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Dolgoprudny, Moscow region, Russia, 2002

## *The RifleSLUGs game for Palm OS*

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supporting games developing in our company.**

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## About the game

You downloaded the game «RifleSLUGs», 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 may play with the computer or with your friend. There are 3 levels of the computer mind power. Every time you begin to play you may choose one of the available maps. Winning strategy on every map is absolutely different. Allocations of your army and the other player's army at the beginning of the game are casual. 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 to run on devices with Palm OS 3.5 – 4.1 except the Hand Era device. The game runs only in the Low-Resolution mode.

## Demo-version limitations

There are some limitations in the demo-version of the game. The first limitation: you may use only one map (playground) while 6 different maps are available in the commercial version. The second limitation: you may shoot only 8 enemy's slugs. Then all the maps will become unavailable. If you try to choose a map, you will see the registration window.

## How to register the game

If you start the game, you will see a splash-screen with two buttons: «Register» and «OK». If you tap the «Register» button, you will see the registration window to type your serial number. If you have typed the correct serial number, you will go to the main game menu and the «Register» button will disappear from the splash-screen. If you have typed a wrong serial number, the edit-field will be cleared. Tapping «OK» when the edit-field is empty closes the window. If you tap «OK» on the splash-screen without typing the serial number, you will play in the demo mode.

You can also register the game any time you wish by tapping the «Register» button on the «About» screen.

## Installation

1. 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.



2. In the appeared window add the file RifleSLUGsColor.prc if you have a device with color screen or the file RifleSLUGsBW.prc, if you have a device with black and white screen. 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.
3. Press the Done button.
4. Synchronize your device with the desktop computer using the HotSync program. After synchronization RifleSLUGs will be installed.



## How to play

**ATTENTION:** If you have a device with high resolution, you should first switch off high resolution for the RifleSLUGs game. To do this you should open Preferences > HiRes, then put a tick near in the RifleSLUGs string.

### Preliminary game settings

If you start the game, the splash-screen will appear. There are two buttons on the splash-screen: «OK» (go on starting the game) and «REGISTER» (register the game). If you tap the «OK» button, demo-version of the game will be started and you will see the main game menu. If you tap the «REGISTER» button, the registration window will appear and you will be able to type your serial number.

### 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 central button «MAN versus PALM» is intended to begin playing with your computer. If you tap this button, you will see all available maps (in the registered version 6 maps are available, in the demo-version only one map is available). You may choose any map to begin playing.
- The button «MAN vs. MAN» (in the left bottom corner of the screen) is intended to begin the game for two players. In this case you may choose any of available maps too.
- 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 you 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 button «OPTIONS» (in the right bottom corner of the screen) is intended to go to the general game settings panel.

### 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 central button corresponds to the middle power and the right button corresponds to the highest power of the computer mind.
- **Move time.** In the central set of buttons you can choose a time period to make one move. The left button corresponds to the time period of 30 seconds. The central button corresponds to the time period of 60 seconds for one move. The right button corresponds to the time period of 90 seconds for one move. If you have not managed to make a move in a certain time period, the move will be passed to the next player.
- **Game time.** In the bottom set of buttons you can choose the whole game time. The buttons from the left to the right correspond to the following times: 3 minutes, 5 minutes and unlimited game time. When the game time ends, the «Death mode» will begin (you can learn what is the «Death mode» in the Game menu section).
- **Enable select active slug.** Using this checkbox you can enable or disable the possibility to choose an active slug for a certain move.

In the general settings panel there is the «BACK» button that will bring you to the main game menu. The «MORE» button will bring you to the next screen with weapon settings.

## 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 ( $\infty$ ). 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 button returns you to the main game menu) and the «DEFAULT» button (default settings).

