

## Overview

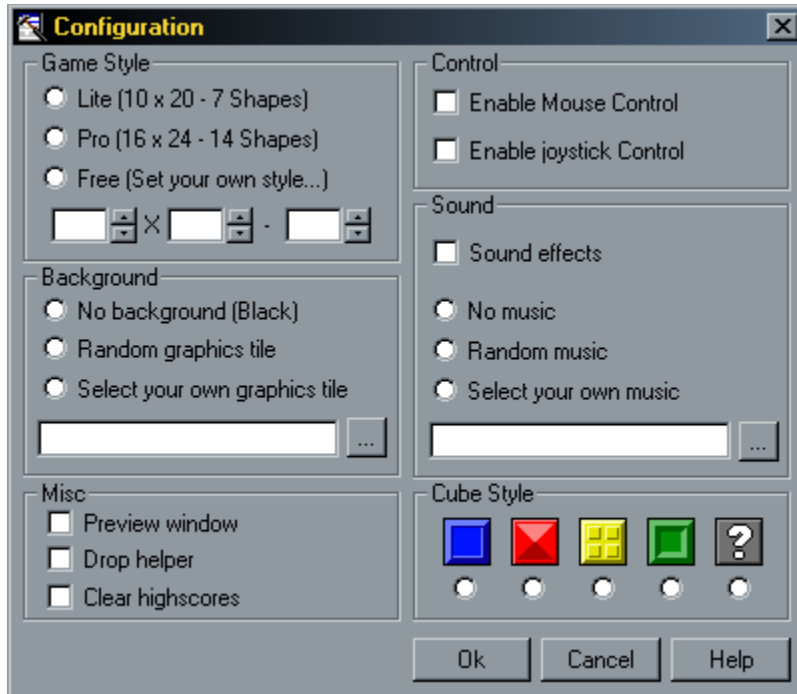
**Cubemaster** is an action / puzzle game that have some similarities with and old game called Tetris, however Cubemaster is much more advanced. Instead of being confined in a 10 \* 20 big dropzone with 7 shapes cubemaster is flexible beyond belief. It contains 14 shapes where some are built up with as much as 6 cubes.

The goal is to place the shapes in such manor that they build solid rows, when a row become solid it is removed and the blocks above fall down with a bang. If you are successful with this you will stay away from the top and get a great highscore, if you however should reach the top then the game is over.

## Configuration

The configuration window:

Just click on the function you want to know more about...



Here you choose between the four graphic cubes...  
**Button, Pyramid, Lego** and **Frame**. This change  
can be done while you are playing, and the next  
shape to drop will have your chosen graphics.

If you choose this cube, then every time you start a new game you will get a random cube graphics.

**(Lite)** This game is 10 cubes wide and 20 cubes high, and have 7 different shapes. just like the old classic Tetris game :)

**(Pro)** This game is 16 cubes wide and 24 cubes high, and have 14 different shapes, so if you want a challenge then this is the game to choose.

**(Free)** Here you can experiment yourself with the X(width), Y(Height) and S(Shapes) to find a game that suits you.

No background will be drawn.



A random tile will be chosen from the "Tile" directory every time you start a new game.

Here you can select your own background tile. This tile will be used in every game until you change it.

Preview Window on/off. This is a very useful function that will help you to plan ahead.

Drop Helper on/off. This function makes it a little easier to "aim" and see where the shape will fall.

This will clear the current highscore table.

Enables the mouse control buttons, and lets the player steer the shapes with the mouse.

Enables the joystick control, and lets the player steer the shapes with a joystick (just make sure it's calibrated).

Sound Effects on/off. This option will be ghosted if you don't have a soundcard or if DirectX is not installed.



No music will be played during game

A random music piece will be chosen from the "Music" directory every time you start a new game

Here you can select your own music piece. This music will be played in every game until you change it.

## Control

There are three ways to control the falling shapes in cubemaster.

### Keyboard:

**Up Arrow** - Slow down shape (3 steps)

**Right Arrow** - Move shape to the right

**Down Arrow** - Speed up shape

**Left Arrow** - Move shape to the right

**Left Ctrl** - Rotate shape (clockwise)

### Mouse:

**Up Button** - Slow down shape (3 steps)

**Right Button** - Move shape to the right

**Down Button** - Speed up shape

**Left Button** - Move shape to the right

**Centre Button** - Rotate shape (clockwise)

### Joystick:

**Joy Up** - Slow down shape (3 steps)

**Joy Right** - Move shape to the right

**Joy Down** - Speed up shape

**Joy Left** - Move shape to the right

**Joy Fire** - Rotate shape (clockwise)

## Keyboard

These are the keys for controlling Cubemaster

**F1** - Help

**F2** - Start new game

**Esc** - Stop/Quit game

**P** - Pause Game

**C** - Configuration

**H** - Hall of fame

## About Cubemaster 2000

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# **Cubemaster 2000 History**

## **Version 1.0**

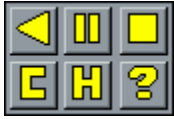
First official release February 13, 2000

## Legal Stuff

This game is **Absolute** freeware so you are free to use and spread it as much as you like, but not for profit without my written consent.



