Weapon Masters Instruction Manual

COLLABORATORS

	TITLE : Weapon Masters Instruction Manual		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 15, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Weapon Masters Instruction Manual

1.1   Weapon Masters Instruction Manual

```
                         Weapon Masters
                        (c) Lee Bamber '94
                  . A Digital Ninja Demo Release .
```

Welcome to another Digital Ninja Playable Demo, which we hope you find
enjoyable enough to buy the full version. This demo has been chopped
up and left with the basic idea of what Weapon Masters is about.   You
can control a weapon weilding warrior from a selection of characters
and battle through a conquest of levels and play knock-out rounds with
the computer or other players. Of course, you get none of this in the
demo.

For your demo, you get two levels from the conquest part of the game.
This was chosen because you can't simply choose two warriors and fight
each other, because the computer will serve as a constant distraction.
Plus the fact that when the computer dies, you finish the level.   It
will however provide you with a chance to fully control either the
Sword warrior or the Club warrior, against an attacking foe.   Unlike
our other demos, you can play as many times as you like, courtesy of
Digital Ninja. The full version is available from CLR Licenceware!!

```
     ~^~ Press SHIFT & [Arrow Down] to view Contents Page ~^~
```

```
                         C O N T E N T S
```

The Instruction Manual has been broken up into small chapters (only 1
or 2 pages) for easy reading. It's a much better system for getting to
what you want, fast.   At the moment, we have not adopted a document
style for our future Instructions using this system, so suggestions are
always welcome.

Because of the very compressed nature of the disk content (see Authors
Corner), we were unable to include pictures/images for the joystick
control examples and have tried to arrange the controls as best we can.

Select from any of these topics by clicking in the box, and similarly
with all the sub-topics off this contents page.

```
 Creditation
 The Moves
 The Options
 Game Controls
 Authors Corner
```

1.2 Creditation

```
                          - - Credits - -
I must mention the individuals involved in the production of this game,
just to give them a buzz and to let you know the talent behind the vale
that is Digital Ninja.
                        * Production Team *
                  Designed by Christopher Bamber
               Code, Graphics and Sound by Lee Bamber
               Additional Graphics by Andrew Campbell
               Music by  Mike Richmond and Steve Gane
               Testing Coordination by Malcolm Bamber

                         * Playtesters *
                 Woody, Colin, David, Mark and Baz.

                         * Bibliophile *
            DPaint, AMOSPro, Master Sound, MED, Protracker
                   Scene Generator by Brett Casebolt

                         * System Spec *
                   Created on an A1200(120HD,2Mb)
                    Assisted by an A500(1.3,1Mb)
```

1.3 The Moves

```
The Moves
---------
For those who want the rough and ready course in what does what, here's
the controls from each of the weapons.

All the weapons have some moves essential for combat.   These are found
in the same direction for all four weapons:

(Assuming you're facing right.  Facing left will use reversed controls)

   Without Fire Button Pressed                With Fire Button Pressed
   --------------------------                 -----------------------
        RIGHT = Walk Forward                     RIGHT = Medium Attack
         LEFT = Walk Backward                      LEFT = Turn Around
           UP = Low Block
         DOWN = Duck*                              DOWN = Low Attack
      UP/LEFT = Upper Block                     UP/RIGHT = Fast Upper Jab
   DOWN/RIGHT = Roll Forward                     UP/LEFT = Block and Strike
    DOWN/LEFT = Roll Backward
```

* As the CLUB Warrior is not dexterous, he has no ducking moves!

These moves relate to the warrior being in a stood position. If they
are ducking or on the floor altogether, more moves are available:

               Squatting (Not for WarClub Warrior)

   Without Fire Button Pressed   With Fire Button Pressed
   ---------------------------   -------------------------
          UP = Stand Up   RIGHT = High Jab
     UP/LEFT = Defend while ducking   UP/LEFT = Defend and Strike
  DOWN/RIGHT = Roll Forward   LEFT = Reversed Attack
   DOWN/LEFT = Roll Backward

                        Lying on Ground

   Without Fire Button Pressed   With Fire Button Pressed
   ---------------------------   -------------------------
        UP = Backflip to Stand   RIGHT = Medium Jab'n'Duck
      DOWN = Get into Duck Stance*   LEFT = Reversed Jab'n'Duck

*Warclub Warriors have no duck manoeuvres. They don't see the point.

