
User Guide



Lords of the Chaos

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1 Introduction

A long-long time ago there were peace on Earth. All the races lived in harmony, until the Great War! Then madness come to the planet. That was more than a hundred years ago, but the war is still not over! Why? Because the Lords of the Chaos didn't want to.

Who are they? After 100 year from the beginning of the great war, the kings decided to end it. But there were 7 generals who planned a plot, killed all the kings and took their places. They redivided the planet in 7 countries and continued the war.

They have magical power, they still live now, after 1000 years. But now something changed! One of them get tired, and wanted peace... so the others killed him.

Now it is Your chance: if you are good in the battle, you can take his place and be the Seventh Lord!

Our team proudly presents it's newest mobile phone game, the newest Real-Time-Strategy for cell phones, the *Lords of the Chaos*.

In this game you are a warrior, controlling a small army, who has great plan: to obtain the highest rank possible on the earth, to be the Lord of the Chaos. Of course this rank can be obtained with war and blood, but you are not afraid!

The game has all the features required by a real RTS game:

- different units (worker, warrior, hero, catapult),
- many buildings (main camp, training camp, farm, tower, wizard tower, mine),
- excelent graphics,
- experience and levels (the hero by gaining experience points, can obtain higher levels)
- spells (hero can learn and cast spells)
- 6 challanging maps,



- new levels can be downloaded from the internet ¹ (a completely new campaign already waiting for you to download!),
- automatic game saving on exit and on incoming calls,
- supports most java enabled mobile phones,
- ... etc ...

In this document we will present you a short guide to the game. The guide is illustrated with screenshots from the nokia series 60 handsets, hence if you use a different mobile phone, the images may differ.

2 Playing

2.1 Starting the application

To start the game enter in the *Games* ² folder, select *LordsOfTheChaos* and press the *Fire* or *Call* key. When you start up the game, you will see the game's splash screen:



Please wait a few seconds while the game is loading (you will notice a small progress bar at the bottom of the screen).

¹Due to size limitations, the download functionality might be missing on a few handsets, like the Nokia series 40 phones and the Samsung c100

²On some mobile phones instead of the Games folder you will find the game in the Applications folder.



2.2 Menu

After the game is loaded, you will see the main menu:



The selected menu item is highlighted.

The menu hierarchy is the following:

1. Continue - continues the game if there is one started
2. New game - starts a new game
 - (a) Start new - start a new campaign
 - (b) Restart - restart the current map
 - (c) Download - download a new map from the internet
3. Highscore - see the best score
4. Settings - turn sound on/off³
5. Help - shows a scrolling text presenting the story, and explaining in short how the game is played.

To select a menu item, press the *Fire* key or the *LeftSoftkey*. Pressing the *RightSoftkey* in the main menu will quit the game. Pressing it in the submenus will bring you back to the previous menu.

In the following we will shortly present the menu system, and it's functionalities. Afterwards we will go deep into the gameplay.

³On some mobile phones sound is not supported. On these phones this menu item will not be present



2.2.1 Help



In the help screen the text automatically scrolls up. If the speed is too fast or too slow, you can scroll manually by pressing the *Up* or *Down* keys. To exit to the menu screen, press the *RighthSoftkey*.

2.2.2 Start a new game

When a new game is started, first a submenu appears, which let you start the campaign, restart only the current map, or download a new level.



Since the first two options are straightforward, lets see how you can download a new level.



2.2.3 Downloading a new map

First of all you need to register a nickname, so we can identify you.




The nickname must be unique, hence you may have to try several one, until the game accepts one. Note also that from this step, you will need a correctly set up wap/internet account on your mobile phone. The nickname after successful registration will be stored in your phone, so the next time you start the game, you don't have to re-enter it. Although if you uninstall the game from your phone, the nickname will be erased as well, but since it's already registered, this means you cannot use it any more... but why would you uninstall this game?


