

Colonization of Mars



by Webvisia LLC

User Guide

www.webvisia.com

© Copyright Webvisia LLC, 2002

All rights reserved. This manual and the programs referred to herein are copyrighted works of Webvisia LLC

The information in this document is subject to change without notice.

Webvisia LLC accepts no liability for loss or consequential loss from misuse or any defect or failure of the programs howsoever arising.

© 2002 Webvisia LLC Colonization of Mars and Colonization of Mars logo are trademarks or registered trademarks of Webvisia LLC in the U.S. and/or other countries. All rights reserved.

3Com, the 3Com logo, Palm Computing and HotSync are registered trademarks, and Palm III, Palm IIIx, Palm V, the Palm III logo, the Palm IIIx logo, the Palm V logo and the Palm Computing platform logo are trademarks of Palm Computing. Inc, 3Com Corporation or its subsidiaries.

Acrobat and PDF are trademarks of Adobe. All other brands and product names may be trademarks or registered trademarks of their respective holders.

Version 2.11

July 2002

English

LICENSE AGREEMENT

*** Please read this entire agreement ***

This End-User License Agreement (the "Agreement") is a legal agreement between you ("Licensee"), the end-user, and Webvisia LLC ("Webvisia") for the use of the Colonization of Mars software product ("Software").

By using this Software or any part of it, you are agreeing to be bound by the terms of this Agreement.

If you do not agree to the terms of this Agreement do not install this Software.

COPYRIGHT

Both United States copyright law and international treaty provisions protect this Software.

LICENSE AND DISTRIBUTION

The evaluation copy of this Software is free of charge. You can play the game limited time. You must pay the license fee and register your copy to have the full version of Colonization of Mars. You're allowed to make as many copies of this evaluation version (in UNMODIFIED form) as you wish to distribute.

RESTRICTIONS

You may not nor permit anyone else to de-compile, reverse engineer, or disassemble, modify, or create derivative works based on the SOFTWARE or the documentation in whole or in part. You may not use the Software for any commercial purpose or public display, performance, sale or rental. You may not use the Software to perform any unauthorized transfer of information (e.g. transfer of files in violation of a copyright) or for any illegal purpose.

NO WARRANTIES

This software and any related documentation is provided "as is" without warranty of any kind.

Webvisia LLC specifically disclaims all warranties, expressed or implied, including but not limited to implied warranties of fitness for any particular purpose and of merchantability.

LIMITATION OF LIABILITY

In no event will Webvisia LLC be liable to you for any damages, including but not limited to any loss of data, lost profits, lost savings, commercial damage or other incidental or consequential damages arising out of the use or inability to use this program directly or indirectly, or for any claim by any other party.

Contacting Webvisia LLC

There are several ways to get in touch with us here at Webvisia LLC. E-mail is the preferred form of communication, but whatever works for you is fine. If you have any questions, commands, suggestions or compliments, please don't hesitate to contact us.

E-mail: support@webvisia.com

World Wide Web: <http://www.webvisia.com>

Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please e-mail us with Bug Report Request in the subject line. In your e-mail, include the following information:

What type of PalmPilot you are using (i.e. Personal).

The software name and version number (i.e. Colonization of Mars v.2.11).

The error number and the exact contents of the error message.

A brief description of how we can recreate the error.

Your name and e-mail address so we can contact you when the bug is fixed.

It is best to report bugs by e-mail, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your e-mail, we will examine the problem, and fix it. Because our programmers are busy to create new software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

Colonization of Mars – User Guide

Welcome and Registration

Colonization of Mars



Included in this archive are the following packages:

Colonization of Mars.prc - This is the software package that you need to install on your PalmPilot.

Colonization of Mars.pdf - This is the Users' Manual for Colonization of Mars. You are reading it right now.

System Requirements

Palm OS 3.5 or higher

Color device

274 KB free memory

Registering Colonization of Mars

Colonization of Mars is a downloadable shareware. Its registered copy costs \$9.95. If you have the demo version, you can play the game limited time. After purchasing the game, you will receive a registration key.

You can buy our software at our home site:

www.webvisia.com

or at our retailers' web sites:

www.palmgear.com

www.handango.com

Once you buy our program, you will receive an e-mail, explaining what to do in order to get your program registered.

The Story

The mankind has always dreamt of discovery of new worlds.

That is its essence – to discover and conquer the unknown.

