

MasterBlaster V2.21 documentation

COLLABORATORS

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ACTION	NAME	DATE	SIGNATURE
WRITTEN BY		July 20, 2024	

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Chapter 1

MasterBlaster V2.21 documentation

1.1 MasterBlaster V2.21 documentation

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MasterBlaster
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Version V2.21 (10.11.1995)

(C) Copyright 1994/95 by Alexander Ivanof

neXus software

- Shareware -

System Requirements
Installation
Copyright & Distribution

* Whats it all about? *
* Title Screen *
* The game *
```

1.2 Installation

Just copy the whole MasterBlaster directory to disk/HD. No assigns necessary.

1.3 Copyright & Distribution

COPYRIGHT

DISTRIBUTION

DISCLAIMER

SHAREWARE

1.4 COPYRIGHT

MasterBlaster is copyrighted (C) 1994/95 by Alexander Ivanof. That means that you are NOT ALLOWED to modify the programs and documentations in any way. Especially you MUST NOT REMOVE the documentation or any other file.

You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in this documentation, this also includes any images and samples.

MasterBlaster is SHAREWARE!

1.5 DISTRIBUTION

The unregistered MasterBlaster package is freely distributable. That means you are allowed to re-distribute this package as long as you follow these points:

- Any re-distribution has to include all files in this archive, without any modifications. You are NOT allowed to add or remove any files to/from the archive.
- This package may be freely distributed via BBSs, InterNet/UseNet, software libraries such as Fred Fish's and Aminet CD-ROM, and other similar electronic channels. You MUST NOT include it on any disk that is sold for more than 5 US Dollar (or an equivalent in other currencies).
- Disk magazines and services that charge extra for file transfers may NOT distribute it without written permission by Alexander Ivanof!
See How to contact the author.

You are NOT allowed to distribute your registration code or the registrationfile in any way! It contains your personal data and may only be used by the user whose name is encrypted into the file.

1.6 DISCLAIMER

By using this product, you accept the FULL responsibility for any damage or loss that might occur through its use or the inability to use it. The developer of the software can NOT be held responsible.

1.7 SHAREWARE

This product is SHAREWARE. "Free distributable" only says that you do not have to pay for copying or re-distributing the unregistered version of the program. You are allowed to test this product for 30 days. If you like it and decide to use the product regularly, please read the chapter How to register and pay the shareware fee.

1.8 Whats it all about?

A short introduction to MasterBlaster.

This game is based on the idea of Dynablaster. You can play with up to 5 oponents at the same time. The main goal is to survive and kill all the other enemys.

You can do this by placing bombs on the ground. They will destroy the brick walls around you and may even release some extras to collect.

The Title screen

The game

1.9 The Title Screen

After starting MasterBlaster the Title Screen apears.

Here, it is possible for you to configure the game the way you and your friends like it best.

Note: The unregistered version only supports up to 3 players, most of the other items are disabled.

Players: Select the number of players.

~~~~~

Wins: How many rounds you have to win

~~~~

Monsters: Select the number of Ghosts that will be in the game with you

~~~~~

Timelimit: If you want to play until all but one players are dead

~~~~~ (whenever that may be), turn this item off.

Shrinking: If you have set a timelimit, this item will do the following:

~~~~~ When the time is over, the playfield shrinks, destroying everything that's in it's way.

Fast-Ignition: This is for the remote controlled bombs. If you turn this

~~~~~ switch to on, bombs dropped with a controller will explode immediately. Otherwise, they will react like a normal bomb after being dropped. See The game for a description of the controller.

Wheel'o'Fortune: The Wheel'o'Fortune starts after each round and gives a

~~~~~ randomly selected player a bonus of one coin.

