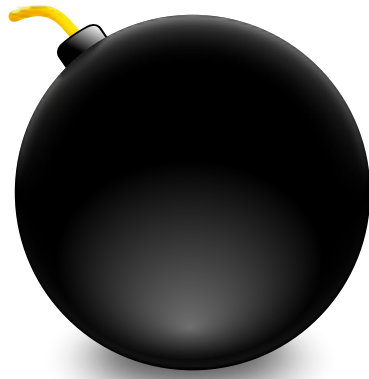


Granatier Handbook

Mathias Kraus



Granatier Handbook

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Abstract

This documentation describes the game of Granatier version 1.4.2

Chapter 1

Introduction

GAMETYPE:
Arcade

NUMBER OF POSSIBLE PLAYERS:
Multiplayer

Granatier is a clone of the classic Bomberman™ game, inspired by the work of the Clanbomber clone.

The object of the game is to run through an arena, using bombs to clear out blocks and eliminate your opponents. Several bonuses and handicaps are hidden underneath the blocks – these can either help or hinder your progress.



Chapter 2

How to play

OBJECTIVE: Eliminate all Opponents.

Each player is provided with five keys that they use to move their character and lay bombs. For example, the default keys for Player 1 are the **Up**, **Down**, **Left** and **Right** arrow keys to move respectively in those directions, and the **Enter** key to lay a bomb. Please refer to the [Player Configuration](#) Section to find shortcut keys for other players, as well as how to configure them.

The purpose of laying bombs, aside from attacking other opponents, is to destroy the many blocks scattered throughout the arena in order to clear a path or uncover hidden bonuses. Among the many bonuses that can be uncovered are those that make you move faster or increase your bomb blast range; the more bonuses of this type you collect, the easier it is to eliminate your opponents and win the round. But be warned that just as many handicaps exist that can turn the tide against you, including those that slow you down or invert your moving keys.

For each won round, the player is awarded a point. The first player to win a predefined number of points (the default is 3), wins the game!

Chapter 3

Game Rules, Strategies and Tips

3.1 The Items

3.1.1 The Arena

The players are in an arena which consists of:



The Wall – this defines the outline of the arena map and cannot be destroyed.



The Ground – this can be walked on safely.



The Ice – this will make the ground slippery. The speed increases on the ice and it is not possible to completely stop moving.



The Block – this can be destroyed with a bomb, and may contain a bonus (or a handicap).



The Bomb Mortar – this will throw bombs that are placed on it to random places.



The Arrows – this will move the bombs that are placed on it to the direction they point.

If there is none of the above items, there is a hole at the ground and moving into it will result in falling into the deep and die. The same applies also if there is no wall at the edge of the arena and the player moves outside of the arena.

3.1.2 The Bonuses

Bonuses are helpful for reaching the game goal and effects exists permanent - even after a handicap disappears. Currently there are following bonuses:

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Speed – increases your speed slightly.



Bomb – adds an extra bomb to your arsenal, allowing you to lay more than one bomb at a time.



Power – increases the power of your bombs, extending their bomb blast range.



Shield – makes invincible for one bomb blast.



Throw – adds the ability to throw bombs. Just press the key for laying bombs while a bomb is below you.



Kick – adds the ability to move bombs. Just run against an bomb and the bomb will move.

3.1.3 The Handicaps

Handicaps are the opposite of bonuses and hinder the player. The good thing is that effects get lost after some time (other than bonuses) and the player can play in is usual behavior (including bonuses) again. Currently there are following handicaps:



Slow – makes you move very slowly.



Hyperactive – makes you move a little TOO fast.



Mirror – inverts your moving keys, so that up becomes down and left becomes right.



Scatty – forces you to continuously lay bombs without control.



Restrain – prevents you to lay bombs.

3.1.4 The ambivalent Items

This type of bonuses are neither good nor bad, it mostly depends on the environment. Currently there are following neutral bonuses:

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Pandora – this contains either a bonus or a handicap.



