The RifleSLUGs-W game for Palm OS

Version 3.1

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Contents:

About the game

You have downloaded the game «RifleSLUGs-W», which is a battle step-by-step strategy. The idea of the game is struggle for existence between two armies of slugs. Two armies annihilate each other by different weapons. Remember that an accurate and wise enemy hits the mark. You must be clever and skilful to win the game.

You can play with the computer or with your friend (on one device or on two different devices via Infrared port, Bluetooth or Internet). There are 5 levels of the computer intelligence. Every time you begin to play you may choose one of the available maps (at the moment there are 17 maps). Winning strategy on each map is absolutely different. You and the other player make your moves one after another.

So, four your soldiers (slugs) are eager to begin fighting. You can govern them. But do not forget about four enemy's slugs. Let us begin playing at last!

System requirements

The game is designed only for devices with <u>color high-resolution screens</u>. Besides, to play on two different devices there should be IR-ports or built-in Bluetooth modules on both devices. To play via Internet you should set Internet connections on both devices.

ATTENTION:
Please keep your device charged for at least 30 percent. This charge is necessary for the game to work properly.

Demo-version limitations

The demo version of the game contains only one map. There are 4 separate packs of maps (each pack contains 4 maps), which you can install on your device after the installation of the demo version.

If you are going to play in the demo mode, there will be several demo version limitations. The first limitation: you may use only one map (playground) while 17 different maps are available in the commercial version. The second limitation: you may begin the game only 10 times on one device (player versa computer and player versa player) and 10 times on two different devices (via IR port, Bluetooth or Internet). An interrupted game is considered as a played game despite the reason of the interruption. While playing via Internet you may create only 3 new logins and password for each login should be received from the Internet game server. If at least one map pack is registered on your device, you can set passwords for created logins yourself (the number of logins will be unlimited).

Installation

1. Back up all data from your mobile device to your desktop PC or to extension card.
2. Run the Palm Desktop program on your desktop computer (the Palm Desktop icon is on the desktop). Then click the Install Tool icon in the Palm Desktop window.

3. In the appeared window add the RifleSLUGs-W.prc file. To add a file into the Install Tool window you should drag-&-drop the file there or press the Add button and set location of the file you want to add.

4. Press the Done button.

5. Synchronize your device with the desktop computer using the HotSync program. After synchronization RifleSLUGs-W will be installed.

To install map packs you should do the same procedure for each map pack file (for example, for the pack1.prc file to install the first package of maps).

ATTENTION:

-   For devices "Palm Tungsten T" we recommend you to install the file (update for the operating system) PalmTungstenTUpdate_enUS.prc that you can download here http://www.palmone.com/us/support/downloads/tungstent_update.html (on the right in the column "Download" choose a link, which suits you). After installation you will be able to enjoy sound in "Rifle SLUGs" in full measure.
-   For devices "Palm Tungsten T3" we recommend you to install the files AppSlipRotate.prc и StatusBarLib.prc, which are included in the game package. These files will let you play the game in the screen resolution mode 320 * 480. Both files should be installed during one synchronization process.

How to play

How to register the game

There are 4 separate packs of maps (each pack contains 4 maps), which you can install on your device after the installation of the demo version. The first and the second packs are included in the commercial version package. For the first and the second packs you can use the same registration code. Any other map pack should be registered with its own serial number.

When you launch the game, you will see the splash-screen with the button «OK» at first. After tapping the «OK» button you will proceed to the *Main game menu*. To start the game in the demo mode you should tap the «Fire» button in the center of the main game menu.

To register installed map packs you should open the «About» window and tap the button «Register maps». Then in the appeared window you should enter the registration code for each installed map pack.

