

FINGER FIGHTER

Developed by : [NO₂](#)



REQUIREMENTS

FingerFighter doesn't need a cutting edge mobile phone. It runs on any Java MIDP 1.0 capable device.

INSTRUCTIONS

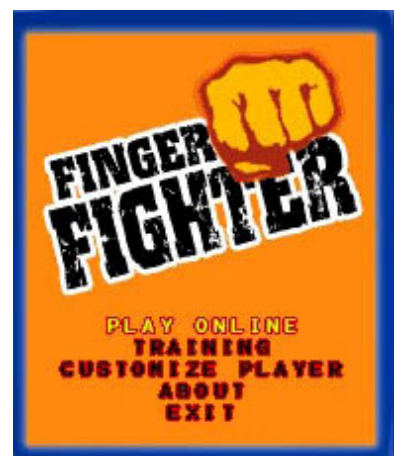
Goal of the Game.

The goal of the game is to gain experience by fighting against other players on the online mode.

Main Menu

In the main menu, you can choose one of the following options:

- Play Online
- Training
- Customize Player
- About
- Exit



Play Online

Through this option the game tries to connect to the internet, retrieving from the Finger Fight server the list of connected users.

Note : Some devices warns and asks the user anytime the game tries to connect to the internet. Due to the fact that game is doing petitions frequently, it could become very annoying. You may consider configuring the device to avoid this situation. Please refer to your device's user manual for further information.

When you enter the online mode the connected players are displayed on a list. In this screen you can do three things:

- Choose any opponent, and check his profile (experience, won and lost matches). You can then choose to challenge him or go back to the list.
- Enter the inventory.
- Go back to the main menu.

While you are in this screen, a window might pop up, asking if you want to accept a challenge from another player. If you decide to accept, you will see the turn selection.



On the inventory screen , you can view your money, and navigate through the available items, their prices, and the number of items of that kind that you own. From the menu at the bottom you can choose between read a description for the item, buy it or go back to the online players screen.

By reading the item description, you will find out its associated effect. It could give you more power for special attacks, reduce the damage you receive on the defense turn, add damage to your opponent but weakens you on the defense turn, etc. There are lots of items with different effects and prices.



Special items are only available for use in the online mode. In order to get money, you'll need to beat other people playing on internet. The training mode doesn't give you any money or experience.

Training Mode

Training offers a simulation of an online match. The opponents are displayed in increasing level of difficulty. We can still check experience and statistics information, but we won't be able to access the inventory, as in this mode we are not allowed to use it.

Playing in this mode makes for a good practice, but is in the online mode where you can use tactics due to the use of special items. See the combat dynamics for more information on the playing rules.

Customize Player

This option lets you change the name that will be displayed on the online mode.



About

Displays the names of development team members.

Exit

Closes the game and exits.

Combat Dynamics

This is a turn based game. In every turn you have a limited amount of time to do the actions. After the time has expired, you have to wait until your opponent turn ends.

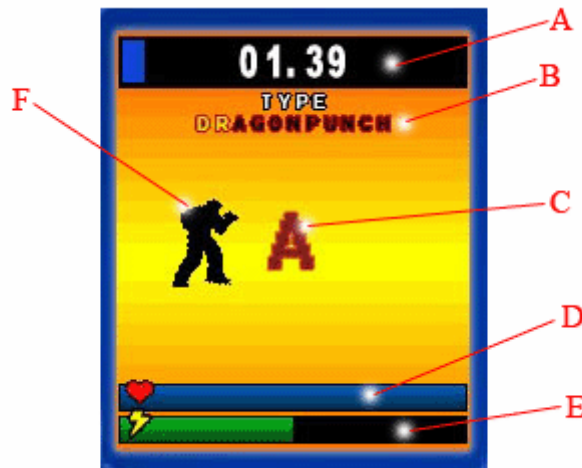
Turn Selection

To decide which player begins there is a turn selection screen where you'll be prompted to type a word as fast as you can. If your phone have a dictionary enabled it won't be available while you are playing. If you fail a character of the word, you will have to start typing it from the beginning. The two players have to enter the same word, but this word can change in different matches. The player who wastes less time typing the word, will start the turn.

Attack Screen

- (A) The time bar : In the top of the screen. Displays the number of seconds remaining till the end of your turn.
- (B) The word you have to type: Just under the time bar.
- (E) The energy bar: At the bottom of the screen. You'll begin with 50 points of energy.

