



Nightmare for Sony Ericsson P800 Manual

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Nightmare For Sony Ericsson P800/802

INTRODUCTION OF THE GAME 3
Game Character *4*
Game operation *7*
Game background pictures *7*
Game menu *7*
During the game *9*
Game Rules *10*
THE QUESTIONS AND ANSWERS TO THE GAME 11
Obtaining the software register number *11*
Installing software *11*
Obtaining IMEI number of your device *11*
Obtaining upgrade edition *12*
Losing the software register number *12*
Other unknown problems *12*
Obtaining OS software edition of device *12*
Problems when running *12*
The requirement of system *13*

Introduction of the game

Dragon-city is covered with a kind of mysterious air, where there are different forbidden zones in big or small size. It is said that the places are connected and always passing sad and thrill sounds at night, which makes people hair stands on end. Maybe, the people who live on the ground will never imagine the corruption there, and don't know what lives there. Only when they are youngsters, the elders told them that they should not approach the city, or else they would be torn into pieces. It is not an alarmism, countless pathfinders and the ones who rush into the city by mistake were licked up…

And now, this day, it's time that the nightmare should finish. The adventuress, Linda, will charge the nightmare by right of her outstanding marksmanship and infinite courage, so that uncover the mystery veil of forbidden zone. Just from now on, perhaps everything there will be changed…are you interested in fighting with her?

Nightmare is the first horror and adventure game of Sony Ericsson P800/802. The player will act as an adventuress by the name of Linda, and control her to explore in 5 storey cachot in order to look for the source of horror. Only by beating down the fiend, Luka, that the continual nightmare will be sealed underground forever.

So that, Linda will cross swords with all kinds of monsters and corpse sucking blood, and kill groups of sanguinary daimon. She can only make use of the plentiful physical force and the treasure found casually.

Nightmare brings the characteristic of Sony Ericsson P800/802 into full play by the outstanding representation of picture and operation approximating with DIABIO. It is sure that this game will be the best option to all of Sony Ericsson P800/802 users.

Game Character

Character Name	Brief Introduction	Weapons
 Linda	Linda, who just passing by Yorser town of dragon city, is an adventuress full of personality. Her smart action and biting marksmanship is admirable. Owing to her adventurer nature, she stepped into the dragon city without hesitation and made her decision to uncover the mysterious veil.	Saber Machine Pistol

Monster Name	Brief Introduction	Weapons
 Death's-head Swordsman	The fighter of dragon city, who was put to death due to blame and became death's-head soul after that. He held sharp sword and shield, just the same as that of before his death, and was hostile to the humankind.	Sharp sword

 Corpse indulging in blood	The decayed corpse whose life was endow by darkness power. He regarded beings as his attacking objects, and although his action was slow, offensive force shouldn't be neglected.	Arm
 Corpse without skin	He was a monster. For he had no skin, his body appeared amaranth, and the flesh and blood human body was exposed in front of you entirely. His action was prompt and attacking speed was so quick that it was impossible to defend effectively.	Sharpe claws
 Wolf beast	A variance of wolf, who could step erectly and made human flesh as his main food. His incisive claws and teeth could tear the human into pieces instantly.	Sharpe claws

 Dragon evil	A variance of lizard, whose body was cover with golden squamas and dragged a long tail. He is the faithful button man of prince Luka and had the strong attacking force.	Steel claws
 Prince Luka	He lived in the deepest cave of Dragon City. He was sealed in the basalt under the ground thousands of years ago and after passing 穿过结界,he came back to Dragon City. He was the source of all darkness power and possessed mighty force. He used sharp of Terror King.	Sharp of Terror King

Game operation

The game operation is divided into two parts: menu option and character control. The former switches the main interfaces and accomplishes the correlative functions, while the later controls the character run, attack closely, shoot far away and find out the exit of maze.

In the game, the leading actor has two weapons to choose: handgun and coutel. Pressing the corresponding icons on the screen and you will choose the relative weapon; pressing the monsters on the screen, the actor will attack it with his weapon: and pressing the vacant lot on the map, the actor will step towards the direction.

Game background pictures

After the program is installed, choose Nightmare icon to enter the game.

Game menu

The beginning menu: enter the main menu and you can choose the functions of beginning the game, inquiring about TOP 5, setting up the music and quitting the game.

The main menu





Game Menu

Pressing TOP 5 and the menu will spring out (seeing the picture),



Pressing Setting, you can regulate the increase and decrease of the volume. After choosing, press navigation key to return the main menu.

