

All-Stars Dungeons And Diamonds Fundamental Secrets, Details And Facts (v1.0r3)¹

Welcome to **All-Stars Dungeons and Diamonds Fundamental Secrets, Details and Facts (ASDADFSDAF** for short). This is not intended to be a “How to Play” or a “Game Manual” but rather an “Advanced Guide” and of the rules and mechanics of **ASDAD**.

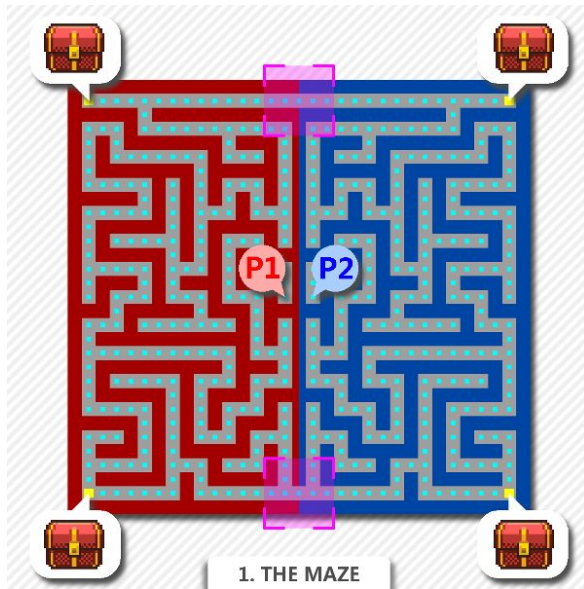
ASDAD was designed as a (classic) Arcade game (from the times before eternal in-game **Tutorials**). This means that while the gist of the game can be learned in a couple of seconds, all the details about it (the way items or the maze work) will require you to use your powerful observation and deduction skills and some quality time with the game to discover them!

There’s fun in learning secrets about any game, or figuring out how everything works without being told, and from what I’ve seen so far, players are doing a very good job with this, discovering most of these details pretty fast! So chances are that you (yes, you, reading this) already know everything there is to know about **ASDAD**!

But hey! maybe there’s still something you are not aware of, and perhaps this guide will help you improve your **ASDAD** skills, so let’s dive right into it, to the more internal and technical details of **All-Stars Dungeons and Diamonds**!

¹ First version of this guide. 3rd Revision. May contain typos, poor grammar and weirdly redacted sentences. Sorry. It’s a Work In Progress!

The Maze



All the action in **ASDAD** happens inside a maze (pictured left). Mazes are **randomly generated** but they will always share the same characteristics outlined here.

NOTE:

Race for the Idol tracks are not really mazes, so they will be discussed later in this document.

The first thing you will notice is that mazes are always **horizontally symmetrical**, and each player starts in one of the halves at the exact same (mirror-equivalent) position at the **center**. This means that both players begin with an equally hard (or easy?) path ahead of them.

Both halves of the maze are always **connected at the top and the bottom** so if you don't find any useful item that would help you "break" to the other half you can still explore the full maze by reaching these points. This also keeps both players separated for at least a little while.

Knowing that both halves are identical is very useful from a strategic point of view. You can learn about your half of the maze by watching your opponent navigate their side, or you can use the knowledge you gathered from your half to later explore theirs!

Treasure Chests

You may also have noticed the 4 big **red** chests in the corners of the maze. They are called **Treasure Chests** (or **Corner Treasure Chests**) and they usually contain **20 gems** (though this can be changed in **Custom Matches**). Since the maze is symmetrical, each player is exactly at the same distance of (and with identically convoluted paths to) the 4 **Chests**.

Treasure Chests don't respawn, so the first player to reach them gets the prize!

Block Traps



You will notice that certain floor tiles in every maze are slightly different than the rest. They are called **Block Traps** and can be “raised” from ground level to wall height by any player to block the progress of their opponent.

Block Traps are activated using an item called **It’s-a-Trap!** and once they’ve been raised they remain “up” for **5 seconds** (although they can be manually disarmed before they time out).

When block traps are **activated**, all items on top of them become **temporarily unreachable**.

PRO TIP:

Important items (like **Treasure Chests** in the regular game mode, and the **Golden Idol** in **Race for the Idol**) are **always** placed over **Block Traps!** Use this to your advantage!

Traps **can’t** be destroyed with the **Epickaxe**. They can only be bypassed with the **Mighty Shovel** or deactivated with **It’s-a-Trap!** (the same item that activates them).

Traps are also placed in a **symmetrical** way; **Block Traps** in the left side of the maze are also present in the right side.