- (D) The life bar : Just above the energy bar. You'll begin with 100 points of life.
- (F) Your fighter: On the left side of the screen,
- Active item : On the right side you'll see an indicator if you have a special item active.
- (C) In the middle of the screen you'll see the letter you are currently typing.



Turn phases

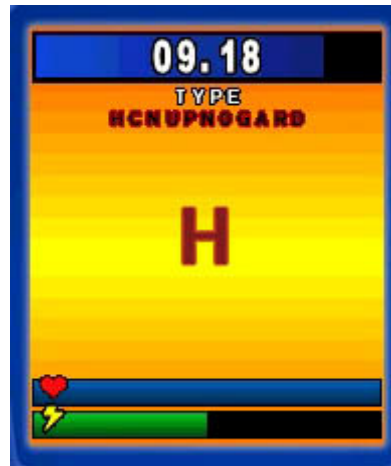
Every attack turn is divided in two phases:

- The defense phase
- The attack phase.

The defense phase.

In the defense phase, the player should try to block the opponents attacks. Before each attack you'll be warned of which kind the attack is. In the game we have two kind of attacks that must be blocked in different ways:

- Simple attacks : these are low damage attacks, but difficult to block. You have three attacks of this kind: PUNCH, KICK and WAVE. To block any of this attacks you choose a defense before you know the attack. If you choose the correct defense, you'll block the attack, otherwise the attack will hit you. You have 5 seconds to decide which defense you prepare.
- Special attacks : these attacks produce different levels of damage, depending on how many energy your opponent had when done this attack. They can be up to 8 times stronger than a simple attack. To defend the attack you have to type the name of the attack in reverse order spending, at most, the same time that your opponent spent typing it. If you complete it, the attack will be blocked. If you only type a part of the attack word, you'll save as many life points as characters you typed. There are 3 special attacks: DRAGONPUNCH, TIGERKICK and SONICWAVE.



The attack phase.

In the attack phase you have 20 second to perform as many actions as you can. There are four possible actions:

- Simple Attack
- Special Attack
- Fill the energy bar
- Activate an item (only available on the online mode).

To perform the appropriate action you'll need to type a word. The faster you type, the more you can do in your turn time. When you type the first character, all the possible commands will be displayed on the screen. As you continue typing, the words that do not match the typing sequence will disappear. In any command if you fail a character you'll have to start from the beginning.

You have 3 simple attacks:

- PUNCH : It can make 4 points of damage.
- KICK : It can make 4 points of damage.
- WAVE: It can make 3 points of damage.

Special attacks are powered by the energy bar. If your energy bar is at half, you will only make a 50% of the maximum damage:

- DRAGONPUNCH: It can make up to 22 points of damage.
- TIGERKICK: It can make up to 20 points of damage.
- SONICWAVE: It can make up to 23 points of damage.

To fill your energy bar you should type MANA, and your bar will increase 15 points .

Special Items can only be used in the online mode. Once you type one of them, they are active in the current attack phase and in the next turn defense phase. You will see an icon in the right part of the screen that tells you that there is an active item.



The use of these items is restricted to one per turn. To activate one of them, you only have to type its name. Its important to know when to type it. For example, an item that divides the damage you receive by two but it also subtracts 2 points of damage to every attack you make, will be of better use after you have done all your attacks (in the last 5 seconds for example). To know the names of the special items you can use, you have to check your inventory before starting the match.

Some examples are :

- POW: Adds 3 point of damage to any simple attack you make.
- SHIELD: Subtracts 3 points of damage to any attack you receive in the defense turn.
- VODOO: Divides all your opponent's attacks by 2 , but subtracting you 4 points in any attack you make.
- etc ...

Experience and Money

After every online match, you win experience. Only for finishing it, you'll get 5 points of experience. Players only get experience by playing online.

If you won the match, 10 extra points are awarded.

In the case your opponent had more experience than you, and you end up winning, you'll get a number of points equal to the level difference divided by 10, on top of the points you already got.

For example, if you have 35 points of experience, and you win against a player with 100 points of experience. Then you'll win :

- 5 points for finish the game
- 10 points for winning
- $(100 - 35) / 10 = 6.5 \rightarrow 7$ points.

A total of 22 points of experience.

Money is earned in a different way: a fixed amount is granted every time you win. With this money you can go shopping at the inventory screen.