Resurrect – this will resurrect any dead player.

Chapter 4

Interface Overview

4.1 Menu Items

Game → New (Ctrl+N)

Starts a new game.

Game → Quit (Ctrl+Q)

Quits Granatier.

Settings → Play Sounds

Toggle whether sounds should be played. The default is on.

Additionally Granatier has the common KDE **Settings** and **Help** menu items, for more information read the sections about the [Settings Menu](#) and [Help Menu](#) of the KDE Fundamentals.

Chapter 5

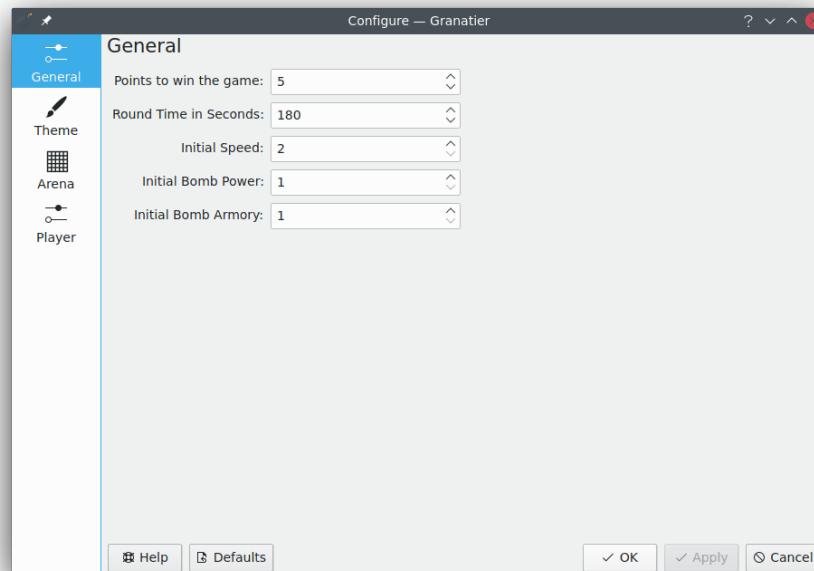
Game Configuration

To open the Configuration Dialogue, select **Settings** → **Configure Granatier...** menu item.

5.1 General

You can change the points which are needed to win the game and the time for a round. After the time is over, the sudden death mode will start.

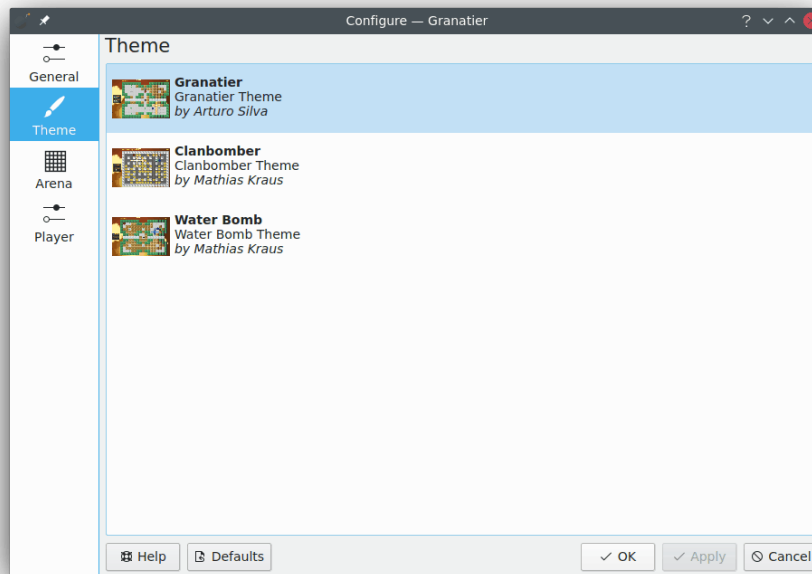
Additionally you can adjust the initial speed, bomb range and bomb armory.



