Dangeross

STUDIOS

A Symbian Game Development Company

Mars Lander

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REQUIREMENTS

To run Mars Lander on your phone you need the following requirements:

- Symbian OS Series 60.
- 215 KB Free disk space.
- 256 KB RAM.

GETTING STARTED

Installation

Installing Mars Lander via PC

Mars Lander can be installed onto your Nokia phone using PC Suite. First connect the phone to your PC by connecting the USB cable or by enabling Bluetooth/Infrared connection. Open and run the Mars Lander SIS file (e.g. MarsLander_2nd_Ed.sis) on the PC or select Mars Lander SIS file within PC Suite to transfer it to your phone. Then follow the prompts on your phone to install.

Installing sent file from Inbox

Mars Lander can be sent also to your phone via Bluetooth, Infrared, SMS or Email. Once it has been sent it will be stored as a New Message. Open the message and follow the prompts to install. Delete the message when installation is complete.

Un-Installation

To un-install Mars Lander from your phone, go into the Application Menu of your phone. Then select Manager in the Tools directory. Select Mars Lander then either press Clear or select Options then Delete.

USER MANUAL

Main Menu

In the Main Menu the user is allowed to select different options based on the menu items shown. These items include either to start a New Game or to view the Settings, Highscores, About, and Help screens.

To select a menu item use the Up and Down arrow/directional keys to move until the required menu item is highlighted in red. Once the menu item is highlighted, press the Left Softkey to select this item.

To Quit press the Right Softkey.

Settings

The Settings Menu allows you to change the audio and vibration settings within the game. Please note that these settings are automatically updated if you change your profile settings on the phone.

To change a setting first use the Up and Down arrow/directional keys to move until the required setting is highlighted in red. Once selected you can then use the Left softkey to turn the Sound and Vibration On or Off. To adjust the Volume use the Left and Right arrow/directional keys.

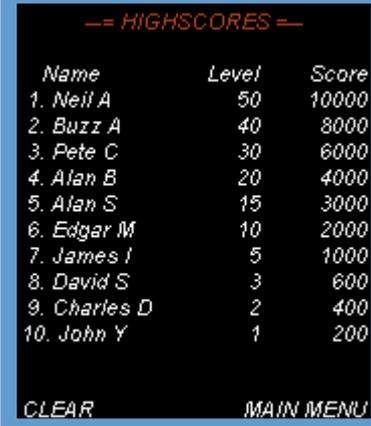To return to the Main Menu press the Right Softkey.

Highscores

On the Highscores screen the best 10 scores are shown. The high scores are ordered by the highest score descending. If 2 scores that are the same are entered into the table then the entry with the lower level is ranked higher.

When you have reached a high score within the game, you will be allowed to enter your name into the table.

If you would like to clear the current high scores table, you can do so by selecting the Left Softkey. Once selected you need to confirm this by pressing the Left Softkey again. To cancel, press the Right Softkey.

To return to the Main Menu press the Right Softkey.

Name	Level	Score
1. Neil A	50	10000
2. Buzz A	40	8000
3. Pete C	30	6000
4. Alan B	20	4000
5. Alan S	15	3000
6. Edgar M	10	2000
7. James I	5	1000
8. David S	3	600
9. Charles D	2	400
10. John Y	1	200

CLEAR   MAIN MENU

About

The About Screen shows you information about the Mars Lander application itself. Details include the applications version number, copyright notice and the Dangeross Studios website.

To return to the Main Menu press the Right Softkey.

MARS LANDER

Version: 1.0.0
(c) Dangeross Studios

http://www.dangeross.com

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GAME

Screen Layout

Once the game has started all information is displayed across the top of the screen. These are as follows:

- Score - Total score so far.
- Lives - Number of lives remaining.
- Fuel - Units of fuel remaining.
- Wind - If displayed, the current wind direction.

Objective

You are the Commander of the first Mars Lander spaceship sent to Mars. Your mission is to successfully land the Mars Lander spaceship on Mars without crashing. Carefully guide the Lander down to Mars using the thrusters. But be careful as fuel is limited and gets lower the further you progress through the game. Points are rewarded for your landing skills, from 100 to 300 points depending on the softness of your landing. Make a perfect landing and receive an extra live. You are also rewarded points for any leftover fuel. Land on the special landing pad marked by an 'x2' receive double bonus points.

As you progress through the game the environment will change with increasing wind storms and changing terrain from tranquil sea beds to harsh mountains and valleys. Good Luck, Commander.

Keys

The keys to control the Lander are as follows:

- Up - Power the main thruster. Accelerates the Lander in the direction it is pointing towards. Costs 3 fuel units (60 p/sec).
- Left - Power the left thruster. Rotates the Lander anti-clockwise (Left). Costs 1 fuel unit (20 p/sec).
- Right - Power the right thruster. Rotates the Lander clockwise (Right). Costs 1 fuel unit (20 p/sec).
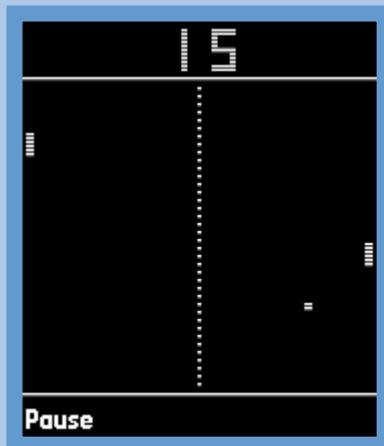
Once the Lander has run out of fuel the thrusters will no longer be able to be powered, therefore making the Lander unguidable.

To pause the game press the Left Softkey. Whilst paused, either the game can be resumed by pressing the Left Softkey again, or you can leave the game exiting to the Highscores screen by pressing the Right Softkey.

OTHER PRODUCTS

The following products are also available from Dangeross Studios:

Pong

Go Bananas!

More details about these and other products can be found on the Dangeross Studios website http://www.dangeross.com including additional downloads and best purchase options.

ADDITIONAL SUPPORT

If you require any further assistants with this product there are several ways you can contact us. Please first look at the Dangeross Studios web forum, found at http://studios.dangeross.com/forum to see if your problem has happened before. If not, you can contact us in the following ways:

- Via our forum at http://studios.dangeross.com/forum
- Via our site at http://studios.dangeross.com/index.php?page=contact
- Via e-mail at customer.support@dangeross.com

All comments will be read as soon as possible.