Main game menu

After the splash-screen you go to the main game menu. The main game menu looks like this:

There are five buttons in the main game menu.
- The button «ABOUT» (in the left top corner of the screen) is designed to show you the information about the game developers. In the appeared window you can register your version of the game. If you tap the «BACK» button on the «ABOUT» screen, you will return to the main game menu.
- The button «HI SCORES» (in the right top corner of the screen) is designed to show the list of the top 10 players who won the computer. We sincerely hope that you will be able to type your name in the first line of this list! There is the «BACK» button on the «HI SCORES» screen. If you tap this button, you will return to the main game menu.
- The central button «FIRE». After tapping this button you will proceed to the *Game mode selection window*.
- The button «WEAPONS» (in the left bottom corner). After tapping this button you will proceed to the *Weapon settings*.
- The button «OPTIONS» (in the right bottom corner). After tapping this button you will proceed to the

General game settings.

General game settings

You can see the general game settings panel in the picture below:

Here you can find the following settings:

- *Computer intelligence.* You can choose the power of the computer mind from the top set of buttons. The left button in this set corresponds to the lowest power of the computer mind; the right button corresponds to the highest power of the computer mind.
- *User skills.* You can choose a level of your skills. The left button in this set corresponds to the beginner; the right button corresponds to the expert. If you are an expert, the time period to make a move will be rather short.
- *Enable select active slug.* Using this checkbox you can enable or disable the possibility to choose an active slug for a certain move.
- *Slugs talk.* Using this option you can allow or forbid the slugs to talk during the game.

In the general settings panel there is the «BACK» button that will bring you to the main game menu.
In this panel you can also tune the game sound volume.

Weapon settings

You can see how the weapon settings panel looks in the picture below:

Here you can see the picture of every available weapon, names of weapons and ammo for every weapon. Ammo of a weapon belongs to the interval from 0 to 9 and for some weapons ammo can be unlimited (∞). To change ammo of any weapon you should tap the button with the picture of that weapon. Every time you tap a weapon button its ammo changes. Please find the detailed information about the weapons in the *Weapon description* section.

On the Weapon settings screen there is the «BACK» button (this buttons returns you to the main game menu) and the «DEFAULT» button (default settings).

Game mode selection window

In this window you can choose one of the following game modes:
- Player versus computer
- Player versus player on the same device
- Player versus player on two different devices via Infrared port or Bluetooth
- Player versus player on two different devices via Internet.

Player versus computer
After choosing this mode you will proceed to the

Map selection window.

Player versus player on the same device
After choosing this mode you will proceed to the

Map selection window.

Player versus player on two different devices via Infrared port or Bluetooth
After choosing this mode you will see the following window:

To begin with, you should choose a kind of connection that you are going to establish between two devices: via Infrared port or via Bluetooth. Then on one device the player should tap the button «Create new game», the other player should tap «Connect to game» on the other device.

When connection is established between two devices, both players will see the map selection window. That player who created the game (tapped the button «Create new game») can make his choice. Besides, it is possible to choose user skills (the same for both players), switch on/off the option «Enable select active slug» in the map selection window, and specify weapon settings. The other player can reject playing with chosen game settings.

If you have finished setting game options, tap «OK». The game will start. Yellow slugs will belong to the player who created the game.

Player versus player on two different devices via Internet
To begin with, you should connect your device to the Internet. On the Applications screen of your device open «Prefs» and choose the category «Network». In the appeared window you should enter connection parameters. After setting parameters be sure that connection to the Internet is established (for example, the button «Connect» will be replaced by the button «Disconnect»).

ATTENTION:
1. Customer support service of Paragon Software (SHDD) will not help you to establish an Internet connection on your device.
2. The connection WAP over GPRS is not suitable for connection with the game Internet server.