5.2 Theme

To select the Theme you want to play, go to the Theme section. The Theme is loaded by clicking on **OK** or **Apply**. The current game will be ended and a new one started. You can click on the **Defaults** button to restore the default Theme.

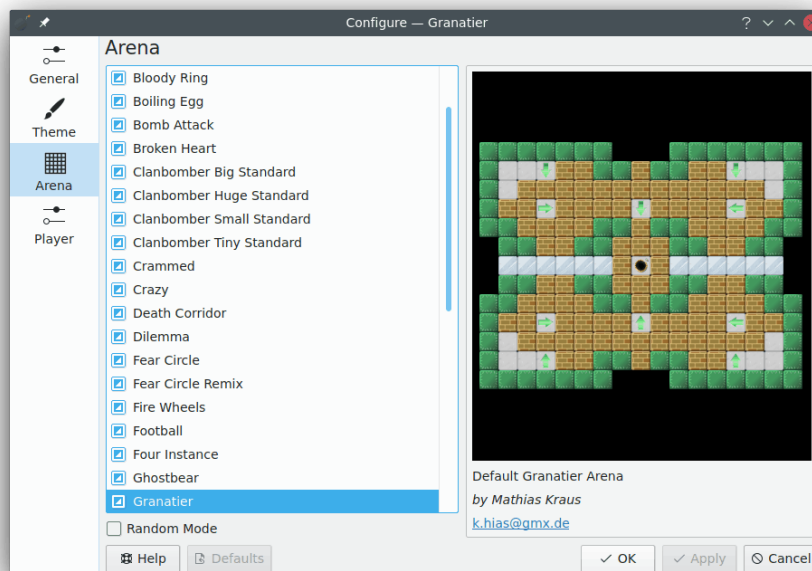
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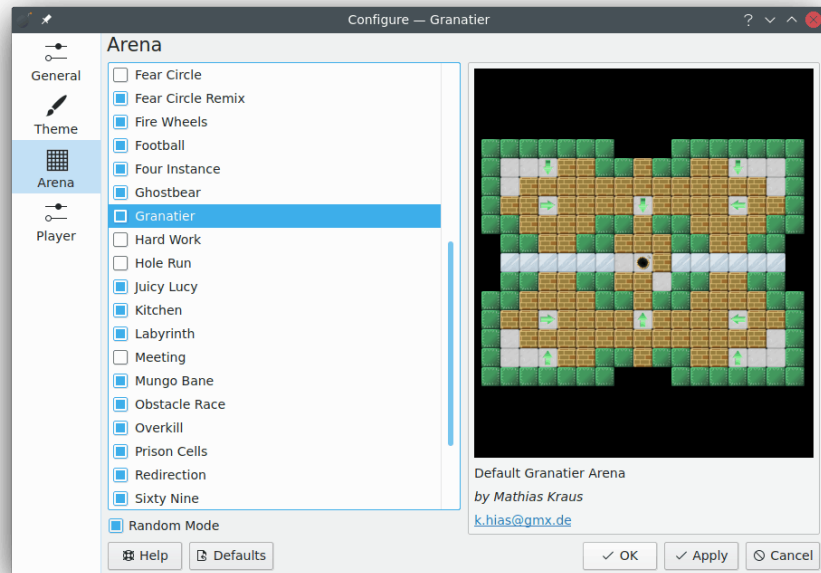
5.3 Arena

To select the Arena you want to play, go to the Arena section. The Arena is loaded by clicking on **OK** or **Apply**. The current game will be ended and a new one started. You can click on the **Defaults** button to restore the default Arena.

If you have self-made Clanbomber arenas, you can copy them to `~/.clanbomber/maps`, where Granatier will look for them. The default Clanbomber arenas are already shipped with Granatier.



