

# AdriaMIND Users Manual

## Table Of Context:

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

## Requirements

Data space requirement: 52k

Program space requirement: 110k

Motorola color mobile phones that support this application are: i95cl, T720, Accompli 009, etc.

Motorola black and white phones that support this application are: i85s, i90c, i90cll, i88s, etc. AdriaMind Game looks prettiest when you use color mobile phone, although it can be used with black and white phones.

## Getting Started

AdriaMind is a game of logic and speed. At the beginning you are to start with the first level, slowly upgrading your skills. When you master the level, you should continue the game on the next (harder) level. There are 5 levels on your disposal, so you probably would not get bored.

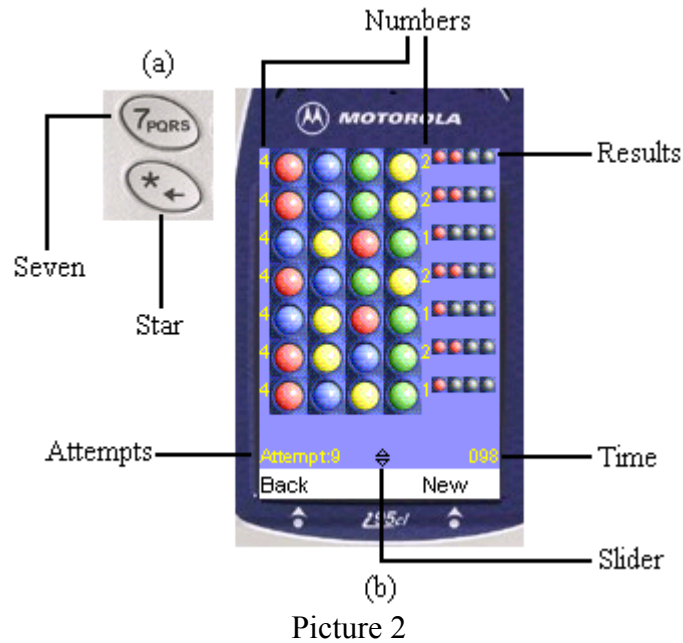
## Game Controls

Game controls are pretty much strait-forward. You use up and down key (marked 3 on picture 1) to choose between colors. Left and right keys (marked 2 on picture 1) are used for moving cursor left and right.



Picture 1

Final combination must have all 4 different colors. Once the final combination has been decided press fire (marked 1 on picture 1). While you are playing some combinations will disappear from the screen. At that time little slider appears at the bottom (slider on picture 2 b), showing where you can scroll. You can scroll screen down and up by pressing star and seven button (star and seven on the picture 2 a).



### **Goals of the game**

Goal of the game is to hit four randomly given colors (or images for black and white phones). For every guess you will obtain result in the form of two numbers (Numbers on the picture 2 b). Left number is the number of colors you have successfully guessed, while right number is the number of colors being in the correct place. Pretty similar is the result status line (Result on the picture 2 b).

### **Levels**

You can choose between 5 levels. First level has only four colors, second has five, etc. The number of colors decides difficulty of the level.

### **Scoring**

Scoring is basically 1000 minus time you have spent for solving the game. So more time you spend solving the level worse the result will be. If you are successful enough you will be asked to type three letter initials for the hi-score list. Each level has its own, 5 names long, hi-score list. We want to see your name there. Good luck!!!