Setting:

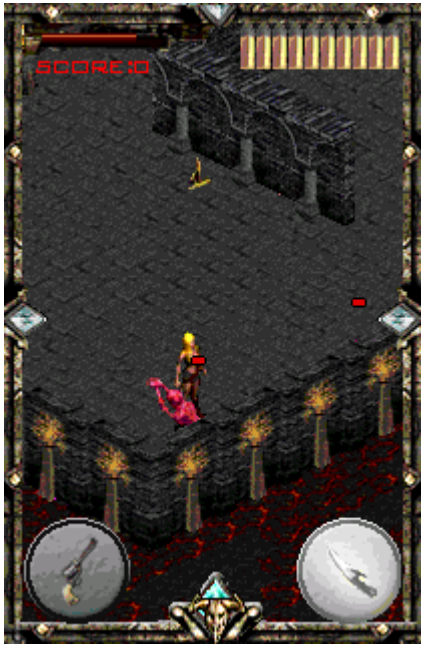


During the game

Current Round indicates the barrier where the player is presently. Scores indicates the player's scores according to the evil numbers he killed, which directly affects the player's rank on TOP 5. The max number of Shots is 10 and Life is 100, which will lose differently when attacked by different enemies.

Blood groove

Score Bullet



Handgun Pause Coutel

When the game is over, if your scores can enter into the top 5, you will be required to enter into your name.

Enter your name:



Game Rules

Players should control Linda to explore in the 5-story underground maze and find out the way to the terror source. When stepping, Linda should not stepped to the magma zone outside the city. Linda need trying her best to kill all kinds of evils when confront with them in order to get a higher level, which also means ranking higher on TOP 5. It is also noticed that you should often supply the cassette to add shot (the shot number is 10). The max number of Life is 100 and it will lose when suffering the evils' attack. If the Life is exhausted, the game is over.



When player can continue the last stored game or begin another new one. In the game, the condition to pass each barrier is that Linda finds out the entrance to the next round. When Linda comes in front of the entrance, she will stepped into the next

round to continue her adventure.

The questions and answers to the game

The game is made up of two files. One is the nightmare.sis installment file and the other is the explanation file. It is hoped that you read this explanation before installing software. Of course you are reading now. And SIS installment file refer to Sony Ericsson P800/802 mobile phone menu how to install software please.

Obtaining the software register number

Firstly it is announced that the software of genuine edition require paying. So if you want to buy this software, please enter the web site of Digital-Red (http://www.worldup.com/shopping/) and choose Buy on the page of Product. After you have put forward IMEI number and succeeded in paying online, Digital-Red will build software register number according to it, which can only be used on your own device. (Please keep this register number carefully, for when upgrading software or your device appear unconventionality and should install software again, you will need it once more.)

Installing software

The software is a nightmare.sis standard file. You can connect with your PC through infrared or blue-tooth and install it into your device directly, and also you can upload the file to your Sony Ericsson P800/802 devices and install it in File Management. After installing, there will be a game icon on Function desktop,



which means you have succeeded in installing software. However, you can not begin the game right now. The software will remind you of entering into software register number, which we have stated in the last item, please refer to it.

Obtaining IMEI number of your device

There is an IMEI number for Sony Ericsson P800/802 and you can get it in two ways: software or seeing it directly.
Obtaining by software: you can enter into *#06# on the phone interface and there will be your device's IMEI number on the screen.
Obtaining by seeing directly: on the back of the device, take down the battery and you will see a silver label. The upper bar code and number on it is just your IMEI number and don't record the "/" in bar code.

Obtaining upgrade edition

We will upgrade the software so that the game will become more stable and interesting. After buying our software, we will Email to you termly to remind you of upgrading software. The upgrade edition will include two kinds: free and charge. The free edition is just cover the origin software directly (when running, you should enter into the origin register number. So it is hoped to keep you software register number properly).

Losing the software register number

If your software register number is lost, you can Email us to inquire about your register number. Of course, you should refer the software name you purchased, the edition, the IMEI number and your personal information when buying. We will compare these information with those in our data base and if they are identical absolutely, we will send you your lost register number by Email.

Other unknown problems

In the progress of using software, if you fall across the problems we have never encountered, we hope sincerely that you feed back to Digital-Red so that we can modify it accordingly. Of course, due to the limitation of location, we are unable to service and debug for you face to face. Therefore it is expected that you tell us the detail information about the conditions and environment when the problem occurs. By this means we can recur the problem. The problem referring table. http://www.worldup.com/support/SupportForm.htm

Obtaining OS software edition of device

In order to judge your problem, there are two ways when referring software edition. One is software way: there is an option about this device in the Control Panel. Open it and the edition number of this product OS is just at the end of the file (seeing the picture). The other way is dialing *#0000# directly and get OS edition number.

Problems when running

Infrared: it is suggested that you should close infrared when playing the game, or else it will cause the interrupt of the game sound.

EMS memory is not big enough: if it is hinted that space is not big enough when running, please close some opened and

not used applications to spare part of space for software.

Calls and messages during the game: during the game, if EMS memory is enough, the calls will not affect running of the game. You can play the game during the calls or continue the game after the calls. However, even if the memory is not enough, the calls and messages will not be affected and the game will be interrupted

The requirement of system

Installing software, the space of 1000K is required
The occupied EMS memory when running is less than 1000K.

END