Manual

Infinite Dreams Team

Version 1.1

Contents

Introduction

What is Super Miners?

SUPER MINERS is addictive arcade puzzle game.
With 100 Levels, multiplayer, online highscore sytem, incredible music and sound you can
have countless hours of fun.!!

Join Miss Rusty and Dr. Drill in their incredible underground adventure. Help them finding
treasures hidden in the mines all around the world! Incredible graphics and sound, over 100
levels to complete, single and multiplayer modes. All of this will keep you entertained for
hours! You can even share your high scores online by sending them to our site directly from
you mobile (using GPRS connection).

Unique features

1. GAMEPLAY
- singleplayer,
- mulitplayer via bluetooth up to 2 players! (cooperative and competitive modes),
- over 100 game levels.
- tutorial that will let you jump into the game easily,
- exciting new game features such as fireball, magic ball, teleports, ghosts portals and many
others

2. HIGH QUALITY 2D ENGINE
Amazing graphics and visual effects including:
- plenty of blended sprites,
- huge transparent explosions,
- shadows,
- dynamic lighting
- advanced particle system (fire, smoke, sparks).

3. MULTICHANNEL AUDIO SYSTEM
Multichannel audio system with high quality original soundtrack and plenty of ingame sound
effects.

3. ONLINE HIGHSCORE SYSTEM
Playing games is fun, isn't it? But it's even more fun when you can compete against other
people from all over the world. Super Miners let you send your highscores to our website and
compare them with others

Game Modes

SINGLE-PLAYER: Adventure mode

Adventure is the main game mode. It is divided into 6 stages. Each stage contains approx. 10 levels. In the beginning, all but first stages are locked and user cannot play any level from higher stages. To unlock the stage completion of the previous one is necessary. When player was unable to complete the stage and has lost all the lives the game is over and it is required to play all the levels again until all of them are completed to unlock the next stage. Stage once unlocked will remain such after all.

Note that each user profile has its own 'states' which means that unlocking the stage for profile 1 has nothing to do with unlocked stages for the other profiles.

SINGLE-PLAYER: Free mode

As stated before, Free mode is very similar to adventure one with the exception that the levels are treated as individuals rather than gathered into stages. When player completes the level the next one is automatically unlocked. There is no need of finishing number of levels in order to unlock more.

Note that each user profile has its own 'states' which means that unlocking the levels for profile 1 has nothing to do with unlocked levels for the other profiles.

MULTI-PLAYER: Cooperative mode

Cooperative mode allows to human players to cooperate together in completion of levels. The set of specially designed levels is used for this game mode. Unlike in adventure and free modes, they are unique for cooperation and can be accessed only by playing this mode. The players start both on the same map in two different fixed locations. They must work together in order to complete the level. Maps design make them impossible to complete if the players cannot cooperate. In this mode the players are binded to each other which means that if one dies so does the other. The level is completed only if both players managed to reach the exit.

MULTI-PLAYER: Competition mode

Competitive mode allows human players to rival with each other. In this mode each player tries to be better than the other. Players try to finish the levels faster than the opponent. The player who finishes as the first one wins and its 'win matches counter' increases. If one of the players won the number of matches previously set in options, it wins the whole competition. During the play it may happen that one of the players will die before other one finishes the level. In such a case the killed player will be able to observe the actions of the one who is still playing until it finishes level or dies. The 'win matches counter' may be increased by getting sufficient number of points. It works exactly the same as getting extra lives in other game modes.

Player's Character

Overview

In Super Miners player there are two characters: Rusty (female) or Drill (male).
Player is able to choose one in both single-player modes, however, in multi-player ones, the characters are binded automatically to players (server side plays the Drill, client side plays Rusty).
The character selection has only visual meaning and has no influence on game dynamics.
The characters are, as the game title states, the super heroes. The are able to use super powers which help them in the journeys. They use their powers to drill in the ground, collect diamonds, use the bonuses or even to push the stones.

Bonuses

During the game player may found so called bonuses. The bonuses are normally not visible on the level if they are under the ground. While player is exploring the level and drilling the ground it may found the bonus. There are two kinds of bonuses: positive and negative. Some of them are of instant action, which means that they will affect the player immediately, some of them will work for the duration of time and then their effects will disappear after bonus time elapses. Also there are some bonuses which once collected can be used whenever player decides.

