



User Guide
OLDEN WAR



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1 Introduction

„In ancient time, when all the confrontations were solved with sword and creatures emerged from deep forests, no one could be sure about his life and many people died before they had seen their defeater. At that time people had nothing left but to create fellowships with intention to survive. After a couple of generations their attacks on surrounding towns started to be successful and they expanded their territory because the populations in small area was too big. Two clans had a significant role: Red devils and Blue wolves. Because they have been realizing that their mutual disputes could open the gate for the beasts, and that might be the end of the mankind, they burried the hatchet. But this was only for the original land and during the expansion they did not give up a peace of land of theirs, nor the single settlement ... “

Our team proudly presents it's newest mobile phone game, the newest Turn-Based-Strategy for cell phones, *Olden War*.

In this game you are commander that controls army which consists of many soldiers and creatures.

The game has all features required by a good TBS game:

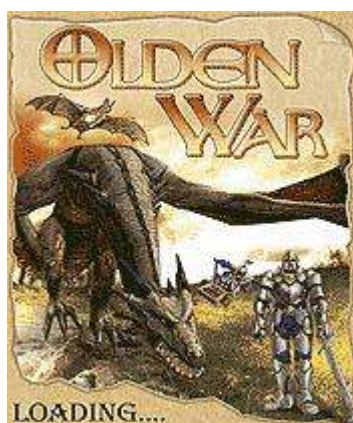
- many kinds of warriors (Scouts, Cavalries, Giant Bats, Catapults, Griffins, Angels, Dragons, ...),
- grouping of units,
- vectoring production from one castle to another one,
- 5 challing maps,
- unlimited number of extra levels (randomly generated),
- amazing story,
- excellent graphics,
- great sounds,
- supported most java enabled phones,
- ... etc ...

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

2 Playing

2.1 Starting the application

To start the game enter in the Games folder, select *OldenWar* and press the *Fire* are *Call Key*. If 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)

2.2 Main Menu

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



The selected menu item is highlighted.
The menu hierarchy is following:

1. Continue – continues a game if there is one started
2. New Game
 - 2.1. Campaign – starts a new campaign level
 - 2.2. Random map – starts a new randomly generated level
 - 2.3. Load Game – loads a saved game if there is one saved
3. Settings – turns sound on/off, AI level
4. Highscore – see the best score
5. Help – shows a scrolling text explaining in short how the game is played
6. Exit – quits the game

To select a menu item, press *Fire* or *5(key)*. Pressing the *RightSoftKey* in the submenus of main menu will bring you back to main menu.

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

2.2.1 Help



You can scroll with *Up*, *Down* or with *2*, *8* keys. To exit to the main menu, press *Fire* or *RightSoftKey* button.

2.2.2 Start a new game

When a new game is started first a submenu appears, which let you start the campaign or generate a new random map.

2.3 The game



When you select *New game* (then *Campaign* or *Random map*) from the main menu, you can select a map or mission that you want to play. Then you can start playing the game. If you select some mission from the campaign, the background story and instructions will appear on the screen. You can scroll the text with the *Up*, *Down* or with *2,8* keys. This text tells the story of current mission and explains the instructions.

Now you can proceed to the next (right now to the first) level.

2.3.1 The game screen

The game screen consists of the down panel, the units and castles, and also a series of icons showing you the current unit's health (left side bar), amount of units on one cell (flag on the top of health bar).

There are 2 kinds of modes of view


- cursor mode:  It is also called normal mode. You can control everything with this mode of view.
- scroll mode:  It is used for scrolling on land.

2.3.2 The down panel

On the down panel are shown:


- current mode of view on the land
- gold
- some specific buttons that can be uses by pressing *LeftSoftKey* and *RightSoftKey*



If this icon:  is in the right corner of down panel and you press *RightSoftKey* you will open Up Menu (2.3.3).

You can change current mode of view by pressing *LeftSoftKey*.



If this icon:  is in the right corner of down panel and you press *RightSoftKey* you will open an info window about current selected unit.

If the image of current selected unit is in the left corner of down panel and you press *LeftSoftKey* the position of view on the land will center on the selected unit.

2.3.3 The Up Menu

This up menu can be opened by pressing *RightSoftKey* when this icon:  is shown in the right corner of down panel.

Push *Fire* for selecting the item of up menu.

It can be closed by pressing *LeftSoftKey*, *RightSoftKey* or *0* key.