## Playground

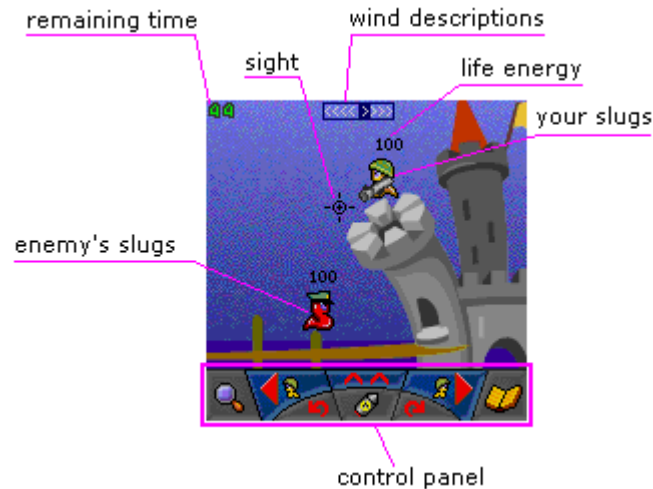
If you have chosen players for the game, you may choose a map on which you will play. You will see all the maps in the reduced scales. To choose any map you should tap its reduced picture. All the maps are larger than the screen area. That is why while playing you will have to move the map by your stylus. 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. You always can make your move first!



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.




- Slugs of your army. They are yellow with green helmets. One of them holds a weapon in its arms.
- Slugs of the other player's army. They are red with green 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).

### Your actions on the play ground


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 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. 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 just 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 tap the «Calc» button in the Graffiti area. 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.

### Game exit

To exit the game at any time, tap the «HOME» button in the Graffiti area. All the settings you made in the game will be saved. If you start the game again, all the settings will be active.

**Weapon description**

	<p><b>Bazooka.</b> You may shoot only once. 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.</p>
	<p><b>Handgun.</b> 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.</p>
	<p><b>Boot.</b> 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 the whole 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.</p>
	<p><b>Teleport.</b> 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.</p>
	<p><b>Bomb.</b> 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.</p>
	<p><b>Dynamite.</b> 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).</p>
	<p><b>Jump.</b> During your move your slug may jump, as many times as many jumps are available (see the section <b>Weapon settings</b>). This jump is two times stronger than the usual jump.</p>
	<p><b>Defeat.</b> You may use this weapon to pass your move to the next player. To pass the move you should choose this weapon and tap the weapon button in the control panel.</p>

**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 start the game again, all the slugs will be in the same positions as before exiting the game.

## 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 stopped.



There are the following items there:

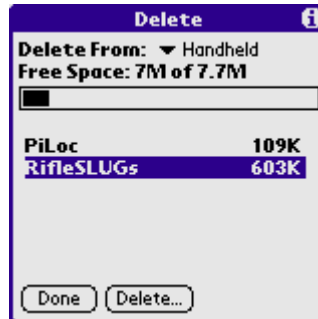
- The item «Resume» is intended to continue the game. If you tap this item, the menu will be closed and the game will continue.
- The item «Restart game» is intended to restart the game. Tap this item to start the game again. All the slugs will be in their initial positions.
- The item «Death mode» is intended to go to so-called death mode. If you tap this item or the game time comes to the end (see also *General game settings*), 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 go to the main game menu.
- The item «Contrast» is intended to adjust contrast of the screen if your device supports this option.
- The item «Brightness» is intended to adjust brightness of the screen if your device supports this option.
- The item «Talk ON/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

If you want to completely remove RifleSLUGs from your device, tap Application > Menu > Delete. Then select RifleSLUGs and tap the Delete button.



## Customer support service

If you have any questions concerning RifleSLUGs and other Palm OS programs made by our company (the localization system PiLoc, the dictionaries SlovoEd and MultiLex, and other games), please contact the customer support service of Paragon Software (SHDD):

[911@penreader.com](mailto:911@penreader.com)

Tel: (095) 408-61-79, 408-76-77

(Telephone line of customer support service works from 11.30 till 19.00)\*

Web: <http://www.palm-games.net>

**Dear customers!**

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that help us to increase our programs quality.  
Thanks a lot in advance for your comments and ideas!**

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