



User Guide  
YERS



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# 1 Introduction

*”There was a long war on the Earth with the intruding aliens. First we had victories, but what we didn’t saw was Our home planet was on it’s way to be destroyed. Many have died,only a few could escape. They created a new colony, called Y E R S ... Where the war continued ...”*

Our team proudly presents it’s newest mobile phone game, the newest Real-Time-Strategy for cell phones, the *YERS*.

In this game you must control the human army to protect their new home.

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

- different ships (worker, fighter, battle cruise),
- many buildings (command center, star port, engine bay, solar panel, cannon),
- excelent graphics,
- 5 challanging maps,
- new levels can be downloaded from the internet
- grouping of units
- message history
- excellent AI
- unlimited number of extra levels (randomly generated) <sup>1</sup> (a completely new campaign already waiting for you to download!),
- automatic game saving on exit and on incomming 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.

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

## 2 Playing

### 2.1 Starting the application

To start the game enter in the *Games*<sup>2</sup> folder, select *YERS* and press the *Fire* or *Call* key. When you start up the game, you will see the game's splash screen, then, on some phones, the opening screen:



Please wait a few seconds while the game is loading.

### 2.2 Menu

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

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



The selected menu item is highlighted (and have increased size and icon).  
The menu hierarchy is the following:

1. Continue - continues the game if there is one started
2. New game - starts a new game
  - (a) Campaign - start a new campaign
  - (b) Random - starts a randomly generated map
  - (c) Download - download a new map from the internet
3. Highscore - see the best score
4. Options - turn sound on/off, adjust keyboard sensitivity, AI level, map size for random maps.
5. Help - shows the help 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.

### 2.2.1 Help



Go to the next page by pressing *Fire*. To exit to the menu screen, press the *RigthSoftkey*.

### 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.

### 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 successfull 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 successfull 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:

blue down arrow Available - it means the map is available to download

watch Waiting - it means the map will be available after you finish some other map(s)

green checkmark Finished - you already played and finished this map

red cross 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 can get more information about the map, then you can download it.

## 2.3 The game

When you select *New game* (then *Campaign*) from the main menu, you can start playing the game. First the background story will scroll up on the screen or an introduction animation is shown (depending on the phone). If you don't want to read it, just press *Fire*.

Now you can proceed to the next (right now to the first) level. First, you will get the instructions:

Figure 1: The game



### 2.3.1 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/panels, the units and buildings, and also a series of icons showing you the current unit's shield (left side), attach force (right side) and health (top of the info panel). On the panel is shown the progress when creating new ships.

You controll the cursor with the joystick/arrow keys. Press *Fire* to select a unit and right softkey to unselect it. Pressing *Fire* twice on a unit shows it's command

menu. For example pressing *Fire* twice on the worker will show the menu, where you can instruct the worker to build your first Command Center. Once a Command Center is built, you can send the workers to the crystals to mine them.

### 2.3.2 The grouping mode

If you press the \* key, you can manage the unit grouping. You can also select all the ships with the same type by double-clicking on it. When in grouping mode Pressing \* again will add the current selection to the active group. You can select the active group by pressing a number key.



### 2.3.3 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.



### 2.3.4 The command screen

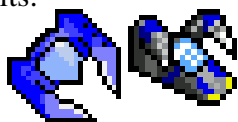
The command screen is shown if you 'double-clicked' on a unit or building.



Here you can give commands for the different units and buildings, for example to create workers, to build a new building.

## 2.4 Units and buildings

Units:



The worker is created in the Command Center, and is used to create buildings and mine crystals.



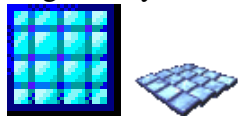
The Fighter and the Battle Cruiser are built in Star Ports.



Command Center is used to create more workers, to collect mined crystals and to develop innovations.



Engine Bay is used to upgrade the fighters.

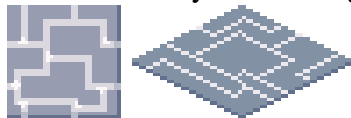


Solar Panel provides the needed energy to operate everything, so you will need more solar panels if you create more units or buildings.

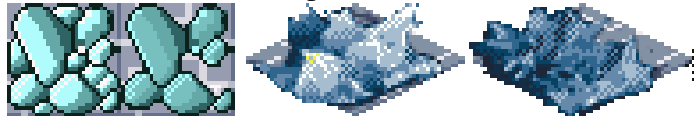


The Cannon is helpfull for defense.

You can build your buildings on panels:



Your main resources are the crystals, which are formed by condenset interstellar dust. You can find it on panels:



## 2.5 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

Please visit our homepage at: <http://games.impossible.cz>  
You can contact us in email: [info@impossible.cz](mailto:info@impossible.cz)

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Thank you for choosing our product!

Table 1: Phone support table

<b>Phone group</b>	<b>Size (KB)</b>	<b>Sound</b>	<b>Download</b>
Alcatel 735i (...)	88	yes	yes
Alcatel 756 (...)	88	yes	yes
Motorola vxxx (Motorola v300, v500, v525, v600, ...)	174	yes	yes
Nokia Series 30 (Nokia 3510i)	64	yes	no
Nokia Series 40 (Nokia 7210, 6100, 6610, ...)	64	yes	no
Nokia Series 40v2 (Nokia 6230)	82	yes	yes
Nokia Series 40vb (Nokia 7610)	76	yes	yes
Nokia Series 60 (Nokia 3650, 7650, 3660, n-gage, ...)	180	yes	yes
Sagem myV65 (and Sagem myX5-2, ...)	88	yes	yes
Samsung c100 (and Samsung x100, x600)	82	yes	no
Samsung e100 (and Samsung p400, e710, e715)	89	yes	yes
Sharp gx10 (and Sharp gx20, gx30)	80	no	yes
Siemens x55 (Siemens m55, s55, sl55, mc60, ...)	75	yes	yes
Siemens c65 (...)	112	yes	yes
Siemens s65 (Siemens m65, s65, ...)	164	yes	yes
Sony-Ericsson t610 (and SE t630, z600, ...)	87	yes	yes
LG C1100	95	yes	yes