The up menu hierarchy is following:

1. Turn
 - 1.1. End Turn – ends the current turn
2. Info
 - 2.1. Warriors – opens the warriors window(2.3.4) in which you can see all your units
 - 2.2. Economy – opens the economy window(2.3.5) in which are described your finance
 - 2.3. Minimap – opens the minimap(2.3.6)
3. Game
 - 3.1. Load – loads saved game
 - 3.2. Save – saves the game
 - 3.3. Main Menu – goes in to the Main Menu(2.2)



2.3.4 Warriors window

This window can be opened from the Up Menu(2.3.3).

In this window are all your warriors. You can scroll with *Up*, *Down* or *2, 8 keys*. If you scroll on some warrior it will center the view of land on him.

You can select the warrior by pressing *Fire*.

There are 3 kinds about warrior:

- **Exp** – Experience - (2 won battles = +1 strength, +1 movepoint, 4 won battles = +2 strength, +2 movepoints)
- **Upk** – Upkeep – It is amount of gold that you must pay each turn to your warrior for his services
- **Mov** – Movepoints – Amount of movepoints that he has in the current turn.



2.3.5 Economy window

This window can be opened from the Up Menu (2.3.3).

In this window are described your finance.

You can close it by pressing *Fire*.

There are 4 values:

- Gold – amount of gold that you currently have
- Income – amount of gold that you gets each turn from your castles
- Upkeep – amount of gold that you must pay each turn to your warriors for their services.
- Total – $\text{Income} - \text{Upkeep} = \text{Total}$



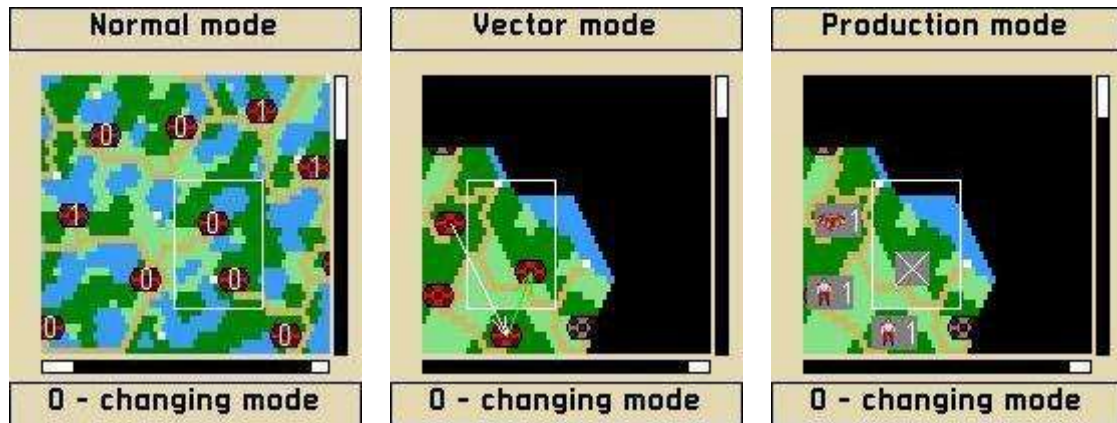
2.3.6 Minimap

This window can be opened from the Up Menu (2.3.3).

To open the area that is selected press *Fire*.


There are 3 modes of minimap:

- Normal mode – shows land, castles and castles' level of upgrade
- Production mode – shows land, what are building in the castles and the number of turns that leaves to finish with the building.
- Vector mode – shows land, castles and vectoring from castles to another.



2.3.7 Castle window

This window can be opened by pressing *Fire* on the castle (2.4.1) (not castle's gate). There are 6 sub-windows in the castle window. You can scroll

- Info – Name of castle, its defence, income and the owner's flag
- Build – You can start building new warrior here by pressing *Fire*. You have 3 slots there. You can add warriors in these slots by buying them in Production sub-window. It is possible to stop current building with pressing this icon: 
- Production – In this sub-window you can buy a new warrior that you can then build in Build sub-window. You can scroll the warriors by pressing *Left*, *Right* or *4,6 keys*. If you press *Fire* info window about warrior will be opened. There you can decide if you want buy that warrior or not.
- Upgrade – here you can upgrade your castle.
- Vectoring – If you want to vector new builded to your another castle, this will be good option for you. At first you have to select castle in which the new warrior should be vectored. If you press *Fire* on Select button a new window with all your castles will be opened:



You can scroll the list with *Up*, *Down* or *2,8 keys*. Press *Fire* to select the castle. After then remains only one thing to vectoring to another castle. You have to push *ON* button to start vectoring.

