SnakeWar

Version 1.0

User Manual

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Installation

- Buy the game from Nokia Software Market and get SnakeWar.jar and SnakeWar.jad files.
- Send them to your mobile via Bluetooth or your data cable connection.
- Install SnakeWar.jar and start playing.
- If you are purchasing from WAP then just install SnakeWar.jar and start playing.

Compatibility

This game is compatible with all java supported mobile phones with the prescribed implementations

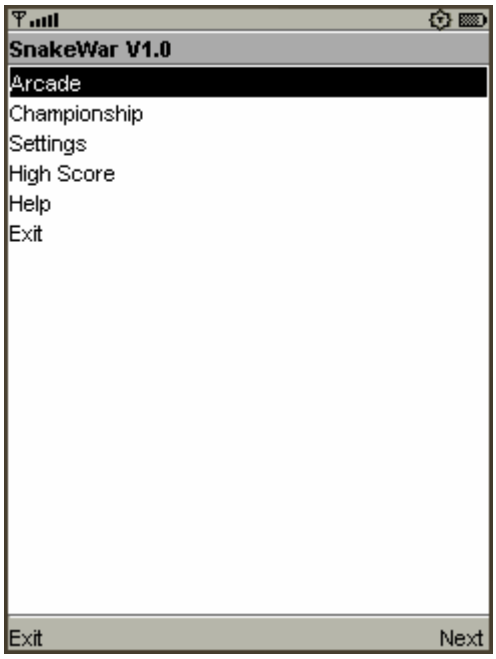
CLDC 1.0

MIDP 2.0

This game requires a resolution of 240X320 Pixel.

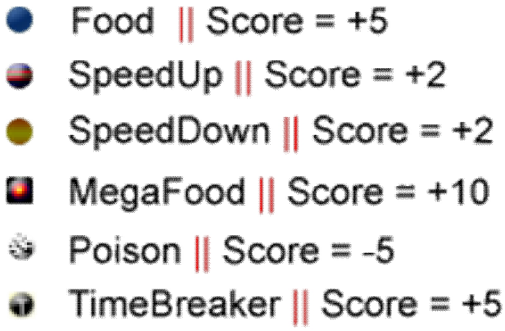
How to start:

- After installing your game will be ready to play. To play the game just run the game.
- In some devices during installation or game play for the first time it can produce an error message that the software is from Non-secure source. Just ignore the message and continue playing.
- When game starts first it will show you the welcome screen then just press Menu key which will lead you to the main menu of the game. Where you can play Arcade or Championship mode of the game. The main menu will look like this,



Game Play

- This game is based on Ancient War situation, in which fighters are fighting face to face and the one who survives will win.
- When the game is started all snakes are in their initial position. After pressing the START button the players start moving. Food is placed in random positions and all snakes are supposed to eat the food.
- Initially all snakes have 5 points. Each food will give +5 points.
- The Player having the highest point, has his score displayed in green and the one with the lowest has his display in red.
- In this game snakes are fighting in an arena in which they have to secure their life first by getting more and more points by eating the food which can be situated any where in the arena.
- There is several type of food, one of which is the regular food where as the others are powers and mega food as listed below.



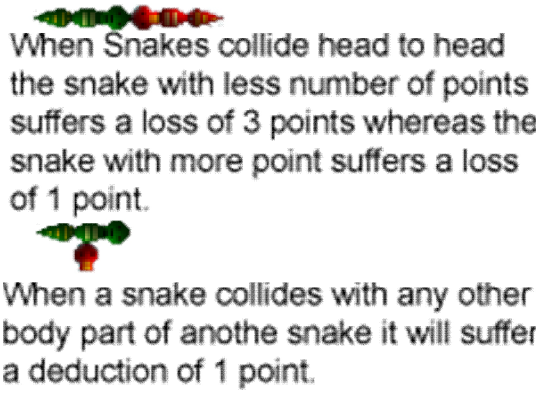
SpeedUp will increase the speed of the snake.

Speed Down will decrease the speed of the snake.

TimeBreaker:

If a player will eat the TimeBreaker. He will get the power to pause the other snakes for 10 seconds by pressing KEY 5 or MENU KEY. But the power is valid only if any collision does not take place.

After getting the highest point the next challenge is to eliminate the others. This can be done by hitting the other snakes. The picture will illustrate better.



After a head on collision the player with less number of points will respawn from the starting point, and in case of a non head on

collision the player striking the other player will respawn form the starting position. Also if a player collides with the arena then he will respawn from the starting position.

Timed Game:

- Timed game is a concept in which the final result is circumstantial.
- If Timed Game is not selected then when the game starts 25 foods are available after finishing the 25 foods there will be a break of 10 second to declare a winner but if a winner is not declared during the time span the procedure of 10 food will start again.
- If timed game is selected then after finishing the first 10 extra food there will be a counter displaying in upper right corner and if in that grace period a winner is not declared then the player having the highest point will be declared as the winner.

Player Entrance:

- While playing championship player entrance concept is used to distinguish the difficulty level. In amateur level the user will enter in arena first and the second player will enter after 10 second and the third will enter 10 seconds after the second and same goes for the fourth player. But in semipro, pro and veteran level that player entrance will be 2nd, 3rd and 4th accordingly.
- The player having zero points or less then zero will get eliminated from the arena.
- The last one to survive will be the winner.

