

Buddler Joe Game Manual

By Joe's Buddler Corp.

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1 In Game Tutorial

If you want to jump right into the action, you can start playing Buddler Joe without reading the manual. There is an interactive in-game tutorial to help you learn the game step by step while experiencing it first hand. If you missed any of the hints, you can reset the tutorial on the lobby screen to start over.



Figure 1: The in-game tutorial

2 The Goal of the Game

Buddler Joe is a multiplayer game that supports up to seven players. Your goal is to be the first player to collect 3000 gold. Gold is collected by digging at gold veins with your shovel. The deeper down you venture, the more valuable the gold veins will become. If you manage to reach the bottom of our world, you have made it and found the ultimate gold vein that should make it easy to close out the game.



Figure 2: A gold vein

However, on your way to golden glory the other players will try everything in their power to stop you. Cooperate or do your own thing. Use items to freeze and delay your competition. Watch for dynamite explosions and falling rocks! And with some luck you will find the secret bean-stew which powers you up to dig as fast as you can imagine. So there is a lot around to help but also hinder you in your quest for the golden throne.

Each player starts with two lives. Lives can be lost due to environmental hazards and they can be replenished by finding red hearts in item blocks. If you loose your two precious hearts, you will sadly have ended your time in our game world and your family may mourn your gravestone in the mines. However, you can still haunt the game in spectator mode and watch the other players strive for their destiny... or die trying.

3 The Game Map

The world of Buddler Joe is made up of square blocks that are just a bit higher than Joe himself. There are five different types of blocks and all of them except for obsidian can be destroyed by digging at them with your shovel. To dig at a block, simply keep moving into that block and watch it crumble to pieces! You can dig blocks left or right of you and below you, but you can't dig upwards.

There are three different sizes of maps. A large one where the players are unlikely to ever meet, a medium one which is advised for the standard gameplay and a small one which usually gets quite action packed.

3.1 Dirt Block

Most of the world in Buddler Joe is made up of dirt. Dirt is easily and quickly digged away and is your fastest path to delve deeper into the ground. Dirt does not give you any points, however, it is usually the path of least resistance.



Figure 3: Dirt block.

3.2 Stone Block

Stone Blocks are the second most common material. They are sturdy and take a long time to dig away. Usually you are better off finding a way that doesn't lead you through a stone block, but should you get trapped, you can break them apart with some effort. Stone blocks are also the only type of terrain that can collapse and crush you! If the block below a stone block is removed by any means, the stone block will start to vibrate, and after a short delay it will plummet downwards until it rests on firm ground again. Should you be unfortunate enough to be between the falling stone and the floor at this point, you will lose a life and be moved to a safe closeby space.



Figure 4: Stone block.

3.3 Gold Block

Your objective is to collect as much gold as possible from these gold blocks. This is done by digging at them with your shovel; the gold is picked up and stored automatically. The value of a gold block increases the deeper down the block is located in the world. There is the ultimate gold vein at the bottom of the map so digging fast and deep is a viable strategy!



Figure 5: Gold block.

3.4 Item Block

These blocks, marked by a large question mark **?**, hold one of five items. Destroying the block will randomly spawn one of these items, but it is not possible to see which item is in the block before you destroy it. Items can be beneficial or detrimental to you, however the chance to get a beneficial item is significantly higher! All items are described in detail in section 4.



Figure 6: Item block.

3.5 Obsidian Block

These blocks are impenetrable and can't be destroyed by any means. They can be found at the edges of the map and their function is to restrict the playing area. If you reach an obsidian block, your best bet is to turn around and find a different path.



Figure 7: Obsidian block.

4 Items

Items can be acquired by destroying an item block (see 3.4). There are five different items in the game that can spawn from an item block plus the torches which Joe carries around with him.

4.1 Heart

Found in an item block with around 30% chance. This will replenish one life to your character after a short delay. However, this item can't increase your lives above two.

4.2 Boost

Found in an item block with 20% chance. This item will for a short duration double your moving and jumping speed and increase your dig power by a factor of ten!

