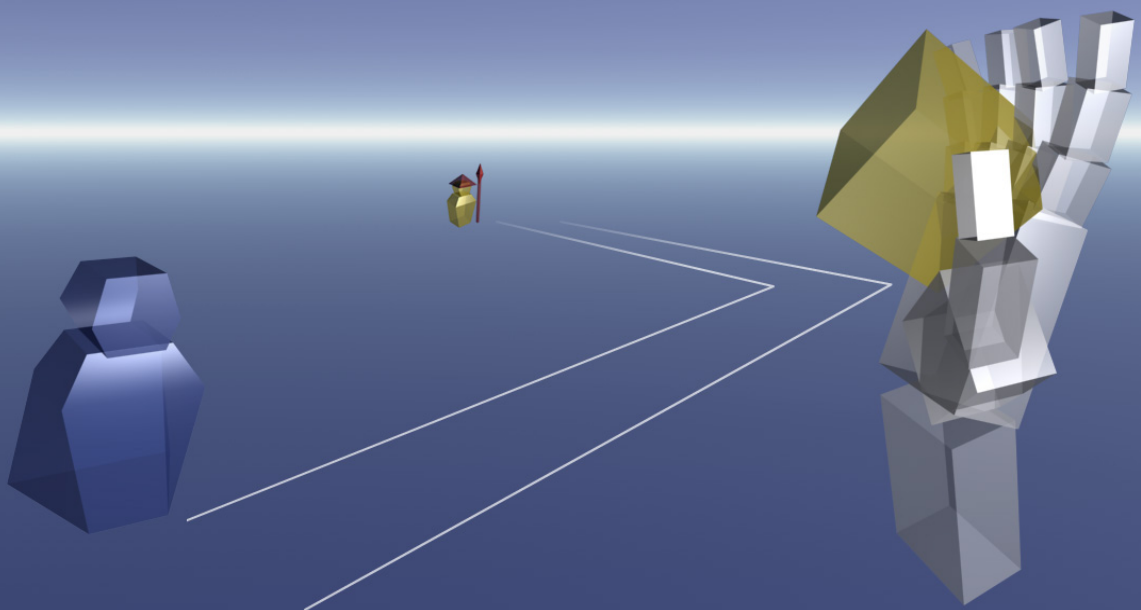


CYBERION

"It's cold... Where am I? I feel coldness on my face.
Silence... Deep silence... I hear my body lives...
My bones... Where are my bones?
Something is moving...
on the horizon..."



He arrived. Sick and painful. Cyberion. The planet.

Cyberion
www.impossible.cz

- user guide -

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2005



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1. Introduction

"It's cold... Where am I? I feel coldness on my face." Silence... Deep silence... "I hear something, oh it is my body..."

Welcome to the Cyberion user guide, where we will present this nonconformist and innovative cellular game. We have tried hard to make a game completely different from everything ever done on a mobile phone, with a very original game story and design. We are proud of what we have accomplished and we hope you will enjoy our game at least as much we enjoyed making it.

The game can not be inserted into any category. We have grasped everything we could from a quest and taken it beyond, near a role playing game, where you can enjoy fighting with the bad guys and equipping your hero to be a super hero.

Your first objective is to figure out where you are and what your mission is. You have arrived to this strange planet from out of nowhere and you meet these strange people who are not very friendly, nor supportive. The best you can do is to keep exploring and discover why everyone is acting this way and what can you do for them. Most of the people are honest and trust worthy, and for your help, they will thank you and be friendlier and more opened; it is one of the challenges of this game to understand everyone's needs and fears.

Of course, you can not please everyone, and sometimes you will have to be tougher and more determined to accomplish your quests, but everything is for a good cause, the well being of the planet Cyberion.

We do not want to say more about the story line; otherwise we might spoil your fun in discovering this intriguing world. We want to wish you good luck and thank you for buying the game.

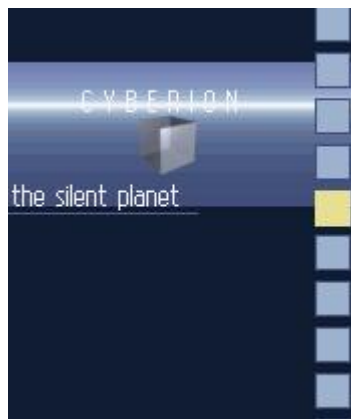


In this document we will present you a short guide to the game. The guide is illustrated with screenshots from the nokia series 60 handsets, hence if you own a different mobile phone, the images may differ.