Each warrior will have the following extra controls if they select:

 Sword and Axe
 BattleStaff
 WarClub

1.4 Sword and Axe

The Sword and the Axe

The sword has an average range in the class of fighting weapons. It's
often heavy weight puts the warrior through tough training before they
can handle their weapon well.   The Axe is lighter and faster, but its'
range is much shorter. During this training, they both learn:

                   With Fire Button Pressed

                         UP = Head Swipe
                   UP/RIGHT = Strong Upper Attack
                 DOWN/RIGHT = Overarm Chop
                  DOWN/LEFT = Reverse Attack

1.5 BattleStaff

The BattleStaff

The battlestaff has one advantage over the others. It's hit range is
far greater than any other weapon.   Less skilled warriors find the

staff a fair choice when facing a superior opponent. The battlestaff
warrior would know:

```
                    With Fire Button Pressed
                    -----------------------
                          UP = Head Swipe
                    UP/RIGHT = Strong Upper Attack
                   DOWN/LEFT = Reverse Attack
```

1.6 WarClub

```
The WarClub
-----------
```
Of the choice, this weapon is a laypersons selection, every time. With
little need for athletic feats, the warrior with a club has immense
strength and uses the long chunk of rock'n'wood to deadly effect.   The
warclub warrior knows:

```
                    With Fire Button Pressed
                    -----------------------
                          UP = Head Swipe
                    UP/RIGHT = String Upper Attack
                   DOWN/LEFT = Reverse Attack
```

1.7 The Options

```
The Options
-----------
```
When the final credits have rolled, you will be given the choice of the
three games available. All the games have shared aspects, the main one
being the fight itself.

But before you get to hack at your foes, you must select which of
the 16 characters you will use. This is done using the warrior select.
Before you decide, consider the game you'll be playing:

```
 Option Descriptions
 Warrior Selector
```

1.8 Option Descriptions

```
The Options
-----------
```
PRACTICE = With infinite lives, you can select any character you want
and freely practice with the moves. You could even have a muck-about
fight where no-one can actually die/or win for that matter!

NO-SIDES = With 2 lives per battle, you must fight everyone else until
you stand alone, the winner. Everytime you defeat all your opponents,

you will be awarded a Star. The first to collect three stars is the
overall winner and is declared CHAMP! (Oooh!)

CONQUEST = The third, and probably most essential game is the conquest
which allows the sad, sad, lonely person to play just as fully as other
gamers with lots of chums. It can be a one/two player game, and it
sends your chosen warrior on a quest to the temple of death and lots of
blood. You must trek across the Rocklands TM(not!), and fight all the
warriors that have seen fit to declare sections of the island their own
which you must forcefully take off them.

1.9   Warrior Selector

The Warrior Selector

The controls have been made very simple. You have four boxes along the
screen with a huge number inside, 1,2,3,4 respectively. These are the
maximum number of players you can have fighting at once. Each box has
a mode:

   i) Player Character Mode (shown by the little joystick image)
  ii) Enemy Character Mode (shown by the little silicon chip image)
 iii) No-Character Mode   (shown by a big fat nothing image)

You can scroll through the modes by pressing fire over your chosen box,
and then move left and right to select the different boxes.   When in
the Player Character Mode, you will move through all of the available
characters before moving onto the Enemy Character Mode. This will give
you the chance to select the warrior of your choice.

Each character has some details you may consider during selection:

  HEALTH = How much energy you have at the start of the battle
  STRENGTH = How fast your energy replenishes to full health
  ENDURANCE = How many hits you can take before you're struck down

The ratings start at POOR and progress through AVERAGE, GOOD to the
best which is EXCELLENT. No character is a master of the three, so it
is your job to weigh the adv/disadv of each person.

