



AdriaTURN Users Manual

“Rotate a random distributed numbers to align them in the order”

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1. Requirements

Data space requirement: 500 bytes

Program space requirement: 45 k

Mobile phones that support this application are: Motorola T720, Audiovox/Toshiba CDM-9500, Samsung SCH-A530, Samsung SCH-A561, Samsung SCH-A605, Kyocera 3035, Kyocera 3225, LGE VX10, LGE VX4400, Sony-Ericsson T606.

For technical support, questions or feedback:

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2. Getting Started

This game requires the player to align the number squares correctly in the given square matrix. On the beginning numbers are randomly aligned within the matrix and player is try to align them by rotating them within given rectangle beginning from the number 1 in upper-left corner and continually aligning consequent numbers row by row. The game end when matrix is correctly aligned.

3. Game Controls

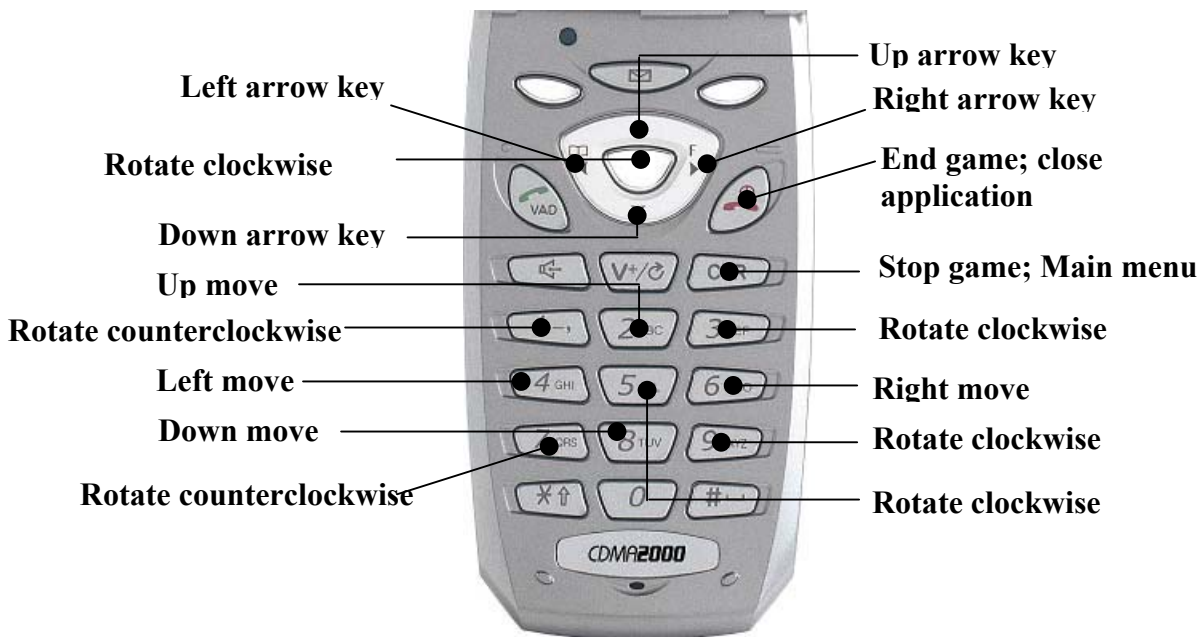
You can use arrow keys or 2,4,6 and 8 to move. Pressing 5 or SELECT will rotate the square box clockwise. 9 and 3 will also rotate the box clockwise while 7 and 1 will rotate it counterclockwise. To pause the game and exit to the main menu, use the CLEAR (CLR) key. If you continue the game, you will return to exactly where you left off.

In the Main Menu under Options, you can adjust Animation, Color and Sound options.

In color mode of the game numbers are colored so player could easily track number that belong to the same row.

If animation is also chosen as option in color mode rectangle around square numbers will blink, otherwise not.

Sound option turns on and off rotating sound. These settings will be saved after you terminate the game.



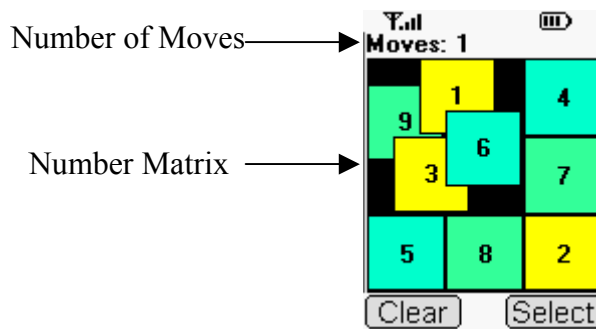
Picture 1.

4. Scoring

Scoring is based on the number of moves and chosen level. The lesser number of moves is and the higher level is the bigger score will be. If number of moves is bigger than 5000 player won't receive any points.

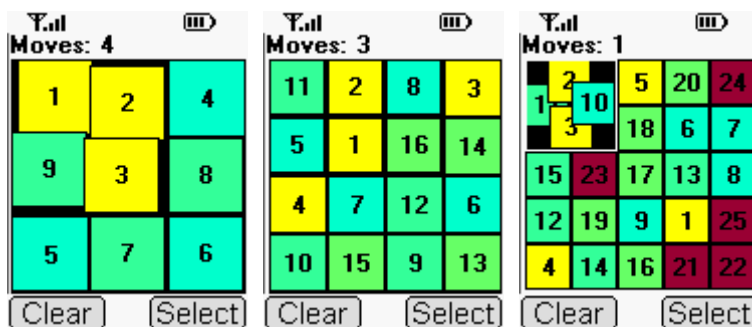
5. Screen layout

On the top of the game screen current number of moves is displayed. The rest of the game screen is occupied with number matrix.



6. Levels

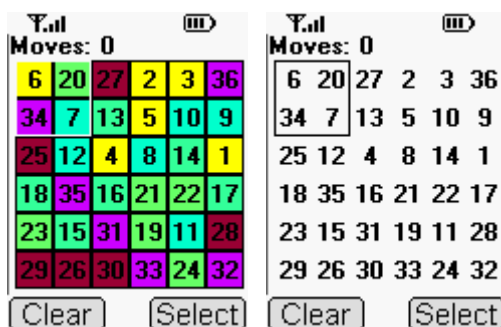
The number of levels depends on the device capabilities of displaying consequent numbers and it varies from at least 3 levels to about 9 levels on screen-wider devices.



Level 1

Level 2

Level 3



Level 4

Level 4
without color

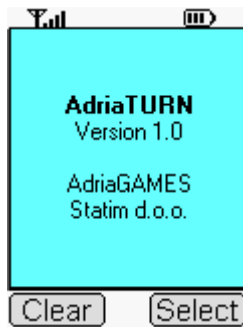
7. Automatic Saving and Loading

You can terminate the application during a game by either pressing the CLR (CLEAR) key twice or by pressing the END key. Game options as well as high-score list will be saved.

8. Screen Shots



Start



About