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Contents

1   Introduction

(English is not our mother language)
First of all thanks for choosing MASTER BLASTER!
The game itself is now the third version and was improved with each one.(we hope so)
It was born through all the misfits of the old "originals" (Dynablaster etc.) which we wanted to remove or improve. (they all were to quite and peaceful)
So we wanted to create a networking action game, where the direct contact between the players stood in first place and everyone can see how stupid the others are.
But we also wanted it to be playable on one single computer with some players (four).
MASTER BLASTER is a perfect game to be played in a large group (perhaps with some beer)
You will see how funny this can be.

So we developed the game first of all for ourselves. Because we do not want to hide this fun from the rest of the world (and because the development took a lot of time), we spent the game a rather professional look and released it as SHAREWARE.
To make yourself a picture of it you can test it for 30 days totally free.

We hope you enjoy reading this manual and even more playing the game!

1.1   System requirements

To have a satisfied gameplay, there are some basic requirements to your computer system.
We recommend the following as a minimum:

Operating system	Windows 95/98/ME/2000/XP
3-D driver	DirectX 6.0 (or higher)
CPU	AMD Duron 300 or equivalent
RAM	32 MB
Graphic	Nvidea Riva TNT or equivalent with 16 MB
Harddrive	20 MB free
Soundcard	16 Bit
Mouse	with buttons
Sixpack	of beer

Additional requirements for networg game

LAN	10/100 MBps Lan Adapter
TCP/IP	with static IP-addresses
Box	of beer or alternative: a barrel

For games with more then two players on one machine you need joysticks/gamepads. (see chapter 5.1)

1.2   Game idea

The main idea of MASTER BLASTER is to "blast" all opponents – in teams or alone.
Normally you do that by dropping bombs at their feet that will explode and fire flames. Walls that are hit by them will crumble and reveal extras you can collect.
A funnier way to kill them is to crush them by pushing a wall on them. But the worst for your opponent is being "convinced" by you to destroy himself. ("What an idiot !")

The winners of one round get a cup – who has enough cups wins the hole match and becomes MASTER BLASTER – that's all !

Each round starts by a countdown (and perhaps a special) and lasts a given time. If there is no winner till the end of that time the level (normally) starts to shrink and crushes player after player. ("DRAWN !!!")

After each round the winner will be shown, a coin (YES ! MONEY!) will be given by random and you can buy extras or exchange coins in a shop.

1.3   Registration

Developing and programing MASTER BLASTER took a lot of time. So if you like playing the game, please register and thus help us to keep on developing.

The registration itself cost 15 €

The easiest was to pay this amount is paying by credit card on Diamond-Pro Homepage. Other ways to register are letters with money or banktransfer. If you want to pay this way please sent an email to
                        Alexander.Ivanof@Diamond-Pro.com

We do not accept cheques from foreign banks, cause the fee here is horrible !!!

For registration we also need your complete post address and email-address.

You will receive a registration code, which will activate all features of MASTER BLASTER. (by sending this code by email, postage & packing costs are omitted)
You are not allowed to pass this personal code to anyone else!!!

You can play the *shareware version* of MASTER BLASTER with up to 5 people. The number of winning games is adjusted to the number of 3 and you cannot change the settings concerning the extras.

1.4   Legal rights

Copyright:
The copyright of MASTER BLASTER is with Alexander Ivanof.
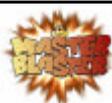
You are NOT allowed to use this software or any part of it for any other purpose than that one mentioned in this documentation, this also includes any images.

MASTER BLASTER is SHAREWARE !

Distribution:
The unregistered MASTER BLASTER 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 Internet, game magazines with CD and other similar electronic channels. You MUST NOT include it on any CD that is sold for more than 30 US Dollar (or an equivalent in other currencies).

- You may NOT give you registration code or the file "REGISTER.DAT" away in any way! It contains personal information and may only be used by the legal owner of it.

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.

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 1.3 and pay the shareware fee.

2   Main menu

After starting MASTER BLASTER the main menu will open.