When connection to the Internet is established, launch the game again and tap «Network» game in the *Game mode selection window*. You will see the following screen:
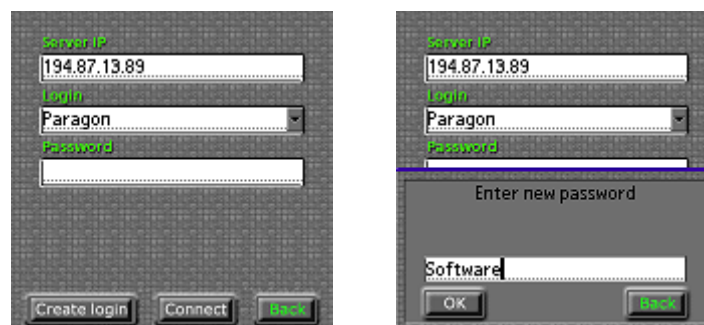
In this window you should type the server IP-address (at the moment there exists only one Internet server which allows to play RifleSLUGs via Internet and its IP is 194.87.13.89). Then, if you would like to use an existing login and the appropriate password, you should type them

and tap the button «Connect». If you would like to create a new login and set a password for it, you should type them and tap the button «Create login». If you are trying to play in the demo mode, you will be asked to enter your e-mail and your demo-password will be sent to your e-mail.

When your device is connected to the Internet-server, you will see the following screen:

In the top window of the screen you will see system messages and messages sent by members of one group to each other. To send a message to your competitor, who belongs to the same group as you do, you should type the message and tap the button «Send».

In the bottom window of the screen you will see the list of the player groups. By default there exists only one group «Global». You can create your own group (using the button «New group») and invite your friend to join it. To enter a group you should tap its title in the list of groups.

When you enter a group, you will see the following window:

In the bottom window of the screen you will see the list of players who belong to the current group (that you have just entered). Those players who are playing with someone at the moment are shown in gray, unpaired players are shown in black. Next to each player name you can see two digits in brackets (for example, 1/1): the first digit means the number of won games, the second digit means the total number of played games.

To choose a competitor you should tap his/her name in the list of group members. Then you will be asked to confirm your choice and to set the game options. That player can set game options, who invited the other player. The other player can disagree to play with chosen game options. In this case both players will return to the list of group members.

To exit the current group you should tap the button «Up». If 0 players belong to a certain group, this group will be deleted automatically (except the group «Global»).

To disconnect from the Internet-server you should tap the button «Disconnect».

If a game via Internet is interrupted, that player will lose the game, on whose side the game will be interrupted.

Map selection window

Use the scroll bar to look through the available maps. Tap the «OK» button to begin playing on the map you are looking at.

If you are going to play with your competitor via Infrared port, Bluetooth or Internet, in this window you will be able to choose user skills (the same for both players). That player who tapped the button «Create new game» can make his choice. The option «Enable select active slug» is also available in this window. Two players can play only on maps registered on both devices.

Playground

All the maps are larger than the screen area. That is why while playing you will have to move the map by your stylus. If you have chosen a map, the game begins.

In the picture below you can see the playground (the battlefield). Your army of four slugs has already been placed on this playground. The other player's army is there too.

On the playground you can see the following things:
- A piece of the chosen map that contains castles, bridges, mountains, and other different things where the slugs can move.