Below there is the list of them all:

Bonus	Icon	Type	Description
Extra Life		*instant*	*Adds an extra life*
Points Multiplier		*time*	*Multiplies all points get during the bonus lifetime. Two kinds: x2,x3*
Reverse Motion		*time*	*Hero motion is reversed*
Haste		*time*	*Hero moves twice as fast as normal*
Slow		*time*	*Hero moves twice as slow as normal*
Stone Drill		*usable*	*Player may use this to destroy a stone, once*
Frenzy		*time*	*Hero becomes frenzy and can kills monsters*
Invincibility		*time*	*Hero becomes immortal*
Flying		*instant*	*Turns off/on flying ability of the hero*
Fire Ball		*usable*	*Player may use this to change a stone into fireball which can move left or right and deatroys everything on its way*
Extra Time		*instant*	*Gives player some extra time to accomplish the level*
Magic Ball		*usable*	*Hero may shoot it in any direction. It will bounce from obstacles until it hits the monster/player. Player who shot may retrieve it back but it will kill anybody else.*
Random		*depends*	*One of the random bonuses will be chosen*

Bonuses

This is the list of all random bonuses:

Random bonuses
Points Multiplier x2, x3
Reverse Motion
Haste
Slow

Hero may be affected by more than one bonus at the time. For instance, it may have the flying turned off, points multiplier x2 and haste at the same time. But there are bonuses which are mutually exclusive and cannot be active at the same time. In such a case the newly acquired bonus takes place of the already existing one, in other word it overwrites the old one.
Below is the table of mutually exclusive bonuses:

Bonus	*Counter bonus*
Slow	Haste
Any points multiplier	Any other points multiplier
Stone drill	Fire Ball
Frenzy	Invincibility

Mutually exclusive bonuses

To gather the bonus hero must step on it. After taking the bonus it disappears.
Working time of time based bonuses may differ from few seconds up to few minutes.

Control

All keys in game are definable. It can be done in options menu.

The player may define the following keys:

Primary Action Key – it is used for menu item selection. In game the key is used for activation of super powers (drilling, diamond collecting, use of bonuses) as well as for in-game menu system.

Secondary Action Key – it is used in game for opening additional menu with level restart choice.

Directional Control Keys – in menu these allow to move between items and for parameters changes. In game the keys allows hero and super powers control. Also these keys are used for in-game menu navigation.

Left and Right Function Keys – used in game only. These pause the game or allow to quit it.

Default key settings depends on device used but in all cases directional control keys correspond to arrow keys or joystick directions.

User Interface

In Game

There are three information panels during the game in Super Miners:

– Main upper info bar – located on the top of the screen. It is always visible. It is divided into three parts (from the left to right):
  – diamonds collected and diamonds required for level completion
  – total points
  – hero avatar and lives (in single-player and in cooperative mode) or number of matches won (in competitive mode)
– Main lower info bar – located at the very bottom of the screen. Always visible. Displays the time remaining during which player is supposed to finish the level.
– Bonuses info bar – located a little bit over the main lower info bar. Normally, not visible. Shows all bonuses which affects the hero at the time. Each affecting bonus is represented by its unique icon.

Saving & Loading

Saving

The player will not need to save anything himself in the game. There will, however be an 'auto-save' feature which will store options chosen by player as well as high-scores for all profiles.

Loading

There is no requirement for the player to have to manually load anything in the game.

Uploading highscores to web server

It's possible to upload highscores to WWW server and compare your score with other players around the world.

The first step is to create an account at: http://mobile.idreams.pl/superminers.html
Please click on "ONLINE HIGHSCORES BOARD" and "Create new".

Please fill your personal data and click on "register". You'll receive your Global ID by email in seconds.

Next, you need to enter your Global ID in SuperMiners. In order to do so please go from Main Menu to "Options" and next to "Global Highscores". Enter your Global ID and you are ready to upload highscores to our server!

Highscores will be uploaded using internet GPRS connection. Cost of sending data depends on your GPRS plan, please check it with your operator.

When asked to select you access point please make sure to select internet GPRS connection, please do not select WAP or MMS connection.

After successful upload operation you should be able to see your highscores at:

http://mobile.idreams.pl/highscores/

Multiplayer

The multiplayer mode can be played on devices that are equipped with Bluetooth.

It is possible to connect a Series 60 device with Pocket PC!

Series 60

On this platform all devices that are equipped with Bluetooth are supported. Remember to turn-on the Bluetooth. If you want to play with Pocket PC device you have to switch the 'MULTIPLATFORM' option in 'MULTIPLAYER' menu, switch it to 'ON'. It should be set to 'OFF' when connecting with other Series 60 device.

Pocket PC

On this platform only devices with Broadcom (Widcomm) Bluetooth stack are supported.

If your hardware will be unable to run in multiplayer mode the game menu option for multiplayer game will disappear.

SM SmartPhone

On this platform only devices with operating system version greater than 4.0 are supported. User must remember to turn-on the Bluetooth function. To do this go to settings of your phone and find 'Bluetooth' menu option. Change it to 'Discoverable' mode.