QUIT   START LOCAL GAME

CREDITS

MASTER
BLASTER

HIGHSCORES

JOIN NETWORK GAME   START NETWORK GAME

Pic.: Mainmenu

Here you have the following options:

- Start local game
  - Using this option you start MASTER BLASTER in single computer mode.
    There can only play up to four people at once on one computer. More
    information in chapter 4.
- Start network game
  - This starts MASTER BLASTER in client-server-mode as a server. To use it
    you need to have at least two computers connected by a local area network
    based on the TCP/IP. More in Chapter 3.
- Join a game
  - By using this option you can connect to an already started client-server-mode
    game as a client. You have to enter the IP-address of the game server. All
    game settings are done by the server – the clients only have to add their local
    player. For more information read chapter 3
- Highscores
  - Shows you the highscore table ;o)

- Credits
  - A must see…
- Quit
  - quits MASTER BLASTER (DARE !!!).

3   Network Game

A once started network game will be displayed on server *and* client screens. That means all players will be entered on the belonging computer but can play (watch) the game where they want. So you can for example play the game on a beamer connected to the server. (Which is very cooool)

3.1   Server

The server set up all game settings for next match. Starting this mode is described in chapter 2. You get to see the Net-Mainmenu:

Pic.: Net-Mainmenu

Upper left you see a list of players who already joined the game:
- Name   the entered name of a player (do not use similar names)
- @   computer on which the player was entered
- Team   team to which he belongs (only relevant in Team-mode)
- Hero   how the player looks like
- Input   input device (see chapter 5.1)

Upper right you can add local players:
- These settings are similar to the options mentioned above.

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To remove a player from a game, just click on him in the list of players.

Down left you can change all game settings (only through server)

- 💣 Game (mode)
    - 🔥 Deathmatch   Everybody against everybody. Only one winner. (The extra „Stop" stops every other player)
    - 🔥 Team Easy   Teamplay: Every member of the winning team gets a cup. (the extra „Stop" stops only the other teams)
    - 🔥 Team Hard   Teamplay: Every surviving member of the winning team get a cup. (the extra „Stop" stops only the other teams)
- 💣 Wins
    - 🔥 Number of cups you need to win the whole match.
- 💣 Time
    - 🔥 Duration of one round : „short / normal / long"
- 💣 Level
    - 🔥 Empty   the whole level has no hard walls
    - 🔥 Normal   the classic level
    - 🔥 Maze   a little different than the normal level
- 💣 Shop
    - 🔥 Here you can toggle the shop on or off. (see chapter 5.6)
- 💣 Shrinking
    - 🔥 If this button is activated (recommended) the gamemap starts to shrink by the end of the time.
    - 🔥 Right before shrinking an alarm is activated.
- 💣 Wheel o' Fortune
    - 🔥 After each played round one „€" will be randomly given to one player.
    - 🔥 Of course this only works, if the shop is activated.
- 💣 Specials
    - 🔥 This option activates some special rounds with very special game settings.
    - 🔥 What or even if a special round starts is picked by random.
    - 🔥 More about this in chapter 5.5.
- 💣 Extras (Death, Bomb, Fire,...)
    - 🔥 Here you can change the amount of an extra hidden in the level.
    - 🔥 If you select „auto", the game automatically calculates the amount by the number of players.
    - 🔥 These settings do not have an effect in special rounds.
    - 🔥 More about in chapter 5.4.

On the lower right of the menu you can see the chat-zone. Here you can enter messages which will be broadcasted to all other computers. Computer joining or leaving are also shown here.

3.2 Client
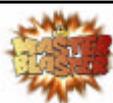
On a client computer you just can enter the players playing there. The gamesettings can not be changed – just be viewed.

4   Local Game

After starting the local game like described in chapter 2 you enter the local-mainmenu.

All settings are similar to those of a server in client-server-mode (chapter 3). The only difference is that only four players can play together. That is because of the limited number of possible input devices you can use on one computer.

