MasterBlaster V2.21 documentation

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	TITLE : MasterBlaster V2.21 documentation		
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MasterBlaster V2.21 documentation

1.1 MasterBlaster V2.21 documentation

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                                    MasterBlaster
                    -==============-

                 Version V2.21 (10.11.1995)

        (C) Copyright 1994/95 by Alexander Ivanof


        neXus software
                                    - Shareware -


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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 selled 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 you registration code or the
registrationfile in any way! It contains your personal data and may only be
used by the user who's 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 roud starts if you've got
~~~~ enough cash.

Mode: There are three modes: With "Normal" the game is like Dynablaster,
~~~~ 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
~~~~~ Dynablaster-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-Rgiht-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
deseases hidden in the questionmark, simply try and test it!

1.11 How to built 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


 Your have to include your full NAME and ADDRESS. If you've got an E-Mail
 adress, 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
regsitrationfile 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.

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
```