In 2004 the first bore is winged to the planet Mars from NASA. The target is reached in 2006. The robot, winged from the bore, reached the surface successfully. Its target was to discover and study the existence of microorganisms, substances, needed for the presence of life and the conditions on the planet themselves. At that time the scientists were still dreaming of the day, when they would be able to create and disseminate on Mars colonies of microorganisms, chosen from the Earth. These colonies should not only survive, but should adapt the extremely dilute atmosphere on the planet for living, by processing the carbon dioxide and disjoining the oxygen.

The colonization of Mars happened quite later by an irony of fate. The reasons were different and very complex. The natural resources on the Earth run out in 2035, far before the expected period. People started working over the discovery of substitutes of the most widespread power sources years before that. In 2017 was discovered the new main power source – the water – by synthesis of the hydrogen in its composition. In this memorable day nobody assumed, that even this power source would be spent years later! People started searching for new alternatives of the obtaining of power, when in the end of the 21st century it became clear, that the water was not an unlimited power source, because of the huge number of planet's inhabitants. The first bases of the newly established Earth's republic were built on the Moon. Their designation was synthesis and extraction of hydrogen from the ice crystals, available under the surface of the Moon. The single terrestrial satellite was used as a base for the establishment of the First earth colony as well. Many factories and spaceports were built. They were used for the settlement on Mars, planned for year 2113, for study of the conditions of extraction of water from one of the satellites of Jove –

Europe and for possible future settlement of the mankind on worlds outside our Solar system. At the same time the conditions on the Earth were getting worse and worse. The pollution reached tremendous dimensions, though all the undertaken precautions. Also the number of people on the Earth was more over the bravest forecasts ever made. All this led to the decision of sending the first cosmic settlers on Mars. The risk was big, but there was no time to waste. The first galaxy travellers landed on Mars in 2041. The building of the New World started. The conditions on the planet were getting better quickly and the number of the new settlers was increasing. Thousands of new cities were established. In 2174 a team of colonizers came upon a strange find in the Great Marsian canyon. Deep under the surface they found odd objects, which could not be likened to anything known till that moment. Strange incidents began to happen shortly after the return of the discoverers in their colony... The whole colony burned down in a day. The reason was unclear, but it quickly spread out in all colonies. The scientists found the reason in the last survivor colony – unknown parasitic state of life, appropriating man's mind and causing strange aggressive actions. Teams for fighting the parasitic state of life were established. They should localize and neutralize it. There was still a hope for the saving of the colony on Mars...

The destiny and the future of the mankind are in your hands!

Objects in the game

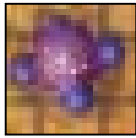


The objects in the game are a map, cars, shuttles, radar and an Action Bar.

Objects in the map

The objects in the map are roads and buildings.
The roads are used for vehicle traffic.

Buildings



Science library -keeps all the available scientific information, the mankind gathered

Size - 1 ppm.

Building energy - 2000.

Personal - 780.



Engineering quarters – main office for invention of high-technology products

Size - 1 ppm.

Building energy - 2000.

Personal - 1000.



Museum of the World wonders – provides data for all built wonders of the world, their characteristics, projects, prototypes

Size - 1 ppm.

Building energy - 2000.

Personal - 100.



Marsey Land – center for entertainment and education of children

Size - 1 ppm.

Building energy - 2000.

Personal - 300.

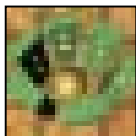


Living quarters – residential premises of a colony of mixed societies and different cultures

Size - 1 ppm.

Building energy - 2000.

Personal - 3000.



Mars Stonehenge – charges with cosmic energy the main agregats of Power Plant to provide the extraction of quantum energy

Size - 1 ppm.

Building energy - 2000.

Personal - 800.



Food plant – foods and products for the feed of the colony are grown artificially in Food plant

Size - 1 ppm.

Building energy - 2000.

Personal – 2000.



Water silos – keeps the water, obtained from the ice hats of Mars, provides clear water and water for the industrial purposes of the colony
Size - 1 ppm.
Building energy - 2000.
Personal - 4000.



Business center - offices of trading companies and organizations. A place for holding important interplanetary conferences
Size - 1 ppm.
Building energy - 2000.
Personal - 1500.



Observatory - tracks and takes chronology of the data of the motion of asteroids, comets and other astronomical objects.
Size – 1 ppm.
Building energy – 2000.
Personal – 200.



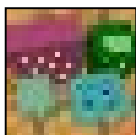
Hi-tech Factory – produces all necessary microchips, components and devices for the needs of the robotics
Size - 1 ppm.
Building energy - 2000.
Personal - 500.