5   The Game

5.1   Controls

MASTER BLASTER can be played using different controls. Most of all it is played by the keyboard though you can use a gamepad or joystick. If you want to play the game by using a joystick we recommend a joystick with digital switches. (one of the best is the classic pc-competition pro)

You always choose the input device on the machine they are attached to. So there can be several "keyboard" players, but on different computers.

There are following different controls:

- Keyboard
  - Choose this if only one player is playing with the keyboard.
  - You can move with the cursor keys.
  - You drop a bomb with the left <Ctrl> key.
- Keyb.Right
  - Mostly used if two players are sharing the keyboard.
  - Movement keys: on numeric block :<8> up, <4> left, <5> down, <6> rights.
  - You can drop a bomb by pressing the right <Ctrl> key.
- Keyb.Left
  - Mostly used if two players are sharing the keyboard.
  - Movement keys :<W> up, <A> left, <S> down, <D> right
  - You can drop a bomb by pressing the left <Ctrl> key
  - (German keyboard layout)
- Joy 1
  - Joystick connected to gameport 1
    (Has to be installed and calibrated in windows before.)
- Joy 2
  - Look Joy1

5.2   Scoring

This is how the points are given:
- every player starts with 1500 points
- +20 for each player you live longer than (always getting to the endgame is good!)
- +25 for each player you to resurrect with an ankh (Teamplay)
- +25 for every collected question mark (for your braveness)
- +50 for each player you „blast" (Bomb/Wall)
- -25 for getting killed by your opponents (this can happen)
- -75 for a suicide (very stupid!)
- +100 for each cup you get
- +200 for wining the whole match
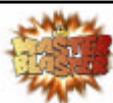
5.3   Extras

In MASTER BLASTER you can collect a bunch of extras which are described here:

⚫ Death   Everyone who touches this gets killed or will loose his protection if he owns one.

⚫ Bomb   By collecting this you get an additional bomb.
                           But you will loose your timebomb or controller if you had one..

⚫ Fire   Enlarges your explosions by one field in every direction.

⚫ Speed   Speeds up the player.

⚫ Kickbomb   After collecting this extra the player is able to kick bombs one field ahead. If you collect another one of this, the kicked bomb keeps rolling till it hits an obstacle or detonates.

⚫ Superman   Makes it possible to push some walls one field. If a player gets hit by or stuck to a wall he will be killed or will loose his protection. After collecting a second "superman" the pushed walls keeps sliding till it hits an obstacle.

⚫ Fist   After picking this up the player can destroy walls just by touching them. This only lasts for a short time. By collecting (or buying) several "fists" you get additional time.

⚫ Stop   This extra stops every opponent player for a moment. Very good for killing them!

⚫ Timebomb   This extra gives the player a bomb which explodes by releasing the fire button.(so keep it pressed) This extra removes the other types of bombs. It takes some concentration not to release the button too early.

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● Controller   The controller is a bomb similar to the timebomb, but here the player can not keep on moving. All movement will be send to the bomb until you release the fire button. Be careful, because then the bomb explodes. There are two different speeds for the bomb depending on the speed of the player.

● Ghost   Changes the player to a ghost (can not be seen too well).
                     You become visible by placing a bomb or when the time comes to the end. If you have a shield, you will loose it by taking the ghost.

● Yin-Yang   The shield.
                     The shield protects you from explosions or pushed walls. The shield is visible by a blue cycle around the player.
                     Tip: If you have a shield and a timebomb or controller, you just have to blast yourself, if your flame can reach another player, so he will die, while you just loose your shield.

● ???   When you pick up a question mark, there are different possibilities. You can get a good extra as a Yin-Yang or a disease. The explanation of the different diseases follows below.

● Ankh   This Extra is only available in team-mode. When you take it, your dead team-players will be reactivated (they must be dead more than one second).

● Coin   This Extra ist only available, if the shop ist activated, it adds one €to your account.

● Moneybag   This Extra ist only available, if the shop ist activated, it adds three €to your account.

That was a summary of the different Extras. Every Extra has its own sound, by the time you will get to know it.

Some Extras can only be recognized by its sound or visualisation.

