User Manual

MOONBASE ONE

J2ME Mobile Game, © 2003 Pocket Panic

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SUPPORTED PHONE MODELS
We are constantly adding support for different handsets. Please check with your mobile games provider for more info on which handsets are currently supported by this game.

MEMORY REQUIREMENTS
Game-file size: Less than 40 Kb
Runtime memory: ~120 Kb
Save memory required: 1Kb

SCREEN SIZE
The game is using 128 x 128 screen size. On phones with smaller screens the game screen scrolls, always focusing on the player.

HOW TO START THE GAME
Usually when you download an application it can be found under a menu named such as 'Programs' or 'Applications'. If you have trouble finding the game, please consult your mobile phone user manual to make sure you find the application called 'Moonbase One'. Once located, select and start the application. The game might take a few seconds to load.

HOW TO EXIT THE GAME
You can exit the game at any time. Just press '*' to access the in-game menu. Then select the 'Quit' option. You can also quit immediately by pressing the red phone button.

HOW TO DELETE THE GAME
Make sure you find and select the application. Do not start the game. Select 'options' instead. Find the delete option and choose it. If you delete the application you might have to pay for downloading the game if you want to play it again.

NO SPACE AVAILABLE?
If you get a 'No space available to save the application' message when you try to download the game to your mobile, your mobile's memory is probably full. Please delete some files, applications or ring tones and try again.

The total game file size is less than 40 kb.

CONTROLS
To walk use the numeric keys 2, 4, 6 and 8. Or use the direction key pad.
To fire your weapon, use the green phone key.
To access the in game menu press star ' ✱ '.

CHARACTERS AND GAME OBJECTS

The Player
The player 'Bob'. Bob is sent to Moonbase One to investigate why the base went silent a
month ago. When Bob lands on the moon outside Moonbase One soldiers from 'PriMA'
surrounds Bob and put him in a cell.

PriMA Soldier
These soldiers are dressed in red Private Military Army [PriMA] uniforms. PriMA were
one of the biggest investors behind the Moonbase One project. PriMA is protecting some-
thing they found at the moonbase and will try to stop outsiders accessing it at all cost.

PriMA Commander
Working for PriMA. Some commanders may have key cards. Shoot them to get their key
cards.

Robo Guard
Those huge robots protects important areas of Moonbase One. They have very strong
armor and a large field of view.

Awful Green Thing
Those are grown in water tanks. Some of them have escaped.

Weapons
You will find different weapons during the game. When the game starts you don't have a
weapon at all. Try to find a weapon as fast as possible.

Key Cards
There are lots of different key cards. Different key cards give access to different areas of Moonbase One. All key cards are color coded and will open a door of the same color.

Doors
All doors are color coded. Find a key card of the same color to open a door.

Medi-Packs
Pick up medi-packs to increase your health.

Cracks
Some wall are fragile and can be broken if you shoot them using the right kind of weapon.

Computer
If you find a computer you should try to use it somehow. Just walk up in front of a computer to use it.

Save Point
Walk up to a save point to save your game.

USER INTERFACE

LIFE BAR
The player's life bar is located at the bottom left of the screen. The life bar is green when full. Then the life bar is empty the player is dead.

KEY CARD BAR
At the top right of the screen the key card bar is shown. Here you can see which doors you can open at the moment. Please note that you can have several keys of the same color, while just one is marked on the bar.

ENEMY FIELD OF VIEW

The enemies' field of view is drawn on screen like a red arc. If the player walks inside that arc the enemy discovers the player. It is possible to sneak close behind an enemy soldier - as long as you stay out of the field of view.

MENU

When the game starts you see a menu with three options. Navigate using the numeric keys 2 (up) or 8 (down), or use the direction key pad. Choose a menu item by pressing the green phone button.

1   NEW - Choose this to start a new game. Your earlier saved game session will be overwritten.
2   LOAD - Choose this to continue an earlier saved game. This option is not available if you have not played the game before.
3   QUIT - Quit the application.

IN-GAME MENU

The in-game menu can be accessed while playing the game and pressing ' ✱ '.

1 OPTIONS - Here you can change settings for Sound [on/off] and Vibra [on/off].
2 MAIN MENU - This will return you to the main game menu.
3 BACK - Return to the current game.
4 QUIT - Quit the application.

FAQ

1   I can't run the game on my mobile, why?
Please check if your mobile is supported by this game. Info about supported models should be found at the same place you downloaded this document. Also make sure that you have at least 40kb of free memory available to download the game application.

2   When will the game be available for my mobile model?
We are constantly adding support for more and more mobile phone models. Please check back every once in a while at the same place where you found this document.

3   How do I get from location A to B in the game?
Please download the Moonbase One map, available from the same source as this document. The map covers the whole moon base with enemies, keys, doors and objects.

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