During player selection, bear in mind that if more than two -human-
players want in, you'll need a 4 Player Adapter. If you've have never
heard of one before, then ask around.   They do exist, and quite cheap
they are too.

Another point is if you're an A500 or sub-1MB chipram owner, you can
only every enter a NO-SIDES or PRACTICE game with a choice of two
weapons. Your computer will not hold any more weapon images. Digital
Ninja have made it a priority to bring our games within reach of A500
owners, but we can't do everything, sorry. Note, this is the only
part of the whole game we have restricted. What you A500 owners play
is exactly what 2Mb+ machines play! Oh, and another point is during
the conquest game selector, if two players want in, they both have to
have the same weapon, in order that the Rocklands opponent can have
their own choice.

When you've decided on your warrior characters, simply move left at
box one or right at box four and all the active boxes will light up
and BEGIN will appear. Press fire here and you will begin the game.

1.10   Game Controls

The Controls

Only two control keys are needed during the game. The key to quit the
game and the Pause Key:

              ESC Key – Quit Game   'P' Key – Pause Game

The rest of the game is joystick only. So computers such as the CDTV
and CD32 should not have a problem controlling the game. Pause and
Quit are optional extras and don't interfere with the gameplay.

The only game theories you need are as follows:

[] Hitting your opponents will weaken and eventually kill them.
[] When a warrior dies, they release a blue fire which is a powerful
   lifeforce. You can run into this fire to absorb energy.
[] If an opponent attacks high, you can use a high block to deflect
   the blow. Your opponent will then be thrown off guard during
   which time, you can strike having the advantage.
[] Some moves take longer than others, and this play of defence over
   chosen attacks form the premise of a good battle.
[] Although duck will avoid high attacks, it's not a good idea when
   closed-quarters fighting. Your enemy can easily low strike and
   ground you instantly
[] Many more subtle techniques exist, but finding them out is half
   the gameplay!

1.11   Authors Corner

                         – – Authors Corner – –

This is where I get to speak freely,without the constraints of time or
space. Well actually that's an error. During the development of this
game,I have been using a hard drive(something I unforgivingly take for
granted now?!?). When I transferred it to disk, I had a small capacity
problem. Like about 1100K of a capacity problem. The game was just
too big for one disk. So I go to two disks right? Well no, because I
wanted to make more money, and I knew more people would buy one disk
games than two disk games. And I knew John Dudley wouldn't give me
more royalties for a multi-disk title, so I squashed just about every
item on the disk.

Thanks to the AMOS PROFESSIONAL V2 command, Squash, you've got a two
disk game for the price of one, how nice.

Any AMOS deserters out there? Well have another look at the AMOS
scene. The games being produced are really closing the gap between
PD and commercial. And it's getting harder to draw the line between
basic and m/c games. I personally keep in touch with four Amos disk
magazines. All harnessing the efforts of enthusiastic amos coders, an
arsenal of which I have found to be very good at what they do.   If I
could rewrite all the trash that AMOS has produced, I would, but I can
not. All I can do is write for now, and pray to god Amos doesn't get
unfairly brushed under the rug, just because of the stigma that once
shrouded all basic languages.

I've already started two new projects, both well designed with high
demands. But even now, I know they'll look and feel unlike any PD
game that came before it.

Even this game may well see a sequel. We are currently looking to
invest in a Video Digitiser, with which we can create, at will, any
number of REALISTIC moves using our own Digital Ninja team.   However,
we must have feedback from this production, so we can add and delete
features of this game, to make the sequel both play and feel better.
If you have any opinion, good or bad, then all you have to do is write
in and get yourself heard. We will certainly reply, update you on
the sequels progress and enclose our prized Digital Ninja Info Sheet
which lists and describes our entire games range.

Address all correspondence to the address below and please try and
include an SSAE or my mailing bills might skyrocket.

  Lee Bamber
  Dept.CLRWM.
  'Rockville',
  Warrington Road,
  Lower Ince,
  WIgan,
  Lancashire,
  WN3 4QG, UK.