PRO TIP:

It’s very easy to accidentally trap yourself while trying to block your opponent! Use traps carefully!

Item Boxes



By gathering diamonds in the maze, you'll unearth items that will appear in the form of a small **light brown chest** called an **Item Box**.

In the regular game mode, item boxes will appear after each **10 gems** you collect from the maze (this can be changed though. See **Custom Matches**) at a distance of **3 blocks** from your current location.

They will always prefer to spawn over an "empty" space, so they will **most likely appear behind you** (where you have cleared the path). They may spawn in front of you if there's a path ahead that is clear of gems. If no empty location is found, the game will pick any space at the proper distance (either ahead or behind you), and **temporarily** replace the item there with the item box it's trying to spawn.

Item Boxes contain a **random item**, and a **number of gems** (usually **5**, unless you **change this**) so it's normally a wise move to get them!







Items





While items inside the **Item Boxes** are random, the chances of getting them is not the same! The exact probabilities are different for each item!. There are generally speaking 3 levels of rarity: **Common**, **Uncommon**, and **Rare**.

Items also can also be categorized depending on their effect: Some have an **immediate effect**, while others have a temporary effect that will last for a couple of seconds and will either be a "**buff**" (benefit / advantage) for yourself, or a "**debuff**" (penalty / handicap) for your opponent.

Upon obtaining an item you can use it immediately or wait until the perfect moment comes, to better take advantage of it. Knowing the effects of each item and how often they appear will help you use them more effectively.

The list below shows the details for each one of the items in the game and their classification by effect type and rarity:

Icon	Name	Type	Rarity	Effect
	Squeaky Hammer	Debuff	Common	Temporarily confuses your opponent, inverting the directions on his or her controller.
	Turbo Sneakers	Buff	Common	Gives you a temporary boost of speed. Cancels The Ball & Chain . (if you are slowed down by its effect, this item will cancel the debuff instead).
	The Ball & Chain	Debuff	Common	Temporarily slows down your opponent. Cancels Turbo Sneakers (if the target player is under its effect, this item will cancel the buff instead).
	It's-a-Trap!	Immediate	Rare	Activates / Deactivates Block Traps . Cancels itself (if someone activated the traps with this item, using another It's-a-Trap will deactivate them).
	Epickaxe	Buff	Rare	Grants you the power to destroy walls (temporarily). Can't break through Block Traps .
	Teleporter	Immediate	Rare	Swap position with your opponent. Pretty straightforward!

	Hyper Hand	Immediate	Uncommon	Steals the last item obtained by your opponent. Cancels itself (Using Hyper Hand after you've been victim of this item will return the stolen item to you, unless your opponent gets another item before you play it).
	Mighty Shovel	Buff	Uncommon	Dig a hole and go underground, bypassing walls and Block Traps . Using the shovel removes any debuff or buff applied to your character. You are slower and can't use items while underground, but you can't be targeted by enemy attacks either.
	Ice Wand	Debuff	Uncommon	Freezes your opponent. The effect lasts for a couple of seconds, but your enemy can break free from the ice faster by moving the pad in all directions and pressing all the buttons. You can't use items while frozen.
	Roulette	Immediate	Uncommon	Spins showing all the possible items. "Using" the roulette while it spins will lock its type to the item currently on view, becoming that item. You can use it as such then.

Bufs and Debuffs



Effects of the items marked as "buff" or "debuff" are temporary and are shown in your character's picture in the corner of the screen. **Debuffs** in particular will give a distinctive "tint" to your avatar, showing that you are under a negative effect.

Each character can have only **one buff** and **one debuff** applied at any given time. Using a buff will replace any currently active buff. Same goes for debuffs (you can't be slowed down and confused at the same time!).

The **time left** before your current buff and/or debuff expires is shown in your profile picture. A **red arrow pointing down** will show your **debuff** timer, and a **green arrow pointing up** will display your **buff** timer. Use this information wisely!

Custom Matches and Game Presets

Since version 2.0 of the game, you can customize the rules and pace of **ASDAD** by changing different parameters. This is known as **Custom Matches** (or **Customized Matches**).

The following parameters can be adjusted to your liking:

Time	Duration of the match.
Item Spawn	Gems required for an item to spawn.
Maze Width/Height	Size of the maze.
Corner Treasure	The number of gems inside each Corner Treasure Chests .
Gems in Items	The number of gems found inside Item Boxes .
Gem Respawn	Rate at which gems will respawn in the maze.
Movement Speed	Character movement speed. If you think they move too slow try setting this to Turbo!