## Game Menu



**Play Button** - Starts a new game with the style, music and graphics chosen in configuration.

**Pause Button** - Pauses the game and shows the pause screen.

**Stop Button** - Stops the game and return you to the main screen.

**C Button** - Shows the configuration window.

**H Button** - Shows the hall of fame window.

**? Button** - Shows the help window.

## Play

Start a new game by pressing the 'Play Button'. Different shapes will now start to fall from the top of the game window. Use Keyboard, Mouse or Joystick to control the shapes. While the shapes are falling you can move left and right and rotate them.

Place the shapes so they build solid rows. When a row becomes solid it is removed and the blocks above will fall down, try and keep the blocks at a low level.

The speed of the falling shapes will increase after each new level, making it harder and harder to place the shapes at a good position.

When you can't keep up anymore, and reach the top then the game is over. If you played well you will be placed in the Hall Of Fame.

## Scoring

The game score is as follows

### Shapes

All the shapes have a number attached to them that range from 1 (easy) to 14 (hard). So the hard shapes will give more points than the easy ones. The scoring is shape number times 10 times level, placing shape 14 on level 8 would give 1120 points.  $14 * 10 * 8 = 1120$

### Rows

Row scoring are...1 row = 1000, 2 rows = 2500, 3 rows = 4500, 4 rows = 7000 times level. So if you remove 3 rows at level 6 the score will be 27000 points.  $4500 * 6 = 27000$

### Smooth Surface

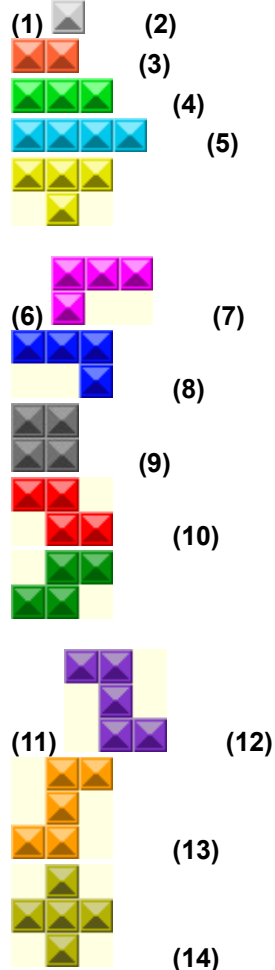
If you manage to get the top of the shape pile absolutely smooth you will transferred back one level and get 50000 bonus points.

### Totally Clean Play Field

If you manage to clean the play field totally from cubes you will be transferred back to level 1 and get 100000 bonus points.

### The Shapes

The "lite" game style uses shapes 4 - 10 (classic Tetris shapes), and pro uses all of them





## Fun Factory

**Fun Factory** is Peter (Omega) Nordström Programmer & Webmaster, Sven (Zorro) Nordström Graphics & Design. We started about 10 years ago to make games and utilities for the amiga computer, and now we have moved on to the PC.

The first thing we noticed when we arrived to the pc world was that **EVERYTHING** had a price tag on it. Even lousy first timers program achievements with no graphics no sound and 1000 bugs. From then on our goal has been to release everything we do as **FREWARE**. So we don't want your **MONEY**, but if you like our games and got some spare time then send us a [email](#)... nothing would make us happier.

Why not check out our other games...

**Slot Machine 98**  
**Super Mastermind**  
**The Worm**

at our [website](#)

## Tips & Tricks

- The shapes doesn't get stuck right away, after you hear the click sound of the shape hitting another shape or the bottom you can move it a few steps. This is very helpful if you got holes under previous placed shapes.
- Don't use the 'slow down' function until it's absolutely necessary, because you will only get half of the points for the shape if you do.
- Removing 4 rows at a time will give more points than one. So whenever you can, try to build up for shape # 4.
- Try to plan ahead for the 'hard' shapes so that you have a place to put them when they come.
- Avoid building 'skyscrapers', instead try to place the shapes as horizontal as possible
- Cubemaster should run fine on a Pentium 100, but if you think it's too slow, then try to reduce screen resolution & colours.
- If you want more music or backgrounds to choose from in the game, then search the net for 'midi music' & 'background tiles'. Then copy the midi files to the 'Music' directory and the tiles to 'Tile' directory.



