MAGE Blaster

User Manual

System Requirements

The game is written in HTML, JavaScript and CSS using the Phaser.io game engine. This means that the game will run on any computer with browser that supports JavaScript.

Introduction

MageBlaster is a 16-bit themed arcade game inspired by Space Invader. In the game you take control of a powerful mage, who is protecting his kingdom from an army of skeletons summoned by an evil necromancer.
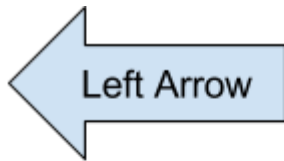
Characters

The Mage
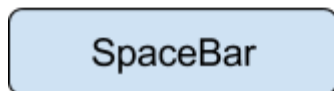
The Skeletons

Controls

When the game is loaded, you will be greeted by the main menu screen. Here you can click the Start button to begin the game.

Left Arrow — Move the mage to the left

Right Arrow — Move the mage to the right
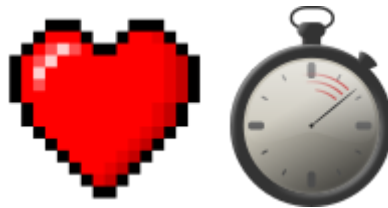
SpaceBar — Cast magic spells

Objective

The objective of the game is to reach the highest score possible before the timer runs out or you loose all your lives. The score is increased when you destroy skeletons. Every time a skeleton touches the mage, he looses a life.
The time and lives can be increased by collecting an extra time clock or and extra live heart.

If you run out of time, or you loose all your lives, the game will display a game over screen from which you can restart.

Screenshots