



# MICRO MONSTER

ARE YOU READY !?



Mobile Multiplayer Combat RPG  
[www.Micro-Monster.com](http://www.Micro-Monster.com)

## Fight wisely, live longer!

- Ortak, Council of Five

### Quick lessons for impatient warriors

#### Navigation

You can navigate in the game with the cursor keys or the stick of your mobile phone. By clicking right or double clicking you can confirm a selection. Use left to go back to the previous menu.

#### Character attributes

*Main menu Monsterdetails*

Let's take a look at you.



The level of your monster

Life energy of your monster

Attributes of your monster

Experience points for reaching the next level

#### Note

**Level:** The level of your monster states the fighting experience. Inexperienced monsters almost have no chances against experienced opponents.

**Life energy:** The life energy shows how much a monster can stand before collapsing and losing the fight.

**Attributes:** The attributes inform about physical strength, dexterity and the Psi power of your monster. The sort of weapons, armours and artefacts a monster can wear directly depends on the attributes as well as the effectiveness using them.

**Experience points:** Here you can see how many more experience points are needed for reaching the next level. Once your monster levels up, the life energy and the attributes increase. More powerful weapons, armours and artefacts can be used.

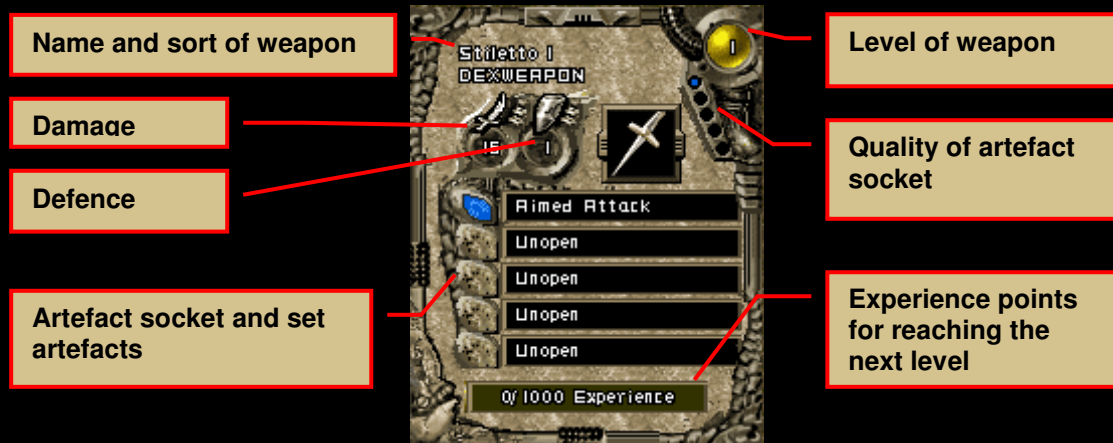
You don't quite seem to be a veteran but still want to jump into heavy battles. Hopefully you'll gain experience quickly and level up.

Now show me your weapon!

## Equipment

The most essential things are a working weapon and harmonized armour.

*Main menu Weaponry*



### Note

**Sort:** The sort of weapon determines which of the attributes is the most important for handling the weapon. For instance dexterity weapons are useful if the monster has a high dexterity value.

**Artefact socket:** An artefact can be set in every opened socket. Once the weapon reaches a new level, a new socket will open and another artefact can be set. The weapon itself will not be damaged by the power of the artefacts. Altogether there are five artefact sockets that can be opened and equipped with artefacts.

**Level:** The level shows how powerful a weapon is. It is influenced by damage, defence and numbers as well as quality of the opened artefact sockets. Always consider that the level of the weapon plus the level of the armour can only be as high as the level of the monster.

**Quality:** The quality of artefact sockets determines the quality of the artefacts and how powerful they can be.

**Experience points:** Here you can see how many more experience points are needed for reaching the next level. Once the weapon has a new level another artefact socket will open up.

Every warrior can only have 3 weapons.

Every good and brave weapon has been created and inspired by the master who manufactured it using his own spirits and mental power. The creation of the sockets is a complex and long-term process. They have to be embedded into the



creatures. Until now no master has been able to build equipments with more than 5 artefacts out of the 5<sup>th</sup> circle.

You see manufacturing is a big issue but even more important is you treating the weapon in a good manner. It doesn't only want to be taken care of but to be loved. You have to support it evolving, better fitting your hand and being able to handle the powers of the universe. You'll see, soon the artefact sockets will open up as the blossoms of a Chaza twine.

Armours are quite equal, warrior.

*Main menu Armory*

**Name and sort of armor**

**Protection from physical damage**

**Protection from Psi damage**

**Artefact socket and set artefacts**

**Level of armor**

**Quality of an artefact socket**

**Experience points for reaching the next level**

### ***Note***

**Protection from physical damage:** Here you can see how much protection your armour offers against STR and DEX weapons.

**Protection from Psi damage:** It shows the protection against Psi weapons.

Every warrior can only have 3 armours.

