



AdriaCOMBAT Users Manual

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1. Requirements

Data space requirement: 200 b

Program space requirement: 135 k

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

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2. Getting Started

The objective of this game is to destroy all enemy Tanks without being destroyed yourself. In a square playfield is your Tank (colored blue), a number of enemy Tanks (colored red), a number of Antitank mines and four Teleport Tunnels in the playfield corners (which you can use to escape from the enemy simply by entering in one of them and reappearing in a new random empty position). The game is divided in 8 Levels with 5 Sublevels each. The Levels differ in player/enemy ability (Table 1. Levels section) while Sublevels differ in the number of enemies and Antitank mines. In those Levels in which the player can not rotate in place (no rotation) beside shooting the enemy you can lure them to crush into each other or Antitank mines, but be careful with it in Levels in which enemies move semiintelligent.

Once you have completed a Level it can be played again any time until you choose "New Game" from the Play Menu which erases all Level scores and sets the highest played Level to 1 (for the chosen size).

The game is finished when you destroy all the enemies in all 40 Sublevels. The game is over either by finishing it or getting destroyed by either an enemy running into you, you running into a mine/wrack or an enemy shooting you. When the game is over or you have played a level again your overall 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).

3. Game Controls

You can move in any of 8 directions but enemy tanks will also move towards you.

Cardinal:	arrow keys or keys 2, 4, 8, 6;
Diagonal:	keys 1, 3, 7, 9;
Rotate in place:	0;
Shoot:	select key or key 5;
Pause the game:	clear key.

You can shoot and destroy enemy tanks when in target (a yellow target sign on top of the targeted enemy) or advance the movement of the enemy tanks without your movement (and without loss of points) when nothing in target. You can rotate in place in even numbered Levels. You can pause the game (clear key) and go to the main manu (clear key again) with ability to continue the game (except if you exit the game completely or change the playfield size).

In the Main Menu under Options, you can turn the game Sound and Music on or off. You can also turn the animation (player/enemy destruction, Shell flight) on or off. There are 3 Playfield sizes you can choose (changing the size cancels the paused game). These settings will be saved after you terminate the game.

4. Scoring

Each sublevel has a point multiplication factor (F) that increases with each Level and Sublevel. You gain points for every enemy destroyed by collision into a mine or another enemy (5 x F) or with your shell (10 x F). You lose points for every change in position but not for rotating (-1 x F) and for use of the teleport tunnel (-3 x F).

5. The status field

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

- **Lev** ... Current Level
- **SubLev** ... Current Sublevel
- **Sc** ... Overall Score
- **LSc** ... Level Score

6. Levels

The Levels differ in player and enemy ability (Table 1.) while Sublevels differ in the number of enemies and Antitank mines.

	Player	Enemy	
	Rotation	Movement	Shooting
Level 1	∅	Drone	∅
Level 2	Yes	Drone	∅
Level 3	∅	Semi intelligent	∅
Level 4	Yes	Semi intelligent	∅
Level 5	∅	Drone	Yes
Level 6	Yes	Drone	Yes
Level 7	∅	Semi intelligent	Yes
Level 8	Yes	Semi intelligent	Yes

Table 1.

7. Automatic Saving and Loading

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

When you finish a level for the first time the level score is saved and the new highest level for that size is also saved.

When you play a level again and achieve a better score that score is saved as that levels score.

When the game is over, finished or a level played again with a better score the overall 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).