After successful registration, you will get a list of maps from the main server:






Note that there is an icon before each entry (or on some phones there is a letter in brackets). These icons tell you the state of the map, and their meanings are:

 / [A] Available - it means the map is available to download

 / [W] Waiting - it means the map will be available after you finish some other map(s)

 / [F] Finished - you already played and finished this map

 / [N] Not available - this map is not free, you have to order it. If you select this map, you will get further information about how you can purchase this map

Pressing the *LeftSoftkey* you will find a series of options:

1. Download - will download the selected map, if it's available (or finished already).
2. Get info - will show you some information about the map, like the title, description text, author, version number.
3. Get server info - will show you some information about the current server you are connected to. This information contains also the premium sms number and its cost used to order new campaigns. Note that the sms number and cost, as well as a short instruction is also shown when you select a not-available map.
4. Get server list - you can see a list with alternate servers, this way you can download maps from different providers.
5. Change language - here you can change the preferred language used in the downloaded map files.

2.3 The game

When you select *New game* (then *Start new*) from the main menu, you can start playing the game. First the background story will scroll up on the screen. If you don't want to read it, just press *Fire*.

Now you can proceed to the next (right now to the first) level. Again, a text will scroll up, presenting you the environment, and showing you what should you do.



2.3.1 The objectives

The next screen will present in short the objectives, ie. the goals you have to achieve in the current map:



In the first map you have to build a base, which means you have to build a main camp, 4 farms (to have enough food for your warriors) and one training camp.

Different map have different objectives. The possible objectives are:

- Build a base - which means you have to create the given type and amount of buildings and units
- Destroy the enemy - kill every enemy, and destroy every enemy building
- Kill enemy hero - you have to kill the enemy's hero only
- Rescue prisoner - there is one of your warriors held captive in the enemy camp. The prisoner is surrounded by trees. To rescue him, simply go there and cut down one of the trees... well... it's not as simple as it seems ...

In order to achieve these goals, you have to create more units and buildings. For this purpose, you need resources: wood and gold. Wood you can obtain by chopping trees, gold by mining them from a mine.

Now lets see in detail what units, and then what buildings you can create (note that the enemy has a very similar army)



2.4 The units

In order to create units, first you need to have farms, which produces food. The more units you want to create, the more farms you need. To see how many units do you have, and how many you can create, select a farm, and press the '*' (*star*) key.

You can create the following units:



Worker - He can be trained in the main camp. He can build new buildings, chop trees and mine gold. He can fight also, but he is very weak.



Warrior - He can be trained in the training camp. His only job is to fight. It can be set to aggressive or defensive mode.



Hero - He can be revived (if he was killed) in the main camp. There can be only one hero in one army. It can fight and cast spells. Spells first have to be researched in the wizard tower, and the hero must go there to get spells. He can have at most 3 spells at him. Also, he cannot have spells with higher level then his level. The hero level is increased automatically as his experience points increase. It can be set to aggressive or defensive mode too.



Catapult - It can be created in the training camp. His only job is to fight, but he can attack the enemy from distance. It can be set to aggressive or defensive mode.

If a unit is in aggressive mode, then he will attack the enemy whenever he can. Also he will follow it, and ask for help.



2.5 The buildings

Buildings are created by a worker, except the mine. The buildings which can be found in the game are



Main camp - Workers bring the resources (wood and gold) here. You can train new workers and revive your hero (if he died) also here.



Farm - You need farms to produce food.



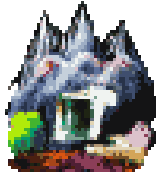
Training camp - You can train warriors and create catapult here. Also you can upgrade the shields and swords of your troops.



Tower - On level 1 it can be simply used to keep an eye on a territory. Starting from level 2 it contains a catapult as well, thus it's very efficient against enemies.



Wizard Tower - You can research spells here, but only spells at a level not higher than the wizard tower's level. The hero can enter the wizard tower, in order to change spells.



Gold mine - Send your workers here in order to mine gold

2.5.1 The map

The map (or the landscape) contains different elements:



Grass - You can move on it, build on it.



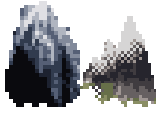
Swamp - You can move on it, but cannot build on it



Sand - You can move on it, but cannot build on it



Water - You cannot move or build on it



Mountains - You cannot move or build on it



Trees - Send your worker here to chop them down, obtaining the required wood for building

2.5.2 The game screen

When you start the actual game, you will see an image similar to the one in figure 1.

The game screen contains the map/landscape, the units and buildings, and also a series of icons and numbers, giving you useful information:

In the lower left corner you will see an icon showing the current cursor mode (ie. what can you do with the cursor right now), you will get more information about this a bit later.