You can see vectoring in Minimap – Vector mode (2.3.6)

- Ok, done – here you can exit the window.



2.3.8 Grouping of units

You can open grouping window if you will have more than 2 units on one cell (maximum 6) and you will double press *Fire* on their cell.

You can move with *Left, Right, Up, Down* in this window.

If the unit is selected (red coloured) you can unselect it by pressing *Fire*.

If the unit is unselected (gray coloured) you can select it by pressing *Fire* too.

Press *LeftSoftKey* to close this window



2.3.9 Attack window

Fight runs automaticly.






Str is abbreviation of Strength. It is a general land bonus for all attacking and defending units.

After fight press *Fire* to continue playing.







2.4 The map

The map consists of 5 land kinds. Each kind of land has different value of defense and movepoints there are necessary to move on it.

Kind		Defense	Movepoints
Water		+1	1
Grass		+0	2
Road		+1	1
Wood		+2	3
Harbour		+1	The unit must stay one turn in harbour if unit wants to move across it.

2.4.1 Castles

The castle is a main building in the game, because you can build new warriors here. You can open the castle window (2.3.7) by pressing *Fire* on it(not on gate). Each castle has four levels of uprade:

Level		Defense	Income	Seen distance
1.		+1	+20	6
2.		+2	+18	8
3.		+3	+16	10
4.		+4	+14	12












2.5 Units

In the game are 11 types of units. Each unit has specific skills and is good for something else. If the warrior is injured he can be cured only in a castle.

If the warrior wins 2 battles he will get the bronze medal (+1 speed, +1 strength). If he wins 4 battles he will get the gold medal (+2 speed, +2 strength).

You can select the unit by pressing *Fire*. Unselect unit by pressing *0* key.

The limit of population is 60.

Name	Picture	Strength	Upkeep	Move-points	Build prize	Production prize	Time to build	Bonus
Scout		1	1	12	10	2	1	+1 speed in wood
Infantry		2	1	8	60	4	2	+1 speed in wood
Giant Bat		3	1	10	100	6	2	Unit flies
Cavalry		3	2	12	120	6	2	+1 strength on grass
Catapult		5	2	8	200	6	2	-2 for all enemies when attack castle
Minotaur		5	2	10	230	6	3	+2 strength in castle
Griffin		6	3	12	270	7	3	Unit flies
Spider		8	3	9	320	8	3	+2 strength in castle
Devil		8	3	10	380	10	4	+2 strength in castle
Angel		9	4	10	400	12	4	Unit flies
Dragon		10	4	12	500	18	5	Unit flies

2.6 Screenshots



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

Please visit our homepage at: <http://games.impossible.cz>

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

Phone group	Size (KB)	Sound	Animations
Alcatel 735i (...)	95	yes	no
Alcatel 756 (...)	98	yes	no
Motorola vxxx (Motorola v300, v500, v525, v600, ...)	119	yes	yes
Motorola v3razr	119	yes	yes
Nokia Series 30 (Nokia 3510i)	59	yes	no
Nokia Series 40 (Nokia 7210, 6100, 6610, ...)	62	yes	no
Nokia Series 40v2 (Nokia 6230)	96	yes	no
Nokia Series 40vb (Nokia 7610)	99	yes	no
Nokia Series 60 (Nokia 6660, 3650, n-gage, ...)	185	yes	yes
Nokia Series 60 (Nokia 7650)	186	yes	yes
Sagem myV65 (and Sagem myX5-2, ...)	96	yes	no
Samsung c100(and Samsung x100, x600)	92	yes	no
Samsung e700(and Samsung p400, e710, e715)	92	yes	no
Samsung d500(...)	116	yes	yes
Sharp gx10 (and Sharp gx20, gx30)	73	no	no
Siemens x55 (Siemens m55m s55, sl55, mc60, ...)	76	yes	no
Siemens c65 (...)	91	yes	no
Siemens s65 (Siemens m65, s65, ...)	105	yes	yes
Sony-Ericsson t610(and SE t630, z600, ...)	95	yes	no
Sony-Ericsson k300i (...)	92	yes	no
Sony-Ericsson k500i (...)	95	yes	yes
Sony-Ericsson k700i (and SE k750i)	123	yes	yes
LG L1100 (...)	79	no	no
LG C3310 (...)	94	yes	yes