4.3 Dynamite

Found in an item block with 25% chance. Dynamite will be spawned with a three second fuse that is already lit. When the fuse reaches the dynamite, it will explode and damage all blocks around it, dealing more damage the closer the blocks are. **If you are closer than four blocks when it explodes, you will lose one life**, so be careful and plan for an exit route!

4.4 Star

Found in an item block with around 10% chance. When you find this item, all your competing players will be frozen in place for 8 seconds, giving you a chance to catch up or run away with your lead.

4.5 Ice

Found in an item block with 15% chance. When you find this item, you will be frozen solid for 8 seconds and not be able to move or dig. Not cool!

4.6 Torch

The deeper you delve, the darker it gets. And sometimes your mining lamp just isn't enough. A torch can be created by pressing "E" on your keyboard. While holding the torch with your mouse you can move it around and find a spot for it to be placed. Use your left mouse button to place the torch or press "E" again to dismiss the torch. While placing the torch, Joe can't dig! The use for torches is to illuminate the surrounding area and make it easier for you to see item- and gold blocks. You can use one torch every 5 seconds.

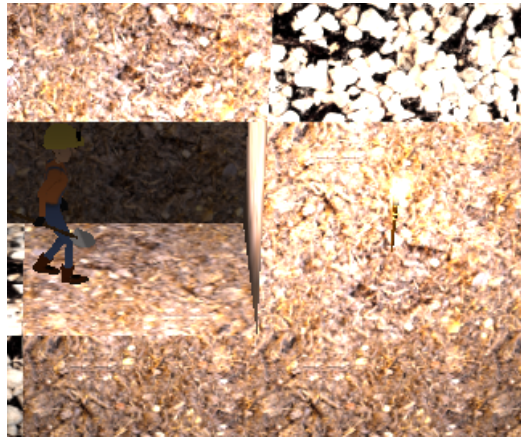


Figure 8: A torch.

5 Controls

Buddler Joe is played with a mouse and keyboard.

5.1 Player Controls

Key 1	Key 2	Action
A	-	Move and Turn Left
D	-	Move and Turn Right
W	SPACE	Jump
S	-	Move Down
E	-	Place Torch

5.2 Camera and Game Controls

Key 1	Key 2	Action
M	-	Mute/Unmute sound
Mouse 1	Arrow Keys	Pan Camera (move camera)
Mouse 2	-	Look around
Scroll Wheel	-	Zoom Camera
R	-	Reset Camera
ESC	-	Game Menu
ENTER	-	Open/Close chat or send message

5.3 Settings

To change the most important settings, you can access the options menu which is located in the main menu. There you can adjust the screen resolution, the ip of the server or whether to play the game in fullscreen or not. All settings are persistently saved in your home folder and may require a restart to take effect. To change your name, you can click on the symbol next to your name in the main menu screen (top left) and enter a new name.

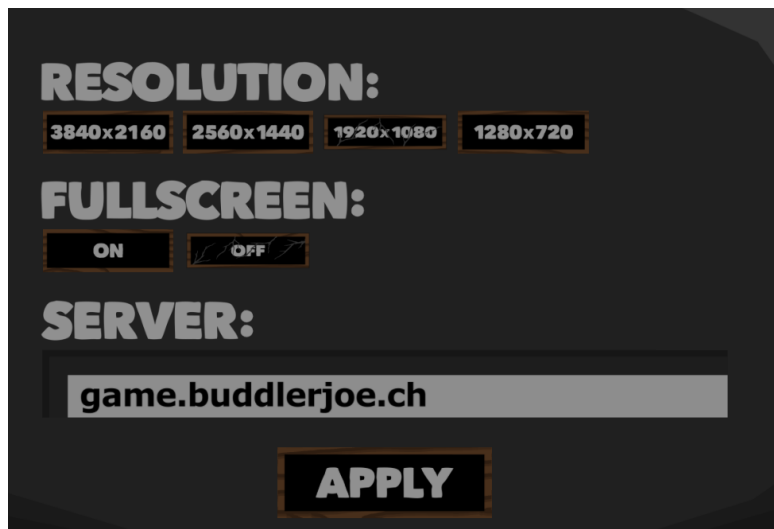


Figure 9: The settings.