Next to the right there is the amount of wood and gold you have ⁴

In the bottom right corner you will see information about the selected unit: it's health, attack force, defence power. In case of the hero, you will see his mana level also.

And now let's see the cursor modes (note that the *RightSoftkey* in each mode has the meaning of cancel/back):



Navigation mode - In this mode you can navigate on the map using the cursor and the numbers in 8 directions. Pressing '0' will toggle between small and big step size. Pressing *Fire* key will get you to the single selection mode.



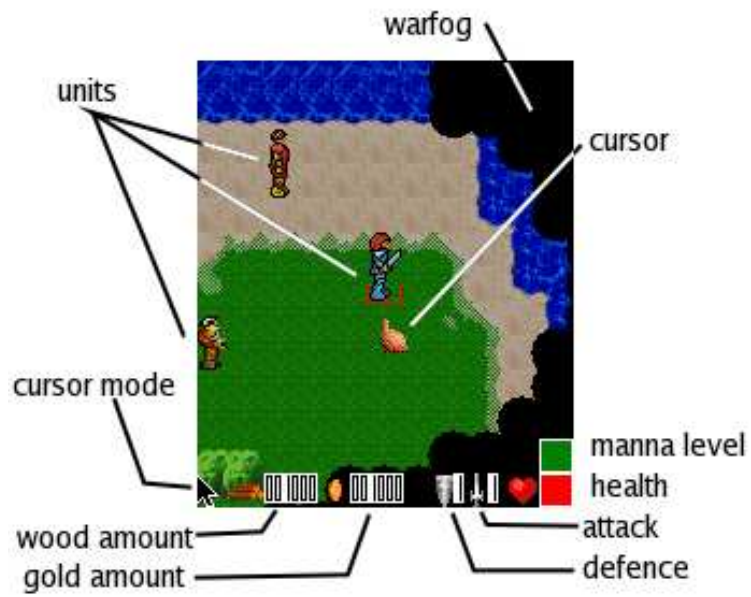
Single selection mode - Pressing the *Fire* key will select the unit under the cursor ⁵. If you press it again on the already selected unit/building, or if you press the '*' key, you will see the unit's/building's command panel.

⁴On some mobile phones with small screen resolution these informations are shown in the min-map screen

⁵Since units can be a bit bigger than a cell size, the unit under the cursor will be highlighted with a dotted rectangle



Figure 1: The game





You can go to the previous/next unit on the screen with keys 'I'/'3', and on the whole map with keys '7'/'9'

Pressing the cursor keys (and numbers in 4 direction) will move the cursor. Pressing '0' will go to the multiple selection mode. You can get to the mini-map by pressing '#'.



Multiple selection mode - Pressing the *Fire* key will toggle the selection of individual units. Pressing 'I'/'3' will select all units in a small/bigger range around the cursor. Pressing '7' will select all units in the screen. Pressing the cursor keys (and numbers in 4 direction) will move the cursor. Pressing '0' will go to the navigation mode. Pressing '*' will go to the single selection mode. You can get to the mini-map by pressing '#'.



Place selection - When this icon is shown, you have to choose a place for the new building. Press the *Fire* key to confirm the place. You can move the cursor with the cursor keys, or with the number keys.



Attack mode - In this mode you can select a place, and the selected unit will go there. The unit will be set also to aggressive mode, so it will attack every unit it meets.



Cast spell mode - This mode is used, if you are casting a spell, which needs a target. Select the target and press the *Fire* key.

2.5.3 The mini-map

In the minimap you can see the whole map at once and you can select a place to zoom back in using the cursor and the *Fire* key. The minimap appears if you press the '#' key in the game screen.



In the minimap screen you can see also your current score and can check the objectives again in case you forgot it ⁶.

2.5.4 The command screen

The command screen is shown if you 'double-clicked' on a unit, or pressed the '0' key after a unit was selected in the game screen in single selection mode.



Here you can give commands for the different units and buildings, for example to train workers, to attack a place, to upgrade the swords, or to build a new building.