### **Handling**

As soon as an artefact socket has been opened and is free, you can embed a new artefact there. But be sure and pick a good one. Once the artefact has been set it can't be removed without destroying it or the weapon/armour.

One day you'll realize that all sockets are filled with more or less useful artefacts. You might consider getting more powerful ones. The merchant offers a huge variety of many sometimes unbelievable powerful artefacts. In this case you can remove an artefact from the socket. But take it with greatest care from your equipment and rather damage the artefact!

*Because you can't keep it - once removed it loses its magic and is irretrievably lost.*



No liaison lasts forever. You'll develop and enhance. Soon a new blood weapon will be an inner desire for you. But I promise the separation won't come easy since your beloved weapon will meet it's maker.

*But there is comfort: Destroying a weapon will not do any harm to the artefacts. They can be used again in other equipment.*

You can keep different weapons and armours for a better strategically protection against diverse opponents. But always keep in mind: the level of the weapon plus the level of the armour can only be as high as the level of the monster!

Now let's take a look at your artefacts.

## Artefacts

Main menu Artefacts



### Note

**Level:** The level of an artefact states the quality an artefact socket needs to embed this artefact.

**Type:** Active artefacts must be activated during a fight whereas passive artefacts will last until the end of a fight.

**Artefact list:** Here you can scroll your artefact and talents to see the effects. Please find a more detailed description at the MicroMonster homepage.

**Talents:** Talents are special abilities, which a monster can use. They are directly depending on the monster and not from weapons or armours. As well as artefacts, talents can be used once every fight.



## Fight

*Main menu Arena*

It won't take long and you will enter the arena. From now on you can be challenged all the time! A smart strategy includes actively challenging opponents since you know first what to expect.

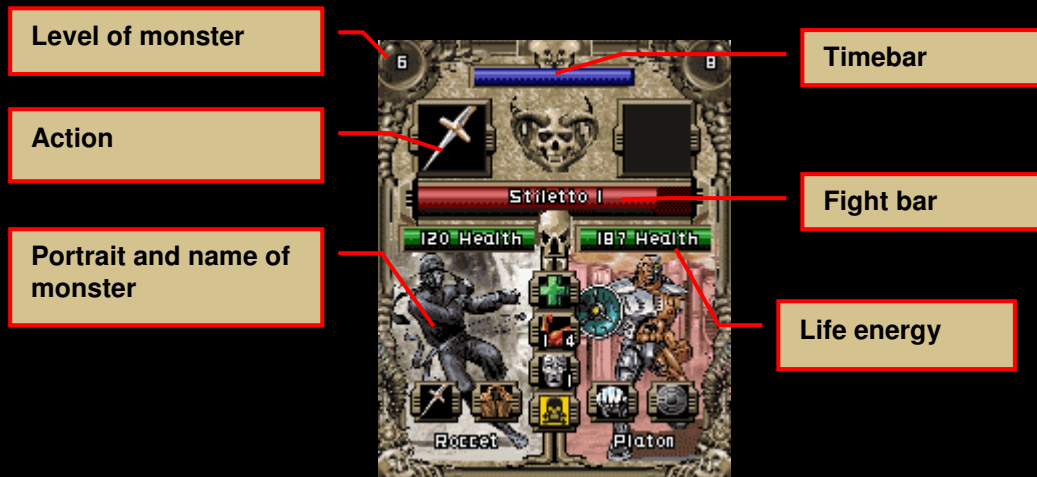
*Main menu Arena View Attack*

Once entered the battle there is no escape.

Only a few moments and you have to decide for a strategy in the battle. Before every fight round chose an artefact or a talent wisely or just keep attacking. Your opponent will do the same. The sequence and combination of your selections settles for victory or defeat.

View the results after your selection. The effects, the damage or healing for each round will be shown.

After that another round takes place and you can chose again.



### **Note**

**Action:** Here you can see the currently executed action of a monster.

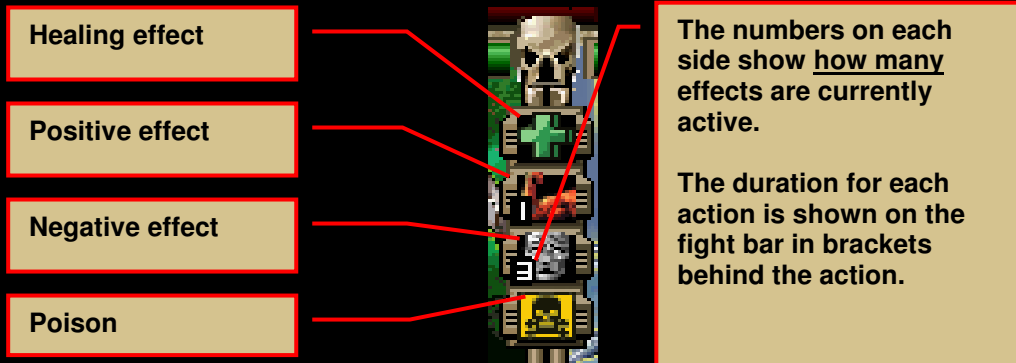
**Fight bar:** The bar shows which of the monsters executes the action and which one gets hit. Additionally the name of the action is shown. The number in brackets right behind the name states the number of rounds the action takes effect.