2. Playing

2.1 Starting the application

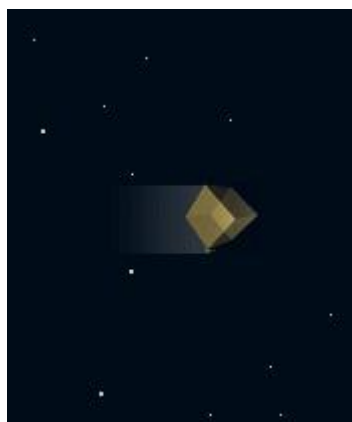
To start the game, enter in the *Games* folder, select *Cyberion* and press the *Fire* or *Call* key. After our logo, you will see the game's loading screen:



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

2.2 Intro

After the loading process is finished, an intro movie starts, showing how you got on the planet *Cyberion*.



You can stop the movie at any time by pressing the *Fire* or *5* key, and go directly to the main menu.



2.3 Menu



The selected menu item is highlighted. To select a menu item, press the *Fire* key or the *LeftSoftkey*.

The menu hierarchy is the following:

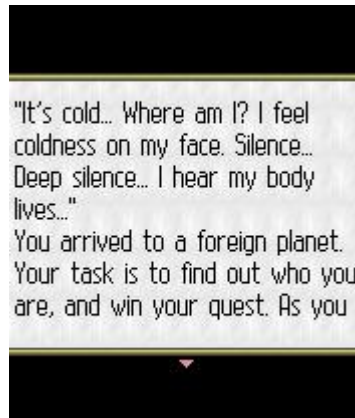
New game: starts a new game.

Load game: loads the previously saved game. You have only one slot, so use it wisely.

Setup: you can set up the game here.



1. Back: takes you back to the previous menu
1. Sounds on/off: switches on/off the game sounds.
2. Help: a short description of the game.



You can scroll the text using the *UP* and *DOWN* arrows. If you do not press *UP* or *DOWN* for 10 seconds, you are automatically returned to the sub menu.

3. About: the “about the game” screen.

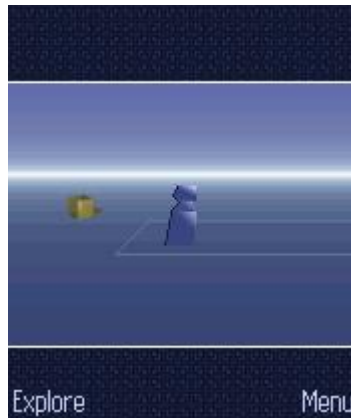


Exit: exits the game.

Now that you know how to use the menu and what each item does, we will tell you more about the actual game, what actions you can perform and what options you have.

2.4. Actual Game

When you select the *New Game* option, you will see a short loading, necessary for creating a new game, and after that the following screen will appear (from now on referred to as the *scene view*):



Your hero stands always in the middle of the scene and can move him by pressing the navigation keys (*UP*, *DOWN*, *LEFT*, *RIGHT*). You can move only on the road (drawn with a lighter colour), it is impossible to go in the background. In this particular scene, there is a cube in the background. These *background objects* are there to give you a hint of the scene, to help you remember what that scene represents. There is another type of objects (we will call them simply *objects* from now on), placed much closer to the road (even on it), which you can pick up and store them in your inventory.

By pressing the *LeftSoftKey*, you can see the scene's description (if there is any). Most of the scenes have a thing to tell you, which will help you in your quests. Also you can see here the descriptions of the creature and the *object* (not the *background objects*) found in the scene (if there are any). When you enter a new scene (a not visited one), the *Explore* button blink twice, if there is a description available. If there is no description, the *Explore* button is disabled and nothing happens when you press the *LeftSoftKey*.

If you press the *RightSoftKey* you will see the following menu:



All these actions are available by using this menu, or by pressing their associated number (1..7) in the scene view.



- 1. Talk:** if there is a creature in the current scene, you can try to talk with it. A message will appear with your conversation. You can scroll in the message (if there is more than one line) by using *UP/DOWN* navigation keys. If you do not press a *UP* or *DOWN* for 10 seconds, you are returned to the scene view. This holds for any message shown during the game.