Shop: Here you can buy extras before the next round starts if you've got  
~~~~ enough cash.

Mode: There are three modes: With "Normal" the game is like Dynablast, ~~~~ everybody for himself. With "Team" you can choose if you want to join a team and play together with other players: "Team1" is the normal team mode. You play until all members of one team are dead, each survivor gets a cup. With "Team2" the whole team wins regardless of the number of people left on the playfield. Refer to The game for a complete description of the Team-mode.

Level: Decide, how you want the initial Level to look like. "Normal" is ~~~~~ Dynablast-like with steel-walls every second square and brick walls around them. "Empty" is a Level without steel-walls. "Strange" is a labyrinth.

Extras: Select the amount of every extra in the game. "auto" will ~~~~~ automatically adjust the number of extras to the number of players.
Note: This is always set to "auto" in the unregistered version.

Player: The following four items refer to the selected player!
~~~~~

Device: Choose the controlling device for the player. Joystick 1 is the ~~~~~ normal Joystick port, Joystick 2 is the mouse port. Joystick 3 and 4 refer to the 4 player adapter (see How to built a 4-player adapter.  
Keyboard-Right-control works like this: Move the player using the cursor keys and use the right "Shift" or "0" on the numericblock as a firebutton.  
Keyboard-Left : A / D - Left / Right  
W / S - Up /Down  
left shift - Button

Team: If you've turned team mode on, you can select the team to which the ~~~~ player belongs.

Startmoney: The amount of cash the player has at startup time.  
~~~~~

Hero: Select your favorite game-sprite.
~~~~~

Bomb: Start the game.  
If this button is ghosted and can't be pressed, you have to adjust some of your configurations (maybe a device or a player sprite is used twice).

Exit: Exit to Workbench

registered to: After paying the shareware fee, you will receive your registration code. Type this code in the string gadget to unlock your version of MasterBlaster.

The game

---

## 1.10 The game

There will be a small delay in the unregistered version before the game starts.

You may use the following keys in the game:

~~~~

P - pause the game

ESC - quit

M - toggle music on/off (sound effects are not affected)

Team Mode: If you play in team mode, there are some differences to normal
~~~~~ gameplay:

- Your team wins, if all players of the opposite team are killed and at least one ←  
of

your team is alive.

- You can walk over bombs placed by your team.

Attention: You can be killed even by your own explosions, so be carefull!

In the game you can collect different extras:

Coin : With coins you can buy extras in the shop after the game

~~~~

Smiling bomb: Gives you one extra bomb. Also disables the time bomb and

~~~~~ the remote controlled bomb.

Smiling flame: Increases the range of your explosions

~~~~~

Shoe: Makes you run faster

~~~~

Clock: This is the time bomb.

~~~~~ With this item, you can drop a bomb by pressing your firebutton and  
ignit it by releasing the button! You should run away AFTER pressing the
button but BEFORE releasing it :-) Of course only one bomb at the time can
be controlled this way.

Remote Control: This is a movable time bomb.

~~~~~ Press the button to release a bomb. With the button  
pressed, you can now move the bomb with your joystick and ignit it after  
releasing the button. If you have turned on the item "fast-ignition" in  
the title menu, the bomb will explode immediately after your released the  
button. Otherwise it will be droppped like a normal bomb.

Superman: With this extra, you can push normal brick walls around

~~~~~ and even crush other players with it.

Ghost: After collecting this item, there's only one pixel leftan now move

~~~~~ throught everything, including brick walls, bombs, explosions, etc.  
You will get visible again after you press the firebutton to release a  
bomb. (Always keep in mind to hold down the button if you've collected a  
timb bomb before!)

Ying-Yang: Your player will fade to white. He can now resist one explosion

~~~~~ or skull.

Skull: Immediate death!

~~~~~

Stop sign: Freeze all other players for a short time.

~~~~~

Questionmark: About 40% of the time, this reveals a coin. Otherwise, there
 ~~~~~ are things like extras (speed, ying-yang, etc) and several  
 diseases hidden in the questionmark, simply try and test it!

## 1.11 How to build a 4-player-adapter

How to build a 4-player adapter for MasterBlaster:

| Joystick #3 |    | parallel Port |
|-------------|----|---------------|
| -----       |    | -----         |
| pin 1       | -> | pin 6         |
| pin 2       | -> | pin 7         |
| pin 3       | -> | pin 8         |
| pin 4       | -> | pin 9         |
| pin 5       |    | -             |
| pin 6       | -> | pin 11/12     |
| pin 7       | -> | +5 V          |
| pin 8       | -> | GND           |

| Joystick #4 |    | parallel Port |
|-------------|----|---------------|
| -----       |    | -----         |
| pin 1       | -> | pin 2         |
| pin 2       | -> | pin 3         |
| pin 3       | -> | pin 4         |
| pin 4       | -> | pin 5         |
| pin 5       |    | -             |
| pin 6       | -> | pin 13        |
| pin 7       | -> | +5 V          |
| pin 8       | -> | GND           |

If you want to find out more about programming a 4-player-adapter, feel free to contact the neXus support center at : Hawk@blanker.ruhr.de

## 1.12 How to register

To register, please send 20 US\$ or 25DM to the following address:  
(NO FOREIGN CHEQUES !!!!!!!!!!!!!!!!!!!!!!!!!!!!!!!)