Some visualisations:

⚫ Diseases   Diseases are visualized by a green haze around the player.
Diseases are infectious, but you will get well again after some time.
The worst disease will be transmitted, if both players have diseases. Ghosts can transmit diseases, too.

🔴 Slowmotion   Player becomes sloooow
🔴 HAHA   Bomb becomes minimal.
🔴 Shit   Player always drops bombs – don't enter a dead end!
🔴 Inverse   Inverses your controls
🔴 Mayday   (no comment)
🔴 Määäh   Bombs explode to walls instead of fire.(regardless of the length of your fire steam). Below the central wall (where the bomb was), there is a coin / question mark.
🔴 Nuke'em   Special kind of disease, the bomb becomes more dangerous.
Special visualisation: The player is surrounded by skulls and the bomb is red.

⚫ Yin-Yang   Can be collected as Extra or question mark an can be recognized As a blue ring.

There is one Extra, that maximizes the length of your fire steam. You can find it by collecting a question mark and being lucky. You recognize it by the special sound and when you see the explosion, of course.

5.4 Specials

If you have activated "Specials", when or even if a special round starts is picked by random. Specials deactivate all other settings (but the total number of wins). There are the following kinds of specials:

⚫ HAHA
   🔴 You start with the disease "haha"
   🔴 You can be healed only through another disease, witch will leave after a short period of time.

⚫ BOOOOM
   🔴 Every player starts with an endless quantity of bombs

- Every fire steam has maximum length

- **NUKE'EM**
    - You start with miniature fire steam
    - Every player has a shield
    - Every player has the disease "Nuke'em"

- **ROCK'N'ROLL**
    - There are no blastable walls
    - Every player has a controller
    - Every player has a shield

- **HASTE**
    - The whole game is much faster, so the bombs will explode almost directly. Here the one and only super extra is a timebomb or controller, because you won't blast yourself that fast.

- **SIMPLE**
    - No Extras.
    - Everybody can move walls.
    - Everybody can kick bombs.

5.5   Shop

If you have at least one coin, you can buy Extras (only) for the following round. You can also save the money, to buy more expensive Extras. To buy Extras just place the Cursor on it and press fire. You can also give money to other players by clicking on them, the shop will start again.
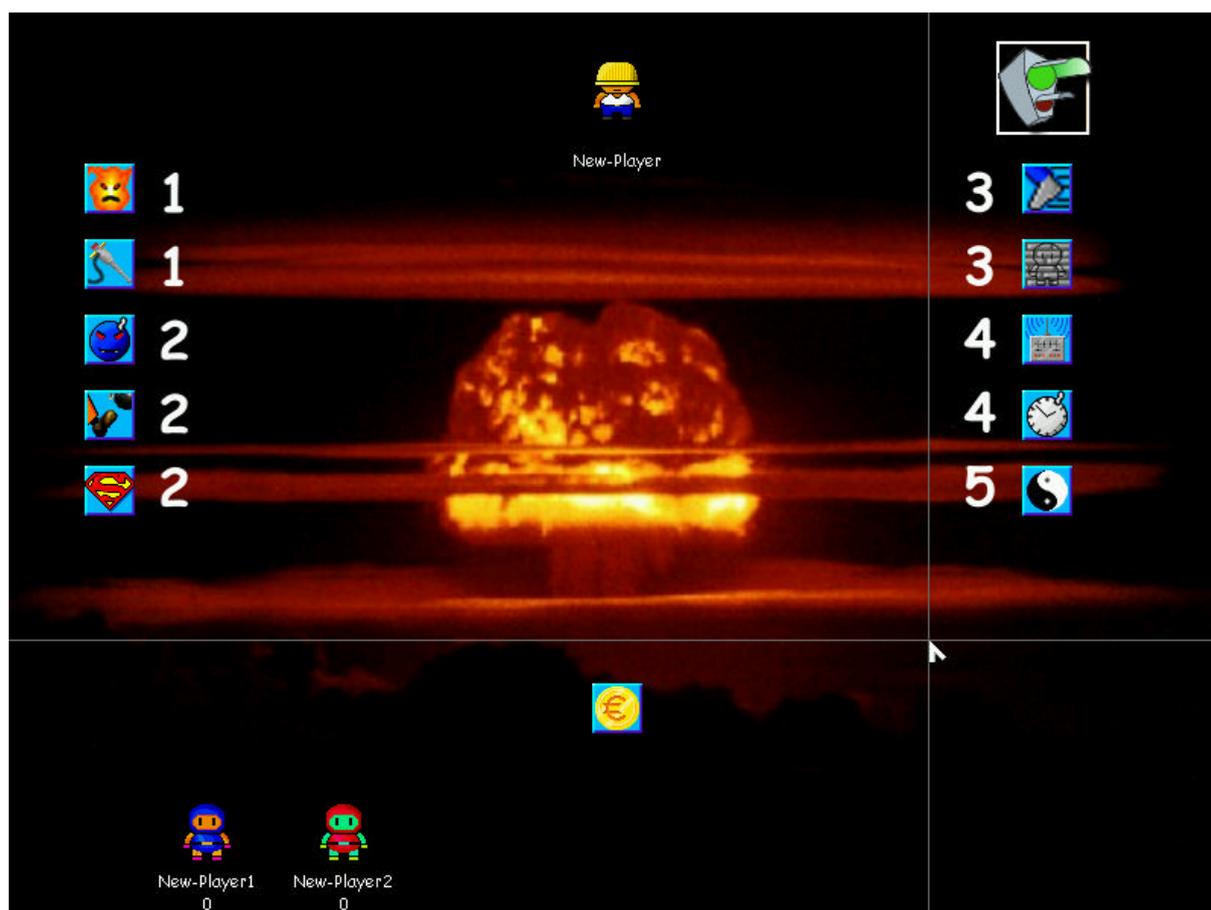
To continue playing press start (green traffic light).