Be careful, some very nervous and irritated creatures might attack you if you try to talk with them.

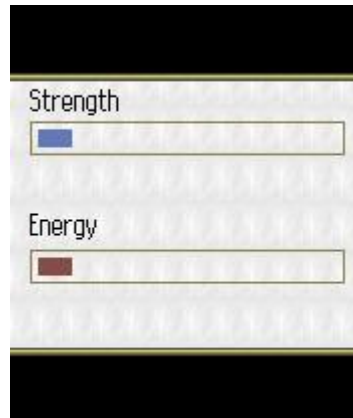
Talking to everyone is very helpful for your understanding of the planet and people there. Keep in mind, though, that not everyone is in a chatting mood.

- 2. Attack:** attacks the current creature or tells you that there is no creature present. Do not attack a friendly creature. The aim of the game is to make Cyberion a better place, so you will die if you kill an innocent creature.

After the fight is over, you will see two numbers flying upwards from you and the creature you are fighting with, representing the amount of damage (energy loss) taken by each. If any turn into cubes, means it died. When you die, you automatically return to the Main Menu.

Hint: Some very fierce and tough creatures have a weakness (scorpion is afraid of the serum), and the only way to beat them is to use these weaknesses. Talk with the folks and use your mind to discover them!

- 3. Status:** shows you your statistics, *Strength* and *Energy*. You start the game with energy equal with 2 and strength equal to 1; the maximum values are 10 and 20, respectively. When you select this item, something like the image above is shown. Observe that the blue rectangle (strength) and the light brown rectangle (energy) have the same width, because $10 / 1 = 20 / 2$ (maximum value / current value)



Increase your strength by collecting weapons (sword, dagger, stick) or protective items (shield, helmet). The greater the strength, the more damage you can inflict to an enemy. Here is the complete list with the items which increase your strength:

Stick	1
Helmet	1
Dagger	2
Shield	2
Sword	3

You can increase your energy by eating. Picking up food and eating it, makes you healthier and harder to kill. When you pick up, lets say, an apple, a number flies up from you, letting you know how much energy you gained. If you have almost maximum energy and can not eat all the food positioned in the scene, you will notice that the rest remains there, and you can eat it later, when you feel sick. If you have maximum energy (20), then a message is shown, telling you “You can not eat anymore”

The status screen will be shown until you press a key.

- 4. Pick up:** if there is an object in the scene, you can pick it up by using this action. The object is automatically placed into your inventory, and a message appears telling you what you just picked.
- 5. Give / Inventory:** you can use this menu item to give objects to other people, to throw objects on the road or just to check out your inventory. When you select it, a similar screen appears, showing you the current inventory:



If you press *OK* (a.k.a. *LeftSoftKey*) and there is a creature present, you offer that object to the creature (the creature can take it or not, depending on its needs). If there is no creature, then you try to place the object in the scene. You can then pick it up anytime later; in a certain scene, there is place for only one object, so you might see a message telling you there is not enough space. Same as with talking, some creatures might be offended by your gift, and attack you, so be careful. If you press *Back* (a.k.a. *RightSoftKey*) you return to the scene view, without modifying anything in your inventory.

- 6. MAP:** here you can see the map of the explored world. The *Cyberion* world is divided into 8 regions (Swamp, Low Land, Meadow, High Land, Village, Mountain, Forest, Town), each with its dangers and treasures. In this example, you can see in light brown colour the current region you are in (Mountain, as it says at the bottom) and the other visited regions in yellow. You start in the bottom left region, Swamp.





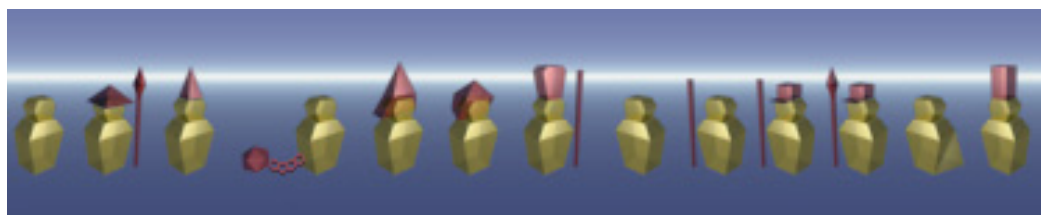
The map helps you realize where you are, and where are the others. When you hear a deep piano voice (only on supported phones), it means you go across a region border.