**Time bar:** The bar tells you how much time is left to view the fight round and plan further actions.

**Life energy:** In case the life energy reaches zero the fight is definitely lost.



In the middle section you can see actions which last longer than only one round. Never underestimate the effects! Many proud warriors had been seen collapsing after not paying attention to weakening and poisoning. A wise warrior always keeps an eye on the effects and knows how to utilize his own strength.



### Note

Leaving the fight cowardly will be shown to everyone. Take a look at honor  
*Main menu Monsterdetails Honor.*

**Healing effect:** The monster gets healed each round.

**Positive effect:** Here you can see the positive effects influencing your monster and giving advantages in fight.

**Negative effect:** Here the numbers of negative effect are shown. These effects weaken the Monster.

**Poison:** The monster loses life energy every round for a certain time.

*Main menu Arena Chose opponent Taunt*

Before or after the actual fight you can taunt your opponent by all rules.



Type your message with the keyboard just like a SMS. The stick/cursor controls the input:

- Delete = left
- Cancel = send empty
- Selection of fixed phrases = top
- Confirm and send = press cursor center or stick (fire) or 0

Keyboard layout:

2	3	4	5	6	7	8	9	0	*	#
abc	Def	ghi	jkl	mno	pqrs	tuv	wxyz	send	!:. ,	space +-*=

Don't send anything/cancel = send an empty message

### Multiplayer

MicroMonster is a multiplayer game. You should battle as many opponents as possible! Connection can be made via ::

- **Bluetooth™** for short distances up to ca.15 m  
or
- the **MircoMonster game server** (via GPRS/UMTS) worldwide.

*Bluetooth™*

The modus is applied best to connect with friend at one place.

One player offers *Bluetooth™*:

*Main menu Arena Chose opponent BT offer*



Then confirm all questions with **YES/OK**.



Another player searches with *Bluetooth™*:

*Main menu Arena Chose opponent BT search*



Then confirm all questions with **YES/OK**.

Now the **first** player is being searched for. The length of time depends on the mobile phone. When the player has been found, he is shown in the arena with a Bluetooth™ symbol.

Select the player and: **Wait!** Now the first player has to confirm questions in some mobiles with **YES/OK („Connect with ...“)**.

After that the first player can be attacked.

#### ***Note***

Bluetooth™ is not supported by or does not work with every mobile phone. Therefore it is only optional for MicroMonster.

*MicroMonster game server*

Connecting to the game server opens the whole world of MicroMonster to you and enables you to compete against countless warriors.

For establishing a connection your mobile phone needs proper configuration for e.g. GPRS/WAP (mobile internet) or UMTS. Please find more details in the FAQ section of our website:

[www.micro-monster.com](http://www.micro-monster.com) > Support > FAQ

or ask your mobile network provider/operator.

When the mobile is configured correctly and MicroMonster has been started it may ask you if MicroMonster is allowed to send/receive data. Please confirm the question with **YES/OK**, in case you want to access the game server.





***Note***

Accessing the game server causes data traffic which cost provider depending charges. These charges are raised by the mobile network provider/operator and are billed with the telephone bill or the Pre-Paid card.

Please get information from your mobile network provider/operator about the costs before accessing the game server!

**Merchant**

*Main menu Merchant Marketplace*

The merchant welcomes you offering his goods. There is plenty of items for perfectly equipping your MicroMonster:

- weapons,
- armours,
- countless artefacts,
- and quests for winning more equipment.

You can purchase new monsters too.

The monster administration provides your saved MicroMonster for free and new ones.

Gold is required for purchases. The prices and the feature of equipment will be shown to you as well as your account balance of Gold.

Chose a category, take a look at the equipment and their descriptions. Finally pick the best one for your winning fight strategy. Confirm the selection and the purchase(buy). The bought equipment can be set and worn after the purchase.

*Main menu Merchant Bank*

The bank administrates your Gold. You can fill your gold bag with recharging Gold. Recharging costs real money and you will be ask for a confirmation. After you agreed the Gold will be credited to you. This recharge will be billed from your telephone bill with the mentioned amount.



## **Ranks**

Are you among the best!? Do you win all fights? Then your benefits will be credited with the following decorations as insignia for the best rank.

<i>rank</i>	<i>levels</i>	<i>insignia</i>
Fighter	Top1000	
Warlord	Top500	
Warrior	Top100	
Veteran	Top50	
Hero	Top10	
Imperator	Top3	

Why do you look so scared? Hasn't it been you who wanted to go out there to dominate the universe... now you should go and scare your opponents!