How to Play:

This game consists of several features which are described below

Arcade:

In Arcade mode the game will be customized by the user. This is a single fight game. User can choose the difficulty level of playing. This will be shown in the following figure

Select Arena >> User can select the arena in which the fight will be held.

Select Color >> The color of the user's snake can be decided here.

Select Speed >> The speed of the game play will be decided here

Select Difficulty >> This will decide the artificial intelligence of the other snakes. With Play 2 win the other snakes will be intended to eat the food and make points. In S survival the other players are intended to eliminate the user from game.

Timed game >> If timed game is selected the game will be based on timed game concept which is described in the game Play section. After setting the game parameter you have to press the start key to play the game.

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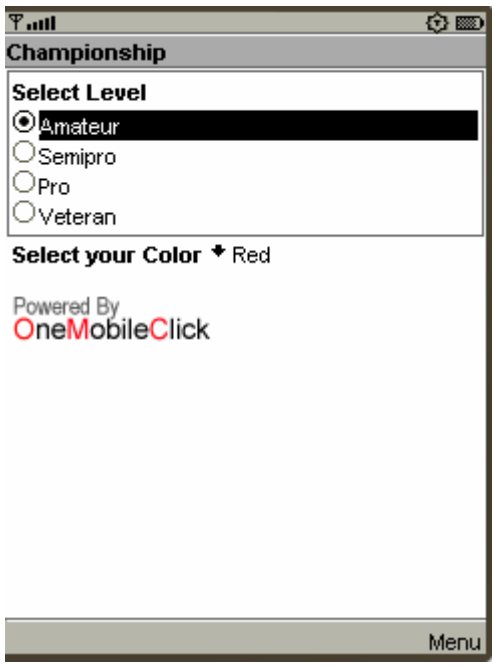
NOTE : Initially only three arenas will be unlocked. Users can unlock the others by playing the championship mode.

Championship:

In this mode there will be a game with predefined parameters started from first stage. The new stages will be unlocked by playing the successive games. There are four levels of difficulty.



The levels and their respective predefined game parameter are following

Amateur: Speed >> Normal (level 3)

Timed Game >> NO

Player Entrance >> First

Semipro: Speed >> Normal (level 4)

Timed Game >> NO

Player Entrance >> Second

Pro: Speed >> High (Level 4)

Timed Game >> YES

Player Entrance >> Third

Veteran: Speed >> High

Timed Game >> YES

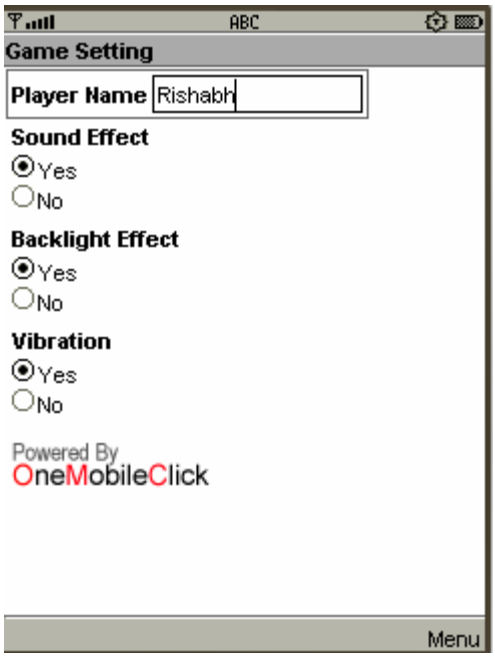
Player Entrance >> Last

After winning each stage you are given a chance to save the progress. This can be done by choosing SAVE and EXIT option.

User can load their previously saved game by pressing “Load” option in championship setting menu.

Game Setting:

The game setting can be choosing the setting option,



In Player Name option user can Enter his/her name. This name will be displayed in High Score section.

Sound Effect: Decides the Sound effect status.

Backlight Effect: The backlight effect status can be set here. During the game play if any event occurs like hitting other player or colliding from arena, the backlight will glow if this is selected.

Vibration Effect: The Vibration effect status can be set here. During the game play if any event occurs like hitting other player or colliding from arena. The mobile will vibrate if this is selected.

Frequently Asked Question

Q1. Can this game be played on mobiles having resoulutions other then 240X320 ?

It can be player on a higher resoulution then the specified but on lower resolution the game will not fit into the screen.

Q2. Will OneMobileClick provide the new version of the game?

Yes new versions of the game will be updated. The new versions of the game will have new arenas and new game play options.

For more option log on to www.1mobileclick.com

You can post your ideas about the game play or any comment or suggestion you can mail us

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Q3. Is their any multiplayer functionality available?

Not in current version but the multiplayer SnakeWar will be launched soon. That can be player over Bluetooth as well as over GPRS.

Support:

For any support or assistance contact me on

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Or Log on to www.1mobileclick.com and post your comment.

We will assist you as soon as possible.

Thank you,
SnakeWar V1.0
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