



**AdriaGames**



**Mobile phone & games: Always with you, always fun!**

## **AdriaHERO Users Manual**

### ***Table Of Context:***

1. Requirements.....	1
2. Getting Started.....	1
3. Game Controls.....	2
4. Goals of the game.....	3
6. The status field.....	3
5. Levels.....	4
6. Scoring.....	4

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

Data space requirement: 10 k  
Program space requirement: 99 k

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

For technical Support, questions or comments please email us at: [support@adriagames.com](mailto:support@adriagames.com)

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

After you have downloaded the game to your mobile device, get ready to play.

Upon entering the game, the splash screen appears, along with music file playing. You can wait for it to finish, or press any button to jump to the main menu.

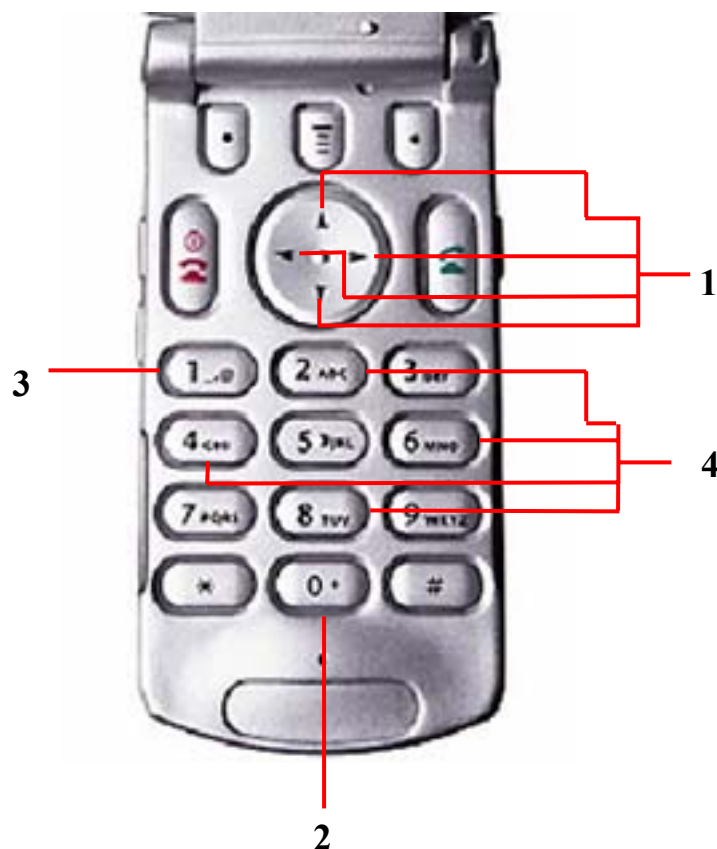
Once you are in the main menu, choose a level to start and have fun playing!

### 3. Game Controls

Game controls are strait-forward. You use *up, down, left, right key* (marked 1 on picture 1) to move through the labirinth. As well as you can use corresponding *number-keys on the phone-keyboard* (marked 4 on picture 1):

- *Key 4* for move in the left direction,
- *key 6* for move in the right direction,
- *key 2* for move in the up direction,
- *key 8* for move in the down direction.

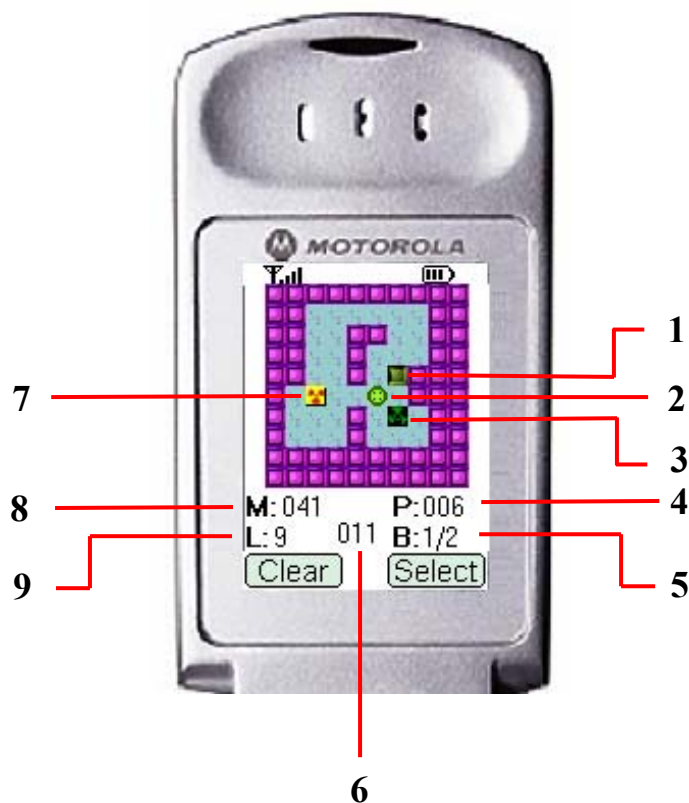
To undo one move, *key 1* should be used (marked 3 on picture 1). To restart the level, *key 0* should be used (marked 2 on picture 1).



**Picture 1**

#### 4. Goals of the game

Goal of the game is to place all **the radioactive yellow boxes** (marked 7 on the picture 2) in **the radioactive place - holders** (marked 3 on the picture 2). When box is placed in the radioactive place – holders, its look is changed (marked 1 on the picture 2).



**Picture 2**

Radio-active boxes are pushed around by the **robot player** (marked 2 on picture 2) only one at the time. When you place all the radioactive yellow boxes in the place-holders you finish the level.

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

At the bottom of screen there is ***the status field*** which is consist of the following indicators:

- **number of player moves (M)** (*marked 8 on the picture 2*) in the current level,
- **number of box pushes (P)** (*marked 4 on the picture 2*), in the current level
- **current level (L)** (*marked 9 on the picture 2*),
- **number of boxes (B)** (*marked 5 on the picture 2*), placed in the marked fields/ total number of boxes
- **level timer** (*marked 6 on the picture 2*) showing total time spent on the current level.

## ***6. Levels***

At the beginning you are to start with the first level, slowly upgrading your skills. When you solve the level, you go on the next (harder) level. During the game you can go back to play any finished level to improve score of that level. There are twenty levels available, so you shouldn't get board.

## ***7. Scoring***

**The level score** is a combination of *number of pushes, number of moves, and time spent for the level*. The fewer values of these parameters, the better the result will be. **Total game score** is sum of all particular *level scores*.

If you are successful enough to finish all twenty levels and if you are good enough to have total score among five best scores you will be asked to type five letter initials for **the hi-score list**. We want to see your name there.

**Good luck!!!**