6 Multiplayer

6.1 Lobbies

Buddler Joe's multiplayer works in lobbies of up to seven players. You can create a lobby by giving it a name and choosing the map size and then other players can join in. Once in the lobby screen, the game will start as soon as all the players have clicked the "ready" button.

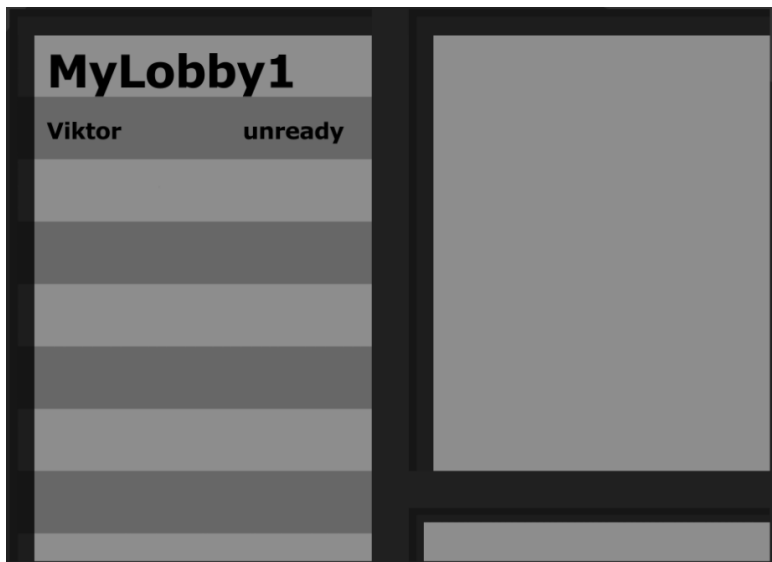


Figure 10: A lobby.

6.2 Communication

While playing the game, the players can either interact by budding away blocks or by using items. Another way to interact is to make use of the chat function, which can be accessed by pressing Enter. By default, text messages will be sent to the current lobby or game of that player. If that player wants to whisper to any other player (even outside of the game), they can click the "whisper" button and select the player to send a private message to. And finally, there is an option to send a message to all players on the server by pressing the "all" button.



Figure 11: The chat.

6.3 Highscore

The players can access the global highscore which is saved on the server. The highscore consists of the seven fastest players to have reached 3000 gold.

6.4 History

You can access the history of all open, running and closed games by clicking the history icon in the main menu or the game menu.

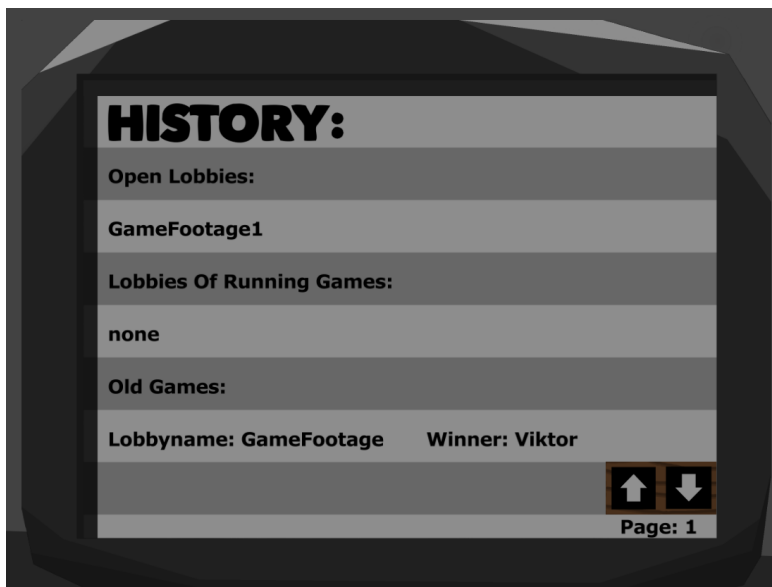


Figure 12: The history.

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