Interplanetary center for fun and entertainment – All modern ways for entertainment, gathered in one megacenter – hologram 3D cinemas and theatres, circuses, merry-go-rounds, merry-andrews.
Size - 1 ppm.
Building energy - 2000.
Personal - 1000.



Oxygen factory – provides the necessary quantity of oxygen by synthesis from the ice hats of Mars.
Size - 1 ppm.
Building energy - 2000.
Personal - 1200.



Housing estate – housing estate with large dimensions. Provides residential space for the engineers, working in the factories.
Size - 1 ppm.
Building energy - 2000.
Personal - 1200.



Planetary complex – investigates the neighbouring galaxies for appropriate life-conditions and for possible future expansion of the colony.

Size - 1 ppm.

Building energy - 2000.

Personal - 4500.



Mine – extracts minerals, fossils and precious metals from the surface of Mars.

Size - 1 ppm.

Building energy - 2000.

Personal - 4000.



Fire Department – department for fire and other natural disasters fight. Provides fire defence mainly.

Size - 1 ppm.

Building energy – 2000.

Personal - 1200.



Administration office – provides all administrative services and government of the colony.

Size - 4 ppm.

Building energy - 2000.

Personal - 200.



Old style buildings – housing buildings and estates, built in old style. Provides residential space for different groups of people of the population.

Size - 1 ppm.

Building energy - 2000.

Personal - 100.



Research center – Centre for studying, research and development of new technologies and know-how in all spheres of life.

Size - 1 ppm.

Building energy - 2000.

Personal - 1000.



Power Plant, Model 4GMS1 – Provides charges and reserves of quantum energy to the city. One of the most important objects in the new colony.
Size - 4 ppm.
Building energy - 2000.
Personal - 2000.



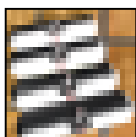
Church – church of the colony. Spiritual centre and a place for confessing of all religions.
Size - 1 ppm.
Building energy - 2000.
Personal - 100.



Military bunker – military bunkers, providing weapons and military supplies to the army and the police of the colony.
Size - 1 ppm.
Building energy - 2000.
Personal - 1100.



Trade center – carries out all big business deals and goods operations of the colony.
Size - 1 ppm.
Building energy - 2000.
Personal - 720.



Refinery – produces all fuels and raw materials, needed for the transport, military industry and so on.
Size - 1 ppm.
Building energy - 2000.
Personal - 3200.



Hospital – provides health services and help to the colony. Carries out all necessary vaccinations and examinations of the population.
Size - 1 ppm.
Building energy - 2000.
Personal - 1000.



Military corps – follows the security and provides all the services, needed for the safety of the colony.

Size - 1 ppm.

Building energy - 2000.

Personal - 1000.

Vehicles

The vehicles in the game are civil and public.

Civil vehicles



Civil vehicle C11GRX - General transport for the people of the colony.

It is used mainly for earthly transport.

Size – 0.2 ppm.

Energy – 100

Personal – 10



Alien vehicle C11GRX - Earthly transport for the people of the colony, infected with the unknown extraterrestrial form of life. Extremely dangerous! A quick reaction for its disinfecting is needed!

Size – 0.2 PPM.

Energy – 100

Personal – 10

Public vehicles



Military vehicle – attacks the alien civil vehicles in time; the possible actions are:



move – when you tap somewhere on the road, the military vehicle goes there



attack - when you tap on an alien vehicle, the military vehicle attacks it



Ambulance – transports the injured people from the roaring buildings to the hospitals; the possible actions are:



move – when you tap somewhere on the road or a building, the ambulance goes there



rescue – when you tap on a burning building, the ambulance goes there and starts transporting the wounded people to the nearest hospital



Fire engine – puts out fires; the possible actions are:



move – when you tap somewhere on the road or a building, the fire engine goes there



put out – when you tap on a burning building, the fire engine goes there and puts out the fire

Air forces

The air forces consist of civil shuttles and army fighters.

Civil shuttles



Civil shuttle GH100 - It is used for the transport of people and cargoes inside and outside the colony. One of the main air units of the colony.

Size – 0.5 ppm.

Energy – 1000

Personal – 500



Alien shuttle GH100 - Shuttle, infected with the unknown extraterrestrial form of life. Extremely dangerous! A quick reaction for its disinfecting is needed!



Size – 0.5 ppm.

Energy – 1000

Personal – 500

Army fighters



Fighter S11 Stealth - The general fight unit. It is used for interception and destroying of enemy objects. Weapons - stealth rockets, disinfector S11 for short distances. They attack the alien shuttles in time. Their default action, which you can not control, is to  patrol over the city. The possible action, which you can control, is:  attack - when you tap on an alien shuttle, the army fighter attacks it.