7. **Exit:** you exit the actual game and return to Main Menu. When you select this, you are asked if you want to save.



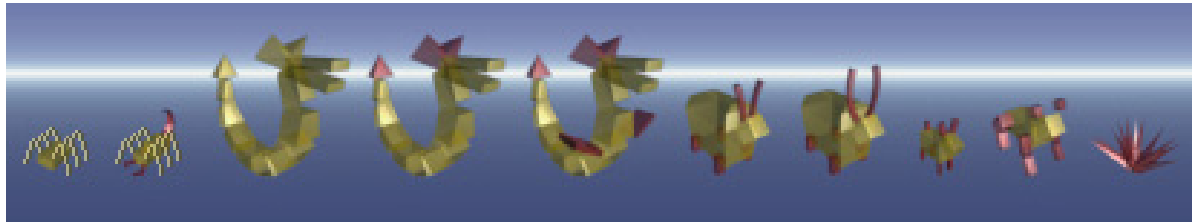
If you choose *Yes* (by pressing the *LeftSoftKey*) your previous save (if exists) is overwritten, and the current game becomes your save. You can continue it anytime later by choosing *Load Game* from the *Main Menu*.

Now will present the *creatures* and *background objects* found in this game (may spoil some of the fun...).



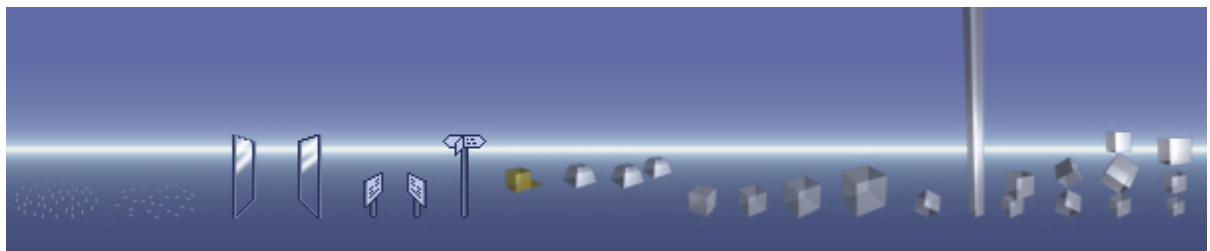
From left to right, here are the names for each:

Peasant, Martial arts master, Wizard, Prisoner, Lady, Citizen, Priest, Peasant, Bandit, Soldier, Spear Man, Monk, Chef

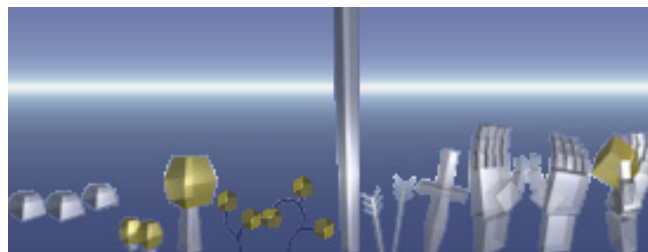


and Scorpion, Scorpion king, Drack, Red Drack, King Drack, Sheep, King Sheep, Dog, Wolf, Thorns.

And the buildings (*background objects*)



