiles. When you create a new profile, type a name and press Enter to accept it, or Escape to abort. |
| 3. | Radio | Click on the radio to change the volume of music and effects. |
| 4. | Lamp | Here you can adjust the brightness of the game. |
| 5. | Camera | Change the resolution to match your screen or play in windowed mode. Press the Accept button to apply your changes. |
| 6. | Statue | This statue allows you to change the difficulty of the game, which also affects your score. |
| 7. | Characters | Once you have met Ann, you can choose which character to play. |
| 8. | Loot | This is the treasure that you have brought from your last trip. |
| 9. | Journal | The journal is explained on the next page. |
| 10. | Disc pieces | These are clues Dan collects. Who knows what it will reveal? |
| 11. | Maps | Here you can choose your next destination. |
| 12. | Help box | Shows you detailed information about the menu. |

3. Journal

The journal has multiple functions. It lets you start a level, see highscores, Dan's diary, information about the game and the credits.



- 1. Highscores**

Here you can see your best scores. Once you have met Ann, you can choose to see Ann's or Dan's scores.
- 2. Location**

This is the name of the place where the temple is located.
- 3. Photo**

This is exactly how the temple looks like from the outside.
- 4. Medal**

Here you can see the best medal you have received for this temple. If you play on a higher game difficulty, you can get a better medal.
- 5. Temple difficulty**

This is how difficult the temple is compared to other temples. It does not affect your score or medals.
- 6. Enter temple**

Click this button to start playing.
- 7. Temples**

Open the temples category, that you see right now.
- 8. Diary**

Open Dan's diary and read about his journey.
- 9. Encyclopedia**

Look up the controls and the traps in the game.
- 10. Credits**

See who made the game.
- 11. Flip page button**

Click here to go to another page of the current category.
- 12. Back to overview**

Click here to see the whole menu.

4. Controls

The game is played with the keyboard, but it is possible to use a gamepad as well.

Run left or right

Arrow key left



or



Arrow key right

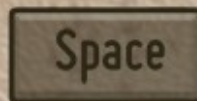


Jump

Arrow key up



or



Space key



Hang on Edges

Hold arrow key left



or



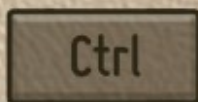
Arrow key right



Push blocks in a direction



Control key



and

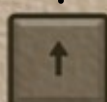
Arrow keys

Left



Right

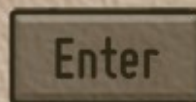
Up



Down

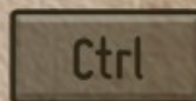
Use things

Enter key



Hack blocks with pickaxe

Control key



5. In Game

While you're in the game, extra information is shown to you at the top of the screen.



- | | | |
|----|------------|--|
| 1. | Power | This meter shows you when you can use Dan or Ann's power again. |
| 2. | Score | Here you can see the amount of treasure you have collected. Depending on your game difficulty, extra points are added when you are back in the menu. |
| 3. | Key | Once you find a key, it is shown here. |
| 4. | Multiplier | Triggering traps increases your multiplier. When you pick up treasure, you get extra points from the multiplier. |
| 5. | Depth | Here you can see how far down the temple you have come. |

You can press Escape or click the mouse to pause the game and open the in-game menu. It allows you to go back to the main menu or adjust brightness and volume.

6. Score

To get the most out of the game, you should try to get a score as high as possible, besting yourself over and over, as you learn.



100 points



250 points



150 points



300 points



200 points

100–500 points



300–1500 points



By having a higher multiplier when you pick up treasure, you can get up to five times the points. When the level is complete, your score is multiplied extra, depending on the difficulty you have chosen.

When you die, you lose the points that you have collected, plus some more, depending on the difficulty you have chosen.

7. Keys and Maps

Later in the game, you will encounter treasure chests and doors, that can be unlocked with a key.



A key. Use it by pressing Enter.

A treasure chest.



A door. Once you have gone through it, you will find yourself further down the tower. You will also start here, should you die.

This is the map Dan needs to find. Pick it up by pressing Enter. Once you have it, the temple will start to fall apart. A good time to find some extra treasure.



Once you have the map, the exit doors will open and you can leave at any time to finish the temple.

8. Credits

Grendel Games



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jr!hand - Tepid Monkey

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Our families, friends and interns

== Extra Special Thanks ==

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and all the honest people that support
small independent developers like us.

9. Origin

The first Diamond Dan appeared in 2004 for free on an online arcade website called “V-Cade!” It can still be found there and may or may not work correctly.

It was 2D and much simpler, considering it was essentially done by only one person.



Years later the concept was picked up again by Grendel Games and made into a longer and more intricate game.