time from the beginning of the game

wind descriptions

time remaining to make a move

total life energy of team

bonus

enemy's slugs

sight

life energy

your slugs

control panel
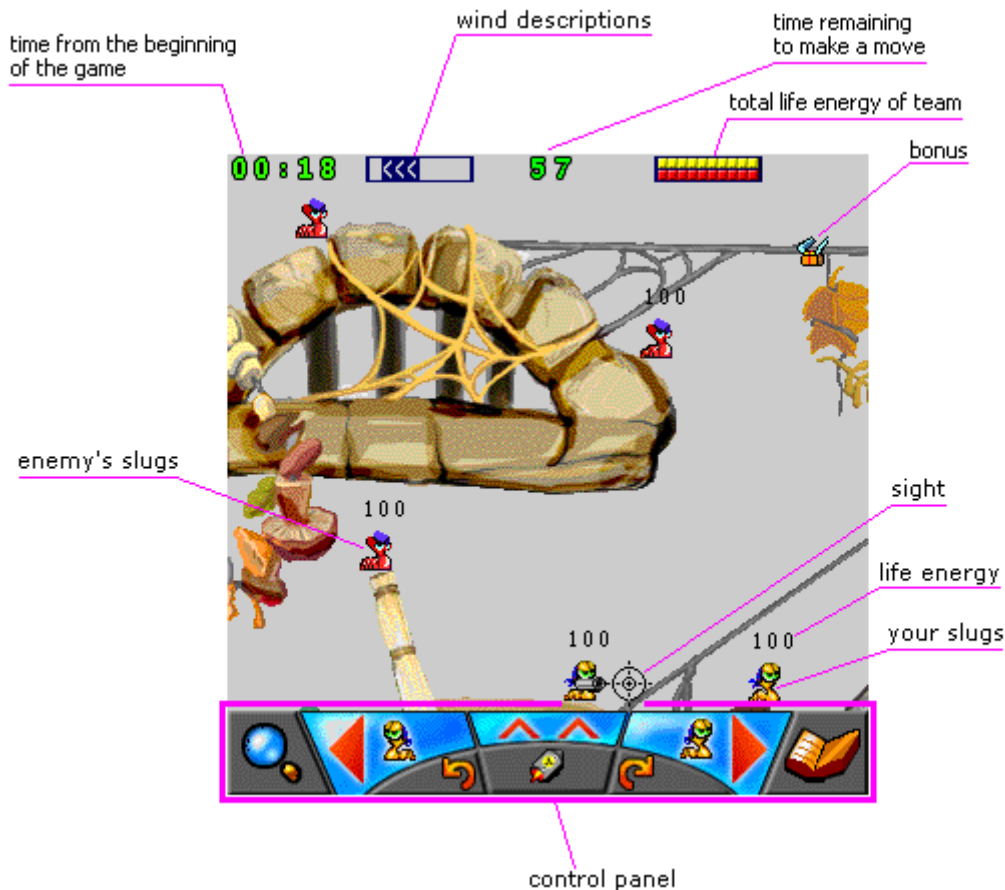
- Slugs of your army. They are yellow with blue kerchiefs. The active one holds a weapon in its arms.
- Slugs of the other player's army. They are red with blue service caps. They are standing and waiting for your attack.
- The sight of your active slug's weapon. The sight shows you in what direction and at what angle your active slug will shoot.
- The control panel at the bottom of the screen. Using this panel buttons you can manage the slug's movements.
- Time remaining to make a move.
- Direction and power of the wind that affects on a missile flight.
- Active slug's life energy (it belongs to the interval from 1 to 100).
- Bonuses, which can fall down at any time. Bonuses can give additional life energy or take away life, blow up or give a weapon to a slug.
- Total life energy of the slug teams.

Your actions on the playground
Let us discuss in details what you can do on the playground:
- You can be just looking at the timer and do nothing. We do not recommend you to act in this way.
- You can move the map and look attentively at another place of the map. To move the map you should tap at any point and drag the map. In this way you can see allocation of your army and the other player's army. You can also enjoy the view of the map.
- You can tap by stylus at any slug. If you have tapped at a slug of the other player, the slug will shake its head. If you have tapped at your slug, the slug will become active (if selection an active slug is enabled) and will salute you. Your slug will shake its head, if selection an active slug is disabled.
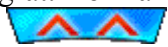
- You can move your slug. To move a slug to the right or to the left you should tap an appropriate button with the picture of an arrow (the buttons are in the control panel at the bottom of the screen). Or you can press the «Data Book» hardware button on the case of your device to move the slug to the left and the «Note Pad» hardware button to move the slug to the right. In addition, the slug can jump. The slug will jump in the direction where it is looking at. To make the slug jump, tap the button with the picture of double arrow upward in the control panel or press the «Page Up» hardware button.

- You can change the direction in which the active slug is going to shoot. You can do it in several ways. The first way is to tap one of the buttons with the picture of curved arrow in the control panel. The second way is to press the hardware buttons «Address» and «To Do List» to rotate the sight clockwise and counter-clockwise. The third way is the most convenient: you should just tap the sight of the weapon and drag it where you want.

- You can shoot. To shoot you should tap and hold the button with the picture of the weapon in the control panel or press and hold the «Page Down» hardware button on the case of your device. On the screen you will see an arrow that shows the direction and the power of shot you are going to make. The longer you are holding the button pressed, the stronger shot you will make. To perform a shot you should release the button.