PALM OS devices

On this platform all that equipped with Bluetooth and system version greater than 5.0 are supported. Before running the game, please remember to enable Bluetooth in your PALM OS device's preferences menu. The 'Connectable' and 'Discoverable' options must be switched to 'Yes'. Add your opponent device to 'Trusted Devices' list.

How to connect

- Client side

  The client must enter this mode before server will try to start game. To do this just enter 'WAIT FOR SERVER' menu option in the 'MULTIPLAYER' menu. Now you are ready to accept connections. Wait and be patient.

- Server side

  When a client or more clients are already in waiting mode the server must enter 'START SERVER' menu option in the 'MULTIPLAYER' menu. In the following menu he must choose game modes and confirm them by pressing 'START GAME'. Now he is ready to search for other player or players, pressing "SEARCH" will start search process. This can take several seconds (up to few dozens) so be patient! When a player that is ready to play will be found a icon with his nick name is going to appear on the screen. The search will continue until all client in vicinity are found, 'search completed' will appear when all are found. Now one of the found players can be chosen (using primary fire button) and 'CONNECT' menu option is going to appear. By pressing it, the server will try to connect with the player. If connection is successful 'START GAME' menu option will appear. Press it to start the game and have fun.

Troubleshooting

It may happened that no devices will be found or connection will fail. In this case go back to main menu and try again. If this won't help try to restart the game or reboot the device. Make sure that the Bluetooth is enabled. If non of this will help please let us know (support@idreams.pl).

Tutorial

Level 1

These boards will help you pass through the tutorial. To close the message box press the action button.

You must collect all the diamonds to complete the level.

Remember the time is ticking... Hurry up before it elapses!

Level 2

Now you are going to learn how stones and diamonds physics work...

Notice, that stones/diamonds slide down from the wall edges...

...stones and diamonds will not slide down if they are on the ground!!!

But they will slide from each other...

Level 3

It is possible to take diamonds using super powers. To do so, press action key and choose the direction where the diamond is.

Level 4

The monsters in the game differ from each other. If killed they may generate diamonds or not. Additionally, they can explode destroying everything in their proximity!

Level 5

Now, you are going to see how Fireball bonus works...

Stand beside the stone, press action key and choose the direction where the stone is.

As you could see the stone becomes the fireball. While fireball is traveling it destroys almost everything on its way. When it hits stone, wall or diamond it blows up.

The Fireball kills the monsters too!! Try and see it!

All kinds of bonuses may be hidden under the ground. There is one on the right! Find and take it to clear your way further!

Level 6

Now, take the bonus on the left...

At the moment, you are not able to fly anymore...You may, however, freely move on the left and right.
Beware!! If you fall 3 or more units down you will not survive!!

To make you fly once more take FLYING bonus again. There is one on the right. Use the Stone Drill ability to get there!

The thing on the left is a teleport. You may use it for instant travels between the teleports.

But be careful!! Sometimes, it is hard to predict where you are going to appear!!!

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This is magic-walls avenue. The magic walls are activated when stone or diamond falls down on it

As you could see the magic-wall destroys the stones/diamonds which fall down on it. While it is active, however, it changes stones into diamonds and diamonds into stones.

Unfortunately, if there is no unoccupied space under the magic-wall or it has stopped working, nothing is generated.

Level 7

This time, you will see how Magic Ball bonus works...

Take the bonus on the right and shoot with it pressing action key and choosing the direction you want to shoot at..
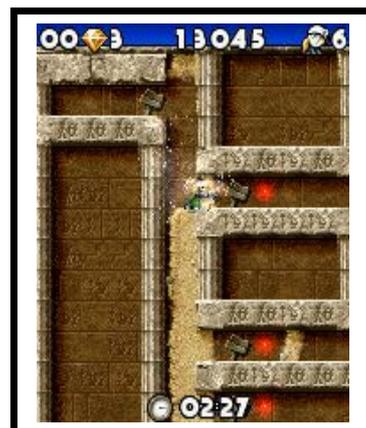
You can shoot only if there is unoccupied space in the firing direction. Take the bonus and shoot again.

After the magic-ball has been released, it will bounce from obstacles until it hits monster or other player. If it hits your hero you will regain the bonus.

Level 8

Now, you will see what lava is... wait and observe...

do not worry it will not hurt you!
As you could see lava does not harm you but can be deadly for monsters!

Lava can expand through the empty spaces and ground but walls, diamonds, stones and your hero stop it.

Level 9

BEWARE of the crates!!!
They mostly behave like stones but there are monsters hidden inside! Monster will escape when create is destroyed!!!