



**AdriaGames**



## **AdriaBATTLE Users Manual**

### ***Table Of Contents:***

1. Requirements .....	1
2. Getting Started .....	1
3. Game Controls.....	2
4. Scoring.....	2
5. The status field.....	2
6. Levels and A-sites.....	3
7. Automatic Saving and Loading.....	3

### ***1. Requirements***

Data space requirement: 3 kb

Program space requirement: 107 kb

Mobile phones that support this application are: Motorola T720, Motorola T731, Audiovox/Toshiba CDM-9500, Samsung SCH-A530, Samsung SCH-A561, Samsung SCH-A605, Samsung SCH-A610.

For technical support, questions or feedback:

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[www.adriagames.com](http://www.adriagames.com)

### ***2. Getting Started***

The objective of this game is to destroy enemy tanks while avoid getting hit yourself and protecting your A-Bomb depot (yellow with A-sign at the bottom of the playfield) at as many A-Bomb sites as possible (up to 25).

You can destroy enemy tanks by firing shells at them (key 5 or Select key).

Enemies arrive at the site one by one (the higher the Level the faster they arrive) at the upper left or upper right corner of the site. Enemies move randomly for a random amount of time (limited by the choosen Level) after which they try to get directly to your depot to destroy your Bombs.

Both you and the enemies can destroy walls by firing at them twice.

There are 25 different A-Bomb sites. You advance to the next site upon destroying all enemies that have arrived at that site, other enemies then abort the attack and

you get a bonus dependant on how many enemies have aborted the attack. There is a maximum of 9 enemy Tanks at each site.

Levels differ in enemy speed, reinforcement arrival intervals and random movement intervals from Level 1 as the slowest to Level 9 as the fastest.

You can avoid being hit by firing at enemy shells.

You have 3 Tanks at your disposal but only one can defend the site at once. When one of your Tanks gets hit the next one rolls out to defend the site.

The game is over when all off your Tanks are destroyed or you're A-Bombs get destroyed. The game is finished when you succsede to defend all 25 of your A-sites.

### ***3. Game Controls***

You can move in 4 cardinal directions: arrow keys or keys 2, 4, 8, 6; shoot with the select key or key 5 and pause the game with the clear key that displays a «Game paused» message over the playfield instructing you to either press the clear key again to get to the main menu or any other key (except the end key) to continue the game. When you continue a paused game from the main menu you also get to such a screen (to give you a chance to inspect the situation on the playfield before enemy movement starts).

A paused or suspended game can be continued but when you exit the game completely you have to start fom A-site 1.

In the Main Menu under Options, you can turn the game Sound and Music on or off. These settings, along with the Level you were playing, will be saved after you terminate the game.



### ***4. Scoring***

Each Level has a point multiplication factor (F) which increases with Level. You gain points for every enemy destroyed with your shell (10 x F), and even more (15 x F) for every enemy reinforcement Tank that aborts the attack. Hence you gain most points by destroying all enemies arrived at the site as soon as possible at the highest Level you can manage.

### ***5. The status field***

Above the Playfield is a status field, which consists of the following indicators:

- S - Current site;
- L - Current Level;

- **Sc:** - Score;
- **Blue Tanks in status line** - remaining players Tanks;
- **Blue Tank in playfield** - players Tank;
- **Red Tanks** - enemy Tanks;
-  - A-Bomb;
-  - Wall.

## ***6. Levels and A-sites***

There are 25 A-sites at which you have to defend your A-Bomb depot. Every level has a different wall layout with less barricades (easier access) for the enemies at higher A-sites. Levels differ in enemy movement speed, intervals of random movement and intervals between enemy arrivals. It is easier to destroy the enemies at lower Levels but since the points gained are Level dependant and the overall score should be higher at higher Levels.

## ***7. Automatic Saving and Loading***

Whenever you exit the application your preferences (Sound/Music on/off) from the options menu and the Level played are saved. When you re-enter the application these options will be effective.

When the game is over (player destroyed) or finished (all A-sites defended) the score is compared with the 5 best scores since and if it is better than any of them you are asked to enter your name (up to 6 characters) to be included in the high scores list (and the worst score is dismissed).