- You can look at the whole map in a reduced scale to evaluate the allocation of your army and the army of the other player. You should tap the button with the picture of magnifier in the control panel or press the «Find» button in the Graffiti area. If you have pressed one of the described above buttons, you will see the reduced map.

In this mode you can use the stylus as usual to move the map (as even the reduced map is larger than the screen area). You can also move the sight of your weapon. If you try to move a slug or to shoot, you will return to the normal mode.

- You can change your weapon. To change the weapon you should tap the button with the picture of an open book in the control panel (or the «Favorites» button in the Graffiti area on Tungsten T devices). Then you will see the weapon settings panel. To choose a weapon you should just tap the picture of another weapon. Then the weapon settings panel will disappear and the active slug will hold the chosen weapon in its arms. The picture of the chosen weapon will be shown in the control panel. Then you can shoot.

Weapon description

	Bazooka. You may shoot only once per move. After a shot your move will be passed to the next player. A missile from your bazooka will explode if it strikes any object. The wind can change the direction of the missile flight. This weapon is rather powerful.
	Boom. You may shoot only once. Then your move will be passed to the next player. The bomb will explode in a certain time period. If the bomb strikes an object, it will rebound like a rubber ball. The bomb is subjected to the wind. The bomb is as powerful as bazooka is. If you choose the bomb as a weapon, a timer will appear in the right top corner of the screen. The timer may show the remaining time from 1 to 9 seconds. To change the remaining time you should tap the arrow to the left (to diminish the remaining time) or the arrow to the right (to increase the remaining time) on the timer.
	SS18 Diablo. You may shoot only once. If you have launched a missile upwards, it will fall to 5 pieces in the highest point of its trajectory. Each piece will blow up if it hits an object. If you have launched a missile downwards, it will not fall to pieces, it will only blow up after hitting an object.
	Kangaroo. You may shoot only once. Tap the button with the picture of the current weapon in the control panel to launch kangaroo, and then tap the same button to blow up kangaroo. If you don't blow up kangaroo by tapping the button, it will blow up in 20 seconds. The timer in the middle of the top screen edge shows the remaining time. Kangaroo moves randomly.
	Handgun. You may shoot twice. Then your move will be passed to the next player. After the first shot you can't change the weapon. The handgun shoots only straight. A bullet strikes the nearest object in the direction of its flight. The wind doesn't affect on the bullet flight. This weapon is not so powerful as bazooka is.
	Dynamite. You may shoot only once. The dynamite will be flying until it strikes an object in which it sticks. In the right top corner you can see a timer. It shows the time to the dynamite explosion. Your active slug can move until the dynamite explodes. You can change the time to explosion in the same way as for the bomb. The dynamite is very heavy. That is why it does not fly far away from the active slug. The dynamite is the most powerful weapon in the game (it kills a slug if the dynamite strikes it).
	Grenade. You may use this weapon only once. Use this weapon just like the boom. The only difference is that grenade will fall to 6 pieces when the time to explosion is over. Each piece will blow up if it hits an object.
	Earth bomb. You may use this weapon only once. Great amount of earth will appear on the place of explosion. This earth can cover the slug, which is close to the place of explosion.

	Boot. You may punch only once. Then your move will be passed to the next player. You can punch only a slug that is close to your active slug. The punch takes life energy from the next player's slug and throws it back. Using this weapon you can throw the next player's slug out of the map.
	Jump. During your move your slug may jump, as many times as many jumps are available (see the section ***Weapon settings***). This jump is two times stronger than the usual jump. If you use these strong jumps, you cannot hit you competitor by another weapon during the current move.
	Slider bomb. If a missile hits an even straight surface, it will slide down the surface until it hits an object. If a missile hits an uneven surface, it will blow up.
	Fire cascade. To use this weapon, you should tap the button with the picture of the current weapon in the control panel, and then tap a place on the playground – this place will be attacked. 5 missiles will fall down on that place. Wind can change the missiles trajectories.
	Teleport. You may use this weapon only once. Then your move will be passed to the next player. This weapon allows your slug to move to any place on the map immediately. Tap the weapon in the control panel (to make a shot) and then tap any point on the map. Your slug will be teleported there.
	Shield. If you use this weapon, a protective cover will appear around the active slug. If your competitor shoots at that slug, the slug will not loose its life energy. After using the shield you can shoot using another weapon.
	Laser. Laser beam destroys the object that it hits. Using laser beam you can shoot only strictly to the right side or strictly to the left side.