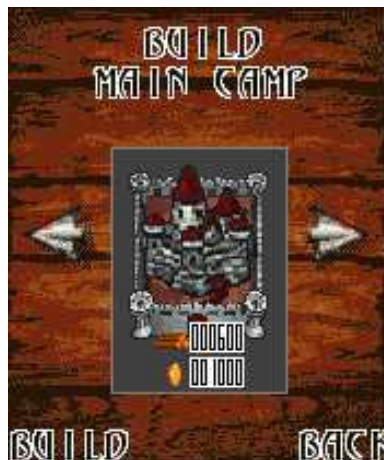
⁶On some phones with small screen size, this is the place also where you can see the amount of wood and gold you have



You can see also some additional information, like the health of the unit/building, it's level and if it's busy, what is he doing, and how much time does it need to finish.

2.5.5 The build screen

In case you selected the 'Build' menu item in the worker's menu, you will see this screen. Here you can select the building type to create. You can see as well how much wood and gold you need to build it. To go through the list of buildings, press the *Left* or *Right* keys. To select one, press the *Fire* key.



2.5.6 The spells

When the player researches a new spell in the wizard tower, or the hero is choosing a new spell, a screen similar to the following will appear:



Here the player can browse the list of available spells. The game also shows⁷ the effect of the spell.

The complete list of spells is shown in table 1.

2.5.7 The victory screen

If you succeeded to finish a level, you will see the following screen:



You can see some statistics, with the amount of wood chopped, amount of gold mined, number of units and buildings created, number of units and buildings destroyed for both sides. From these values the game will calculate your score.

To advance to the next map, simply press the *Fire* key.

⁷on most of the handsets



Table 1: The complete spell list

Spell name	Level	Description
Bless	1	attack+1, defense+1
Lightheal	1	hp+
Advanced bless	2	attack+2, defense+2 (+1,+1)
Heal	2	restore hp (hp+)
Fireball	2	enemy: hp-
Enchant	3	attack+3, defense+3 (+2,+2)
Advanced heal	3	restore hp
Lightning	3	enemy: hp-
Weakness	3	enemy: attack-2, defense-2
Group bless	4	range 5: attack+1, defense+1
Mass lightning	4	range 3: enemy: hp-
Invisibility	4	hero invisible
Disintegrate	5	enemy: hp-
Group enchant	5	range 5: attack+2, defense+2
Group weakness	5	enemy: attack-2, defense-2
Earthquake	6	range 10: all: hp-
Mass invisibility	6	range 5: invisible
Invulnerability	7	hero invulnerable
Far seeing	7	See the selected region
Convert	8	convert enemy to our side
Berseker	8	double attack, defense
Death wish	9	max attack and defense



2.6 Screenshots

And now here are some various screenshots from the game:





3 Supported phones

Since some of the phone models have slow CPU, or very small memory, we had to remove a few features from the game. Table 2 lists the supported phones, and the features included.

4 Contacts

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You can contact us in email: info@impossible.cz

Thank you for choosing our product!



Table 2: Phone support table

Phone group	Size (KB)	Animation	Spells	Download
Alcatel 735i (...)	100	yes	yes	yes
Motorola vxxx (Motorola v300, v500, v525, v600, ...)	192	yes	yes	yes
Nokia Series 30 (Nokia 3510i)	64	no	yes	no
Nokia Series 40 (Nokia 7210, 6100, 6610, ...)	64	no	yes	no
Nokia Series 40v2 (Nokia 6230)	128	yes	yes	yes
Nokia Series 40vb (Nokia 7610)	116	yes	yes	yes
Nokia Series 60 (Nokia 3650, 7650, 3660, n-gage, ...)	180	yes	yes	yes
Nokia Series 60v2 (6600, ...)	180	yes	yes	yes
Sagem myV65 (and Sagem myX5-2, ...)	108	yes	yes	yes
Samsung c100 (and Samsung x100, x600)	60	no	no	no
Samsung e100 (and Samsung p400, e710, e715)	80	no	yes	yes
Sharp gx10 (and Sharp gx20, gx30)	72	no	yes	no
Siemens x55 (Siemens m55, s55, sl55, mc60, ...)	80	no	yes	yes
Siemens x65 (Siemens c65, m65, s65, ...)	128	yes	yes	yes
Sony-Ericsson t610 (and SE t630, z600, ...)	84	no	yes	yes
Sony-Ericsson Z1010	192	yes	yes	yes