



Intro

MONSTA is turn based game which requires logic judgement and in advance conceived strategy. This amusing game offers challenge of heartless fight between brave Joe and little evil monsters, that can only end by winning of wiser and more courageous.

Installation

Installation process of MONSTA is very easy. Downloaded the game in suitable format for you:

PRC file - Recommended way of installation. Download the PRC file to your desktop and double click on it. It will activate HotSync and next time you sync your desktop with Palm device installer will be transferred to the device. Tap on MONSTA Installation application on your Palm and it will automatically install required files to your device. You can also download PRC file directly to your Palm device, over the air (OTA) and install it without the need for desktop computer.

EXE file - For Windows users only

ZIP file - For advanced users. Follow the next steps:

- 1) Unpack ZIP archive you have downloaded.
- 2) Click twice on MONSTA.PRC file in COLOR or GRAYSCALE directory, depending if you have device with color or black and white (grayscale) screen. Or start Install tool from Palm Desktop software, click ADD button and choose MONSTA.PRC file in one of these directories.
- 3) Hotsync your device.
- 4) Play MONSTA!

Controls

MONSTA is a turn based game, so every action you make, either you budge or you take a shoot, counts as one move. After you play all your moves, monsters will play their turn, and make a number of moves. When they finish playing, you are on the move again and so on. In order to control main character, Joe, you can use either buttons on your Palm device either stylus/pen, either both hard buttons and stylus at the same time.

Buttons

By default, these buttons will take next action(s):

- DATE BOOK
Shows information about number of lives and your fatality
- ADDRESS BOOK / LEFT on D-PAD
Move / shoot left
- TODO / RIGHT on D-PAD
Move / shoot right
- UP / UP on D-PAD
Move / shoot up
- DOWN / DOWN on D-PAD
Move / shoot down
- MEMO PAD / SELECT on D-PAD
Switch between targeting and moving mode

You can adjust button settings in menu. Tap the MENU silk button, while the game is running, then tap CONTROLS menu item twice. Set up the controls to fit you the best.

When you want to move to some direction, press a button for that direction. When you want to take a shoot, first press a button for switching between targeting and moving mode. When Joe is in targeting mode, he will take a targeting position. Then, if you press some of direction keys, Joe will shoot in that direction. You can also abandon shooting if you press the same button for switching targeting/walking mode, again, then you can continue to move.

Stylus

When using stylus to control Joe, to move tap on the tile near him in one of four directions (left, right, up or down). To take a shoot, first tap on Joe, this will cause him to get to targeting position, then tap one tile near him to make him shoot to that direction. Or tap Joe again to get back to walking mode.

Simple isn't it?!






















Game display

In the corners of the screen you can see a little display showing up. This display shows up when it's your turn to play. It will be always shown in the most distant corner from Joe, thus leaving enough space for the playfield. It has two battens, one with red squares representing your energy and one with yellow squares representing your number of moves left. When you finish your round, corner display will disappear until your turn comes again.

If you press an information button (default: date book button) Joe will tell you his number of lives and his fatality, or in other words, amount of energy which will be taken from monster when Joe shoot him.

You can check amount of energy and number of moves of every monster by tapping on monster. When tap on some monster you'll see his energy represent by small red squares and his number of moves represented by small yellow squares.

Items

-  extra life
-  antifreeze
-  blue door card
-  doubles the time till bomb explosion
-  50 points
-  extra move
-  additional move (only one additional move in playing round)
-  protects you from attacks until the completion of level
-  half the bombs explosion range
-  additional energy
-  key
-  level back
-  100 points
-  disables shooting for one round
-  200 points
-  all bombs explode
-  red door card
-  random item
-  protects you from attacks in one round
-  double-barrelled gun
-  flame thrower

Bombs

There are two types of bombs in the game

-  grenade - explodes in four directions
-  dynamite - explodes radially

Bonuses

Two types of bonuses are available through the game: bonuses based on passed levels and bonuses based on total score. For every 1000 points you will get an extra life.

Menu

Tap the MENU silkbbutton on your palmtop and you'll enter the menu where you can use next options:

- BACK
 - Back to the game
- LOAD GAME
 - Load saved game
- SAVE GAME
 - Save current position
- SOUND ON/OFF
 - Turn on/off sound in the game
- CONTROLS
 - Configure button controls
- MONSTA SPEED
 - Adjust movement speed of monsters
- JOE SPEED
 - Adjust movement speed of Joe

CENSORED ON/OFF
Enable/disable all Joe's sayings
INSTRUCTIONS
Game instructions
EXIT
Quit game

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