5.6   Tips & Tricks

- Think about which extra you collect because some of them replace each other (bomb – timebomb – controller/ YinYang – ghost)
- Timebomb and controller are difficult to handle for beginners
- Place bomb so that their fire destroys an many walls as possible (crossings)
- You can also play in teams in deathmatchmode – all together against the best one and after his elimination against each other
- Too much speed is dangerous
- Not all diseases are bad (e.g. Nuke'em)
- Infect others when they do not expect it (e.g. inverted control)
- Do not run into a dead end if opponents are near
- If you hear the horn do not keep on droping bombs – put your eyes on the stop and the nearby opponents! If it is getting too dangerous pick up a ghost and run for it!
- If you have a shield and a Timebomb/Controllerbomb and your opponent is not shielded, just run to him and blast as crasy!
- Team easy : if your team has more players alive run to the other teammembers and make kamikaze – it is enough if one of your team survived.
- Walls sliding at you can be stopped by a bomb
- Remember which bombtype you have and how large your explosion is
- Often the player who destroys the most walls wins – he got the most extras.
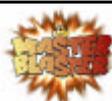
- You can insert your own music very easy : just put your WAVE-File into the MSUIC directory as NAME+".WAV"
- You can also create custom player-graphics: :in the directory PLAYER are all standard-players of MASTER BLASTER. Chose one, redraw it and save it with a different name. (GREEN is the transparent color) If you put a WAVE-file with the same name like the image to this directory, you can also give him a deathcry!
- Ingredients for a mad level:
  Get the empty level and add this:

40 Bomb	20 Speed	30 Fire
40 Fist	1 Death	1 Stop
auto. questionmark	the rest to zero !	

6   Troubleshooting

Problem :
  🌑 Using cordless keyboards sometimes some keys pressed simultaneously do not show any effect
Solution:
        🔥 Get a NON cordless keyboard !

Problem:
  🌑 The game is not running smooth on client-computer.
Solution:
        🔥 DO NOT PLAY OVER THE INTERNET
        🔥 Kill all other tasks
        🔥 Get a 100MBit LAN

Problem:
  🌑 There is no sound on the client-computers
Solution:
        🔥 Connect your speakers (big ones) to the server