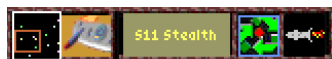
Radar



The radar is a part of the Action Bar. It is a square field in the bottom left corner. It represents the whole map. There is a red square in it, displaying the part of the map you are at. The various types of moving objects are represented in the field of the radar with differently colored points.

The radar will help you to find quickly contagious alien objects (red dots), burning buildings (white dots), army stealth fighters (yellow dots), military vehicles (purple dots), fire engines (blue dots) and ambulances (green dots).

Action Bar -



The Action bar consists of five fields – radar, preview field, info field and action fields.

The preview field shows what you have selected. When you tap on the preview, the selected object appears on the screen.

If there is no selection, the info field indicates the total number of people in the city. The first number indicates the maximum inhabitants of the city and the second one – the current number of inhabitants. When the color of the numbers changes from black to yellow, this means that somewhere is burning a building.

When you select a building, the first row of the info field shows the name of the building. The second row indicates the hit points of the building – maximum/current hit points. When a building is burning, its current hit points are decreasing and when the fire is put out the hit points reach the available maximum. The third row indicates the number of people in the building – maximum number in the current moment/current number. The maximum number of people in the current moment decreases when the building is burning. When the current number of people in the building decreases, but not due to the fact that you sent an ambulance there to take the wounded people, this indicates that people are dying in the building.

When you select a moving object, its name appears in the info field. Only when you select an ambulance, the info field shows not only its name, but also the number of people in the ambulance.

Tapping on the info field, you deselect the current selected object.

Selecting an object, you can control, the actions it can perform appear in the Actions field.

Starting a new game

In the main applications screen of your device, tap the Colonization of Mars icon. The logo screen will appear. Tap it to start the game.



Game Play

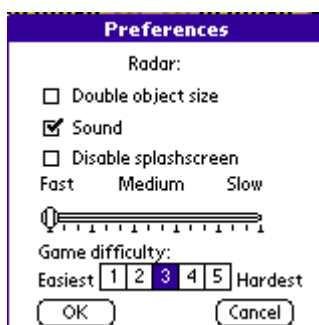
The aim of the game is to uproot the alien infection from the colony. You have ambulances, fire engines, military vehicles and army fighters, which are for air attacks.

The control of all the objects in the game is equal and it is done as follows: first tap on the object you want to use. After that tap on the target, where you would like to act (i.e. when you tap on a fire engine and on a burning building, the fire engine goes to that building and puts out the fire).

Civil vehicles and shuttles become alien, after starting the game at uncertain intervals of time. When an alien vehicle or shuttle appears, you should quickly find it. After that send an attack vehicle (if the alien is a vehicle) or an army fighter (if the alien is a shuttle) to it. This vehicle or army fighter attacks the alien, if it arrives in time. If they do not arrive in time, the alien vehicle or shuttle crashes into an unspecified building, which ignites. You should send immediately ambulance or fire engine to the burning building. The fire engine puts out the fire and the ambulance transports the wounded people to the hospital.

The game ends after certain time. The score is calculated according to the city damages.

Preferences



If you want to see the dots in the radar double-sized, go to **Menu|Preferences** and check the **Double object size** box.

To switch on the sound of the game, go to **Menu|Preferences** and check the **Sound** box. Alternatively, disable the box to play the game in silence.

Every selection produces sound. The game produces sounds also when a new alien appears and when a building explodes.

If you don't want to see the logo every time you start the game, go to **Menu|Preferences** and check the **Disable Splash Screen** box.

You can choose the game speed by moving the dynamic slider. Go to **Menu|Preferences** and move the dynamic slider to a game speed, which suits you best. The slower the game speed is, the easier the game is.

To choose the **Game difficulty**, go to **Menu|Preferences** and tap on one of the numbers, indicating the game difficulty. The easiest game levels distinguish from the hardest ones with lower frequency of appearance of aliens and smaller number of aliens.

If you want to copy the **Colonization of Mars** from one Palm device to another you must choose the option **Beam to a friend** from **Menu |Game | Beam to a friend**.



Help

Colonization of Mars offers some simplified internal help. You can find there some basic information of the rules of the game and its final goal.

To view these tips go to **Menu|Help|Help**. Tap **Done** to quit the screen.

The End

Well, that's all for now. Enjoy your time with **Colonization of Mars!**

Webvisia LLC

www.webvisia.com