Consequences of missile explosions

After an explosion the life energy of every slug that was in the explosion effective area reduces. In addition, the air-blast can strike a slug. After the explosion the slug can die or stay alive.

The slug will die if the following things happen:

- The life energy of the slug equals to zero (you will see the slug's grave)
- The slug was thrown out of the map (the slug falls to pieces)
- The slug has fallen deeply into the water (you will see a drifting wreath on the water).

Game exit

To exit the game at any time, tap the «HOME» button in the Graffiti area. All the slug positions will be saved if you play on one device. If you start the game again, all the slugs will be in the same positions as before exiting the game. If your competitor and you played on two different devices and one of you exited the game, slug positions will not be saved.

Game menu

There is a menu in the game. To open the menu you should tap the «Menu» button in the Graffiti area. If you open the menu, the game will be paused.

There are the following items there:

- The item «Resume game» is intended to continue the game. If you tap this item, the menu will be closed and the game will continue.
- The item «Restart game» is intended to restart the game. Tap this item to start the game again. All the slugs will be in their initial positions. This menu item is not available if you are playing via Internet.
- The item «Death mode» is intended to go to so-called death mode. If you tap this item or the game time comes to the end, then the life energy of all the slugs will be reduced to 1. In this case any explosion close to a slug kills it and the game comes to the end very quickly.
- The item «Stop game» is intended to stop the game. If you tap this item, the game will be stopped without saving settings and slug positions. Then you will proceed to the main game menu.
- The item «Contrast» is intended to adjust contrast of the screen if your device supports this option.
- The item «Slugs talk OFF» is designed to make slugs speak or be silent.

Game completion

The game is finished if one of the players has lost all of the slugs. You will see the picture with scores you have got in the game. If you have won the computer, your scores will be saved in the high scores table. If you have become one of the top 10 players, you will be able to type your name and save it. If you have won your friend, your scores will not be saved.

Uninstallation

You can remove one or several map packs from the maps registration window (the button «Delete pack»).

If you want to completely remove RifleSLUGs-W from your device, tap Application > Menu > Delete. Then select RifleSLUGs W and tap the Delete button. Do the same for RifleSLUG3DB and SLUG3MapDB.

If you remove the game, all map packs will be removed automatically.

Customer support service

If you have any questions concerning RifleSLUGs-W and other Palm OS programs made by our company (the games AnotherBall, AnotherBottle, One for all Solitaires collection, the localization system PiLoc, the dictionaries SlovoEd and MultiLex and so on), please contact the customer support service of Paragon Software (SHDD):
palm_support@penreader.com
Tel: (095) 408-61-79, 408-76-77
(Telephone line of customer support service works from 11.30 till 19.00 on weekdays) [*]

We invite you to our web-site http://www.palm-games.net devoted to games by Paragon Software (SHDD) for Palm OS. Here you can find demo-versions and detailed information about our games: RifleSLUGs-II, AnotherBall, One for all Solitaires collection and so on.

Dear customers!
Your reports and comments are much appreciated.
They help us to improve our programs quality.
Thank you in advance for your reports!

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[*] **When calling from outside Russia, please consider time shifts:** Moscow is 11 hours ahead of San-Jose, 8 hours ahead of New York, 3 hours ahead of London, 2 hours ahead of Munich and Paris, 6 hours behind Tokyo. Moscow office operation hours are from 11.30 till 19.00 by Moscow local time.

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