Alexander Ivanof  
Am Dorfanger 2  
D-58644 Iserlohn  
Germany

Bank : Sparkasse Iserlohn 445 500 45  
Account : Alexander Ivanof 18502872

You have to include your full NAME and ADDRESS. If you've got an E-Mail address, you may specify this as well. Please note if you want to receive your registration code by E-Mail (prefered!).

Within a week you will receive your registration code. Type this string into the "registered to" gadget in the title screen to unlock your version of MasterBlaster. This will be remembered, so you only have to type in your registration code once. The code will be saved into the file "registrationfile".

You are not allowed to redistribute either your code or the registrationfile in any way!

If you have other comments, feel free to Contact the author

## 1.13 How to contact the author

If you have any comments, new ideas or found any bugs, feel free to write.  
My Address:

Alexander Ivanof  
Am Dorfanger 2  
D-58644 Iserlohn  
Germany

E-Mail:

Armitage@blanker.ruhr.de

Phone-number:

02374/70632 (Germany)

++49 2374 70632

## 1.14 neXus software

neXus software is delivering high quality shareware products right to your Amiga.

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Other great products of neXus software:

Diamond Caves V2.3 - the ultimate Boulder Dash clone  
~~~~~

Diamond Caves features:

- play old Emerald Mine Levels
- new features like switches conveyor belts, etc...
- runs in true multitasking
- record and replay of previously played Levels
- runs on every screenmode (supports gfx-boards!)
- written 100% useing OS-routines
- playfield-size from 10x10 up to 100x100 squares
- 60 Levels in the unregistered version
- great Leveleditor in the registered version

Diamond Caves requires:

68000
1MB chipmem / 1MB fastmem
Kickstart 2.0
Harddisk

DiamondCavesV2.1 is Shareware and can be found on AmiNet.

Contact the author of DiamondCaves at: Hawk@blanker.ruhr.de

1.15 Credits

At first, let me appologize to all of you who want MasterBlaster to run on Intuition Screens in Multitasking, with more extras and so on: I've only got a plain A500 with only 2,5MB of Fast- and 0,5MB of ChipRam so I want the game to run on this configuration.

Of course, if there will be enough registrations, there will be a REAL MasterBlaster II in the future :-)

Note: There werde a lot of A1200 users complaining about the keyboard control. This actually seems to be a hardware bug in the A1200 keyboard, because this happens with other programs as well (e.g. Diamond Caves). The A1200 keyboard has severe problems recognizing Space and Cursor-Down together! As a workaround, you may use the Shift key instead of the spacebar.

Credits must got to:

Andreas Ivanof (gfx)
Peter Elzner (docfile, programming help, betatesting, gfx)
Volker Elzner (betatesting)

and to all you folks out there who wrote to me
(either by E-Mail or Snail-Mail).

1.16 System Requirements

MasterBlaster V2.2 needs :

- a PAL monitor
- 0.5 ChipRam / 0.5 FastRam
- 68000
- Kickstart 1.2
- RUN-command
(if you are using Kick1.2/1.3)
- the original mathtrans.library
(can be found on your Workbench disk)

1.17 History

MasterBlaster history:

V2.0 (02.07.1995)

- initial release
- (major update from V1.01)

V2.1 (24.07.1995)

- added Team mode 2
- fixed bug with ghosts
- fixed bug with infected dead (!) player
- fixed bug with teammode and controller
- fixed bug in keyboard handler
- improved in-game gfx

V2.2 (25.08.1995)

- completely rewrote keyboard-handling
- added a second keyboard player
- improved standings
- fixed bug with AGA-screenmodes
- fixed small bug in player-gfx

V2.21 (25.10.95)

- fixed standings in teammode
 - fixed bug in keyboard handler (again...)
 - minor bugs fixed
-