

AdriaBEAST Users Manual

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Requirements

Program-Space-Requirement: 110Kb

Data-Space-Requirement: 62Kb

For technical Support, questions or comments please email us at:

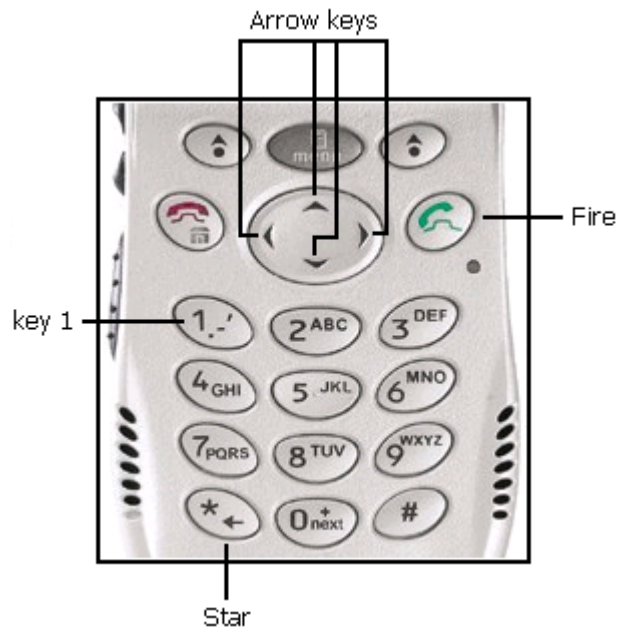
support@adriagames.com

Geting Started

You are a worker at the pyramid. By digging the hole in the ground you have discovered an ancient map. Being very foolish, following curious instincts in your blood, you tried to explore the map. Unfortunately somehow you lost your way within labyrinth and you have to find the way out of the maze going through the 50 chambers while nasty creatures are after you. Some of them are faster then you are while the others are just as fast as you.

Game Controls

Game controls are strait-forward. You use up, down, left, right key (arrow keys on picture 1) to move through the labyrinth. Fire key (fire key on picture 1) is used to stay in the place while the beast try to get to you. To undo move press key «1» (key 1 on the picture 1). To restart the level press key «*» (marked as star on picture 1).

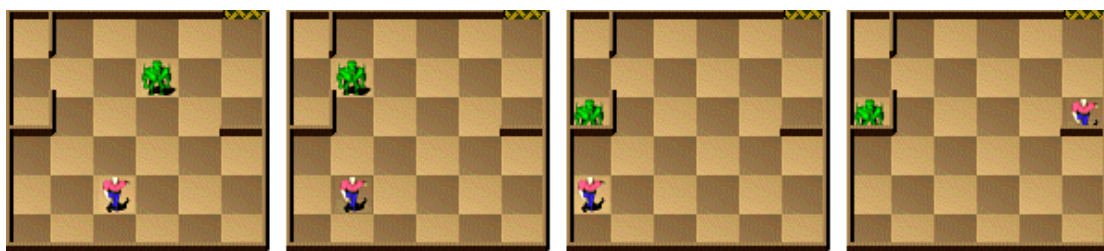


Picture 1.

Beasts Movement logic

Beasts start to move when you finish your move. As you will see there are beasts with two and six legs. Two legged beasts can move two squares per turn, whereas 6 legs beasts can move only one square per turn. However, they are moving in strict, predefined way;

Green beasts are moving towards you, if possible, horizontally first. On the other hand, red beasts are going vertically first. Two situations are explained in the example given in the picture 2.



Picture 2. a

Picture 2. b

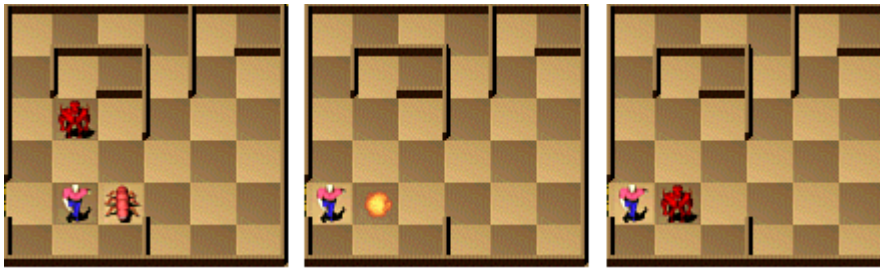
Picture 2. c

Picture 2. d

Picture 2. a is a starting position. From the starting position you go to your left. The green beast is trying to get to you following imaginary line connecting the two of you going horizontally first. The beast moves two steps at the time, while you move one (picture 2. b). Same thing is explained on the picture 2. c. The beast is now blocked by the walls. Beast will not move until you reach second horizontal line from the top. At that point imaginary line connecting you goes vertically first, allowing the beast to come out from the boundary.

Situation with red beast is very much alike; only difference is that the beast is moving toward you going vertically first as stated earlier.

Two beasts can fight one another if they come to the same spot. General rule is that two legs beast always wins. If both beasts in the battle have two legs beasts one of them will win. See picture 3.



Picture 3.

Saving and Loading

Player should save the game each time prior to exiting the game, as the game will not be automatically saved. Once the application is loaded player can continue the game by loading.

Scoring

You will get 150 points for each level successfully solved plus extra credit if the level is solved in 5 minutes time. At the game end you will be notified how big your score is and will be entered in the hi score list accordingly.