Several **Presets** are available from the start to show you how adjusting a couple of settings immediately change how the game is played! You can always take one of the **Presets** as reference, tweak some extra parameters and create your own **Custom Match!**

Here's a list of the current available presets, how they change the game, and what setting has been modified to achieve that result.

Preset Name	Core principle / Objective	Settings Changed
Items Won't Help!	Collecting items will not grant you gems, so depending on your luck, going back for an item may not be the best idea.	Gems in items set to 0.
Quick Match	A faster, shorter match of ASDAD .	Time decreased to 1:00 Maze Width and Height set to Small. Gem respawn set to Fast.
Item Craze	A match focused on using items like there's no tomorrow!	Item Respawn set to 5 gems. Gem Respawn set to Fast.
Treasure Hunt	Corner Treasure Chests are worth 100 gems so scoring them becomes key to victory. Items also spawn more frequently so things can get pretty intense!	Time increased to 3:30 Item Spawn set to 5 gems Maze Width and Height set to Large Corner Treasure set to 100 gems
No Loot	Corner Treasure Chests are worth just 1 gem so no one gets any advantage from claiming them. In fact, they are no longer chests.. just regular gems.	Corner Treasure set to 1 gem.

As previously mentioned, you are not only restricted to these **Presets** though! You can always tweak the match settings to your heart's content and change how the game is played!

NOTE:
Match Customization is not available in **Race for the Idol**.

Race for the Idol

Race for the Idol is a game mode introduced in version 2.0 of **ASDAD** where the objective is to reach the **Golden Idol** at the end of the stage before your opponent does.

In this mode there's **no time limit** (shown as **00:00**) and **no gems**, so there's no diamonds to collect. **Item Boxes** spawn at fixed locations in the maze instead, respawning after a couple of seconds after they've been obtained.



The **Gem Counter** from the regular game (middle of the top bar, under the timer), is replaced by a **Goal Distance Meter** that shows the distance of each player to the goal.

Two items are also absent in this mode; namely **The Epickaxe** and **The Mighty Shovel**.

PRO TIP:

A small **arrow cursor** in front of the character sprite will assist you in navigating the track, always pointing to the path or direction that **leads to the Idol!**

The Race for the Idol Track

Unlike **regular ASDAD mazes**, the track for **Race for the Idol** is not **fully** random, but built from a number of **blocks** of different sizes (which are chosen at random, yes, but since there are large chunks of terrain, you'll see several repeated sections while you play).

Each pre-built **block** has **2 lanes, one for each player**. Both lanes (of a particular block) are exactly the same length in tiles, contain the same number of **Traps** (separated by the same distance) and have the same number of **Item Boxes** (equally distributed).

The only exceptions to this rule are the **finishing** and **starting blocks** (top and bottom rows of the track, respectively) that are always the same (not chosen at random) and have two lanes **not** equal in size! Since they are basically straight paths with a corner that connects them to the rest of the track, one of the lanes is shorter than the other.

The game will make its best possible attempt to distribute the **blocks** in the middle in a way that connects the shorter "starting" lane with the longer "ending" lane and vice versa, **so both lanes are the same length and both players start at the same distance from the idol**.

However, this is not always possible, so there's always the chance that one player ends up with a slightly longer lane. This will balance over time (statistically speaking after a decent number of matches both players will have played on an equal number of longer/shorter tracks).

This difference is also not particularly relevant, as the amount of factors involved in the result of the race is extremely high. Getting lost or confused in the track (or flawlessly navigating it), finding good (or bad) items, using them poorly (or wisely), it will all affect the result at the end. If the player with the shorter track gets confused for a second, he or she will immediately lose the "advantage" he or she had.

While hopefully most of the matches will have equally sized lanes, when this doesn't happen it will be no different than starting in second position in a racing game. The number of factors and elements in between the starting and ending lines is too huge for any "head start" to have any meaningful impact on the result of the race.

The End?

There are many other “secrets” and details about the game that I could talk about, but they have no bearing on gameplay (like the many references to other movies, games and books, or the tongue-in-cheek humor and awful puns). Others are really obvious and easy to see (like the distinctive features of each **World**) so I don’t think they are worth discussing.

I hope to improve this guide over time adding any information that I may have accidentally omitted, or providing better descriptions for things that perhaps are not well explained right now.

If you managed to reach this point you either skipped the whole thing or you actually read it all (or most of it). You hopefully have now a deeper understanding of how everything works and maybe this will help you beat all of your friends and family in every match of **ASDAD** you play.

What is important to me though, is that you have **fun** with the game, regardless of your skill and knowledge of **ASDAD**, and regardless of whether you figured it out all by yourself or had to read this guide to learn the more “technical” details.

Enjoy the game!

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