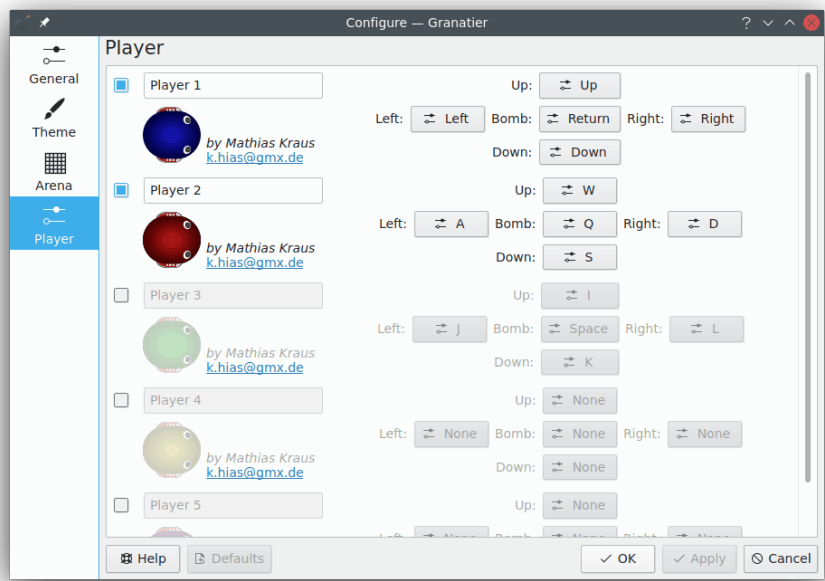
If you select **Random Mode**, a random arena will be used for each new round. If there are arenas you don't want to play, you can uncheck them.



5.4 Player

To select the Player you want to play, go to the Player section and select the Players with the checkboxes. The Shortcuts can be changed by clicking on the button for the action you want to change and then pressing the key you want to use. The changes are loaded by clicking on **OK** or **Apply**. The current game will be ended and a new one started. You can click on the **Defaults** button to restore the default Shortcuts.

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Chapter 6

Create a custom Arena

An Arena in Granatier consists of two files, the `myarena.desktop` and the `myarena.xml`.

The `.desktop` file contains the metadata like the arena name or the author of the arena and consists of the following entries.

```
[Arena]
Name=My Arena
Description=This is my first Arena
Type=XML
FileName=myarena.xml
Author=Joe User
AuthorEmail=joe.user@foo.org
```

You can choose whatever name you want, but `FileName` must be the name of the `.xml` file.

The `.xml` file contains the actual arena map.

```
<?xml version="1.0"?>
<Arena arenaFileVersion="1" rowCount="13" colCount="17">
  <Row>      ==== </Row>
  <Row>  ===== </Row>
  <Row>  ++++++_++++= </Row>
  <Row> ==+++=_p_++++= </Row>
  <Row>==++++=_-_-===== </Row>
  <Row>=+++++_+_+=++++= </Row>
  <Row> +++++-- --+++++ </Row>
  <Row>=+++++_+_+=++++= </Row>
  <Row>==++++=_-_-===== </Row>
  <Row> ==+++=_p_++++= </Row>
  <Row>  ++++++_++++= </Row>
  <Row>  ===== </Row>
  <Row>      ==== </Row>
</Arena>
```

There is no limit for `rowCount` and `colCount`, so you can choose the size of the arena by yourself. The following symbols are used for the arena map.

```
'=' a wall item
' ' a hole item
'_ ' a ground item
'+' a block item
'x' will randomly create a block or a ground item
'-' an ice item
```

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'o'	a mortar item
'u'	an arrow up
'r'	an arrow right
'd'	an arrow down
'l'	an arrow left
'p'	a player position

Chapter 7

Credits and License

Granatier

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Graphics copyright 2009 Arturo Silva jasilva28@gmail.com

Documentation copyright 2009 Mathias Kraus k.hias@gmx.de

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