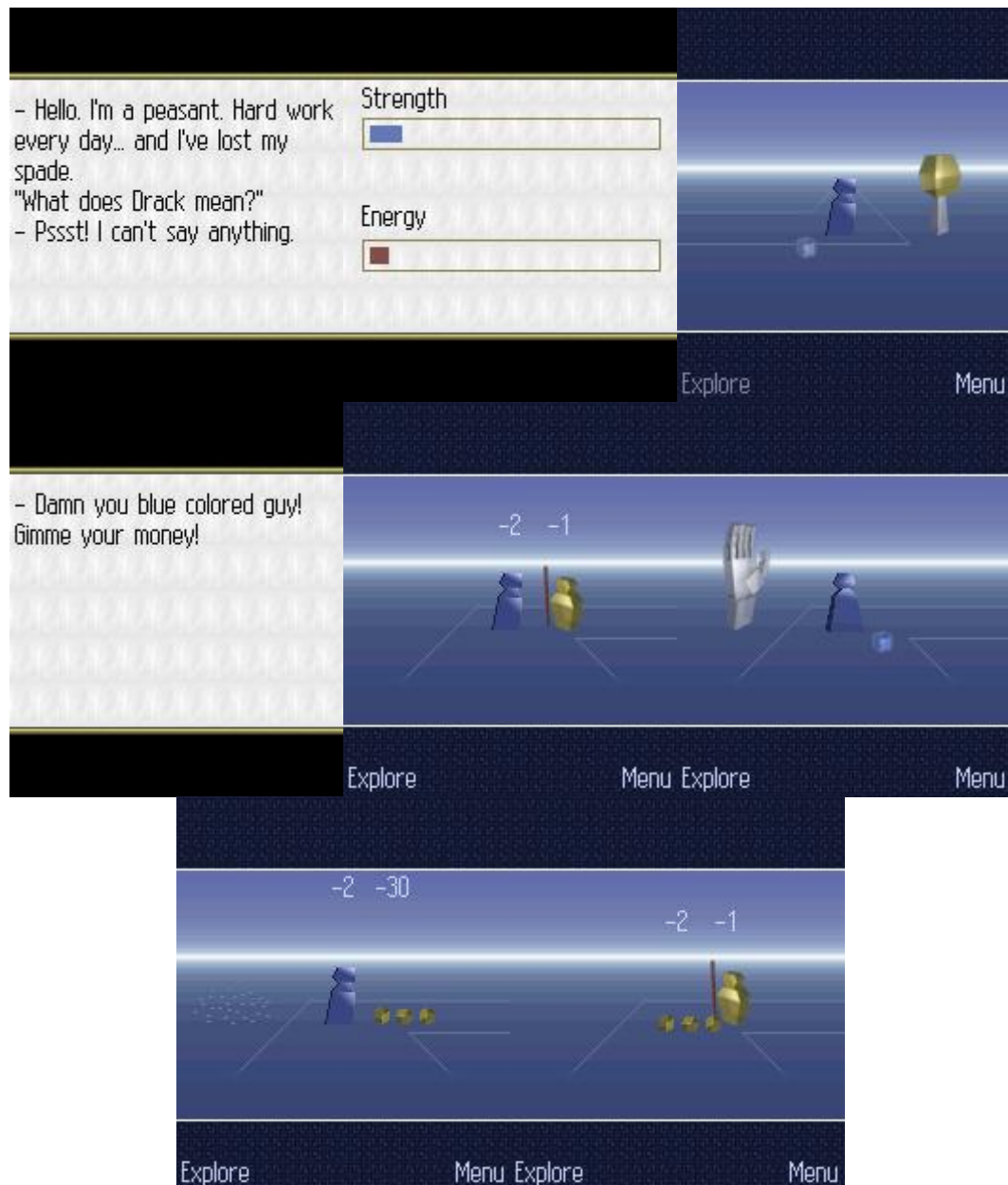
Glade, Swamp, Gate Left, Gate Right, Sign Left, Sign Right, Turnout, Flying Cube, House, Mansion, Small Cubes, Big Cubes, Amber Cube, Column, Corner, Balance, Incredible Balance, Telekinesis



and Village, Bush, Tree, Flower, Big Flower, Great Column, Arrows, Sword, Protective Hand, Offended Hand, Tiring Hand.



3. Screen shots:





4 Supported phones

The following table lists the supported phones.

Alcatel 735i
LG c1100
Motorola 720i
Motorola C550, C450
Motorola vxxx (Motorola v300, v500, v525, v600, . . .)
Nokia Series 30 (Nokia 3510i)
Nokia Series 40 (Nokia 7210, 6100, 6610, . . .)
Nokia Series 40v2 (Nokia 6230)
Nokia Series 40vb (Nokia 7610)
Nokia Series 60 (Nokia 3650, 7650, 3660, n-gage, . . .)
Nokia Series 60v2 (6600, . . .)
Sagem myV65 (and Sagem myX5-2, . . .)
Samsung c100 (and Samsung x100, x600)
Samsung e100 (and Samsung p400, e710, e715)
Sharp gx10, gx13
Sharp gx20, gx30
Siemens x55 (Siemens m55, s55, sl55, mc60, . . .)
Siemens x65 (Siemens c65, m65, s65, . . .)
Sony-Ericsson t610 (and SE t630, z600, . . .)
Sony-Ericsson Z1010

5 Contacts

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

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

Thank you