



AdriaGames



AdriaFIGHTER Users Manual

“ A challenging fighter game for all ”

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1. Requirements

Data space requirement: 2 k
Program space requirement: 250 k

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

For technical support, questions or feedback:
support@adriagames.com
www.adriagames.com

2. Getting Started

This is a classic fighting game with realistic kicking and punching action and impressive graphics. The goal is to fight against a virtual opponent and beat him. Your fighter is always on the left side and your opponent is on the right side of the game screen. There are 9 levels of ascending difficulty. Once the energy of your opponent decreases to zero, you will go on to the next level. The game is over if your energy is depleted. The faster you beat your opponent with the most amount of energy remaining, the higher your score. Each move and successful strike against your opponent is accompanied by auditory feedback. Your opponent's strikes against you generate a different sound. You have a wide range of actions: three types of kicks to different parts of the opponent's body, as well as three different types of

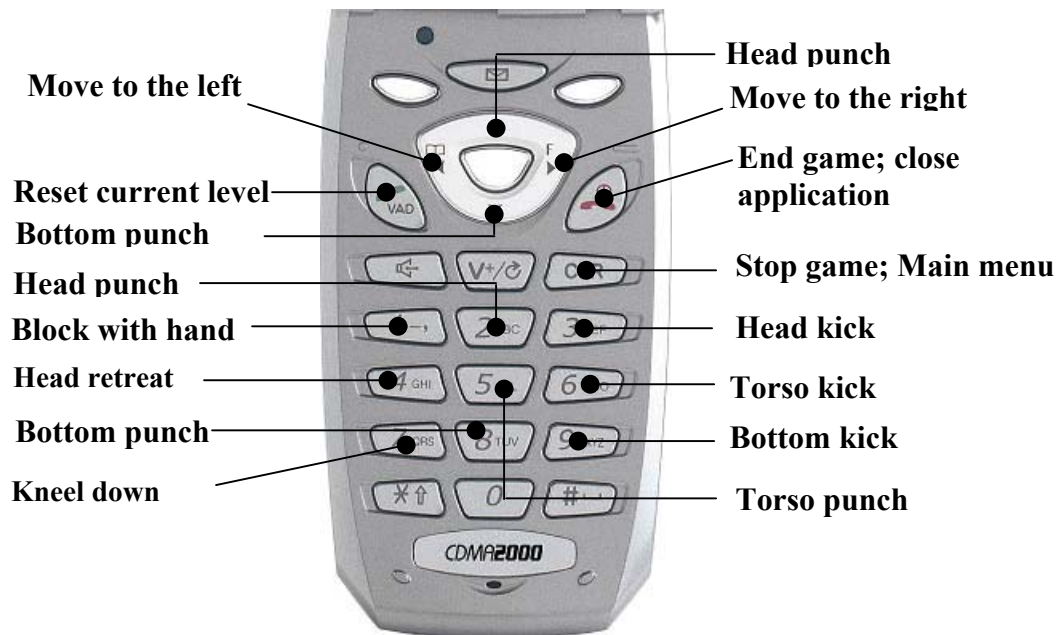
punches. Moreover, you can block or avoid some opponent's strokes and move left or right.

3. Game Controls

Control your fighter's actions by pressing buttons on the handset. Your fighter is able to make different types of the blocks, punches and kicks. Each column of buttons maps to different actions (blocks, punches, and kicks). **(Picture 1)**

Use keys 1, 4 and 7 for three types of blocking to avoid strikes against different parts of your fighter's body. The 2, 5 and 8 keys are used for three different types of punches and the 3, 6 and 9 keys for three different types of kicks **(Table 1)**. In addition, you can use up and down arrow keys for the same punches that can be triggered by using the 2 and 8 keys, respectively. Use the left or right arrow keys to move your fighter to the left or to the right.

You can pause the game by using the 0 key. To continue the game, press the 0 key. Use the CLR (CLEAR) key to stop the game and exit to the Main menu. You can continue the game by selecting "Continue" in the main menu. You will then return to the position where you left off.



Picture 1.



	Key 1 Block with hand		Key 2 Head punch		Key 3 Head kick
	Key 4 Head retreat		Key 5 Torso punch		Key 6 Torso kick
	Key 7 Kneel down		Key 8 Bottom punch		Key 9 Bottom kick

Table 1. Fighter-1 actions

4. Scoring

Your level score depends on the level, percent of your energy remaining at the end of the current level and the time spent at that level. The more of your energy remaining and the faster you beat your opponent, the higher your level score will be. Total game score is a sum of the previous level scores and current score of the last level played. If your score is among five best scores you will be asked to type your name in the high scores list (Picture 2).



Picture 2.

5. The status field

At the top of the game screen is **the status field**, which is divided in the two parts. At the left side there is **the level indicator** showing the current level you play and at the right side there is **the level timer** showing total time spent on the current level. The energy status bar of your fighter is at the left side of the game screen, while the energy status bar of your opponent is at the right side (**Picture 3**).



Picture 3.

6. Automatic Saving and Loading

During the game, you can pause the action with or without exiting to the main menu. You can resume the game from where you left off, even if you terminate the application. You can terminate the application by either pressing the CLR (CLEAR) key twice or by pressing the END key. Game options, such as the high-scores list and music or sound on/off, are saved.

7. Screen Shots

