

STARASSAULT

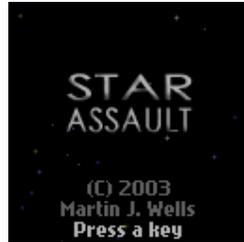
VERSION 1.0

GAME GUIDE

Introduction

Star Assault is a full-color J2ME action game where the player pilots a star fighter through a series of random generated levels.

As the game progresses the player must navigate through ever more complex levels defeating new enemy types along the way.



The game features:

- Four-way scrolling color graphics including a panning camera system to maximise the "forward" view space on a small screen.
- Optional online scoring with world-wide player rankings.
- Advanced physics environment (ram other ships, bouncing weapons fire).
- Smart enemy AI.
- Auto-level save.
- Runs on Nokia Series 40 or equivalent device.

Getting Started

After loading the game onto your phone (or emulator), use your built in Application Manager to launch the game (press any key to skip past the splash screen). Use the menu to optionally configure the keys used to navigate the ship (this is recommended if you have a phone with an abnormal keypad layout). Once configured, you can start a new game using the New Game menu option.



As you enter the game a new level will be randomly generated. Your goal is to navigate the level, destroying any enemy ships you encounter along the way. To exit a level you must find a gateway (a flashing yellow circle).

To pilot your ship use the controls LEFT and RIGHT to steer and DOWN to reverse

thrust (the ship will auto-thrust forward). Don't worry about hitting anything, you'll just bounce off. To fire the primary weapon press UP.

The ship is equipped with a shield to protect it against most enemy impacts. You can see the current ships shield level in the lower left-hand



corner of the screen (the green bar). As the ship is hit by weapons fire, or crashes into enemy ships, this level will drop (if it reaches zero the ship is destroyed). The shield will recharge automatically over time at a slow rate.

As you progress you'll earn points for destroying ships. Your current score is displayed in the top right-hand corner of the screen. At the end of the game you will have the option to upload the score via the Internet and receive an online ranking relative to all other players of the game.

Menus

The in-game menu provides the following options:

Selection	Function
New Game	Start a new game (a warning will be given if this overwrites an existing game)
Restart Level	Restarts the game from the last saved level.
Resume Game	Only appears if a game is in progress, or a previously saved game is available. Select this option to resume the game from that point.
Settings	Modify game settings including Auto-fire, Panning View, Star field display and whether Vibration should be used (on supported phones).
Change Keys	Change the default numeric key setup.
Help	Review basic information about the game.
About	Game credits.

Game Controls

Piloting the ship is quite a skill in itself. It might help to keep in mind the physics reflect the weightlessness of space. By default the ship is always thrusting forward (unless you hold down the reverse thrust key) so it will always be "pushed" in the direction it's facing. If you turn the ship this thrust will counteract your current direction, so rather than immediately turning your ship will slowly swing to a new direction. Learn to use this to your advantage (especially when trying to target enemy).

Key	Numeric	Function
Up	2	Fire
Down	8	Reverse Thrust
Left	4	Steer Left
Right	6	Steer Right
Game A	5	Fire Plasma Torpedo
Game B	7	View map
Option/Go		Return to menu
#		Fast forward dialog

Hints & Tips

- Turn on Auto-fire if you have trouble hitting fire and manoeuvring at the same time.
- Sometimes it's better to ram an enemy, especially if you need a fast exit from an overcrowded room.
- Try to gain as much value from a level before moving on to harder ones (don't leave areas unchecked).
- Back-off if your shields are getting too low and let them recharge.

Troubleshooting

- Ensure you are using a version of the game appropriate to your phone model. There are many different versions tuned to different phone capabilities.

Technical Data

The game has been developed to work with most handset types which have a JAR size of 64K or greater. We have versions for Nokia Series 40/60 as well as the 64K JAR size Series 30s such as the 3510i. A default MIDP 1 version should also adapt

well to most other MID types however it has not been tested on other physically devices.

Internationalisation is supported through an external text resources file.

Credits

Lead Programmer: Martin Wells
Art & Graphics: Colin Pyle

Company

Insert background info on your company.

Contact

For further information on this game please contact <Email Address>.