Galactic Realms: Into the Void

User Manual

Installation

To install Galactic Realms: Into the Void onto your Zodiac, follow the steps below.

1. Make sure you do a hotsync **before** you install the game. This can prevent problems with files not being properly installed.
2. Run the "GR_installer.exe" file from your desktop computer.
3. Choose the user and the location where you wish to store the game on your Zodiac. You can either keep it in the internal memory, or have it copied onto an SD card.
4. After finishing the install program, hotsync the device. The game will be copied to your Zodiac, and the icon will show up in the Games folder.

Install Troubleshooting

If you encounter any errors during the install process, you may want to try the steps below.

1. If you get a missing file error when you try to run the game, make sure you delete the game from your handheld, hotsync, run the installer again, and hotsync *twice* more. Sometimes it may take two hotsyncs to install all the files if you have previously queued files waiting to be installed.
2. If you get an "upgrade your hotsync software" message when running the installer, insert your Tapwave CD, and select the "repair" option from Tapwave's desktop install program. This can be a problem if you did not properly upgrade from a different version of the Palm desktop from a different device.
3. If all else fails, you can always use the manual install option outlined below.

Manual Install

To install the game manually using your PC and a SD card writer, follow the steps below.

1. Copy the file "GalacticRealms.prc" into the folder "\PALM\Launcher\" on your SD card.
2. Copy the files "GalacticRealms.cfl" and "Void.cfl" into the folder "\PALM\programs\GalacticRealms-CFGR" on your SD card.
3. Make sure you properly "eject" the card in Windows Explorer, so all the data is written

Main Menu

The game's main menu has five options to select from. Use the joystick to change the current selection, and press any button to select.
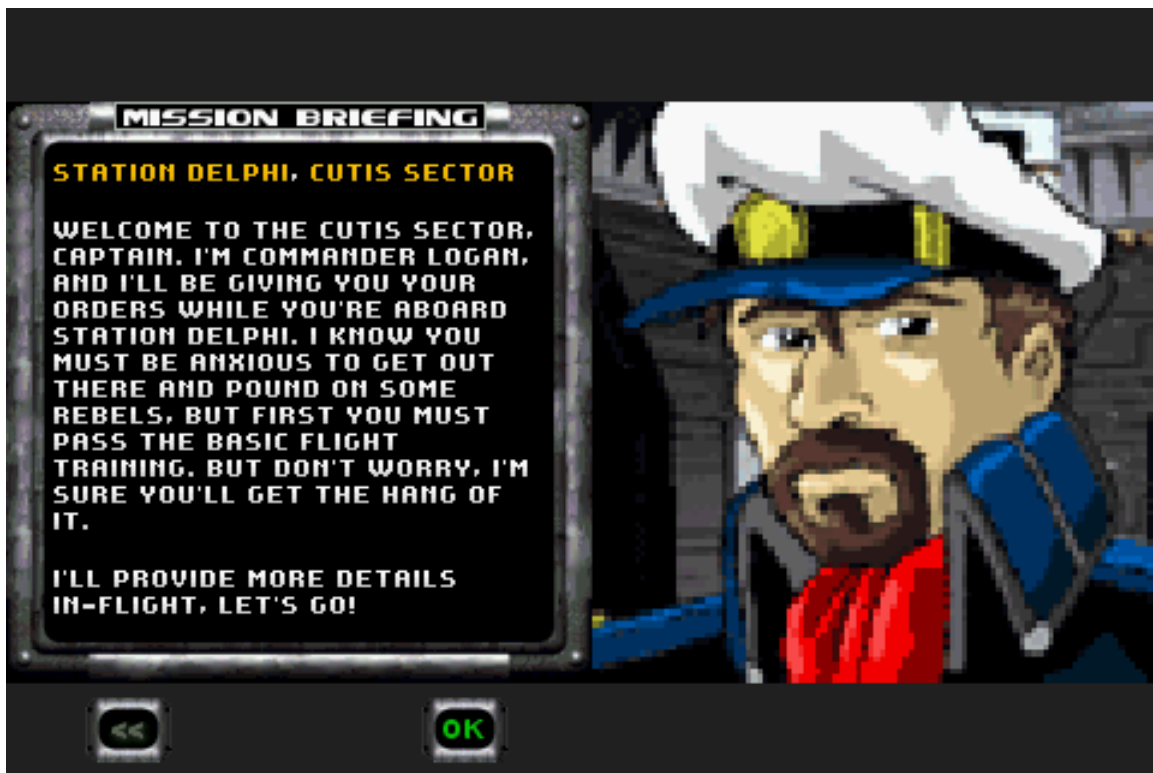
Campaign – Start the game in campaign mode. You will automatically continue at the highest mission you made it to last.

Quick Game – Start a timed quick game. Destroy the enemies as fast as you can, and compare your score to others worldwide.

Load Game – Choose the active player and the current campaign.

Multiplayer – Play head-to-head over Bluetooth, or use a tournament code for a special worldwide ranking game.

Options – Configure the music and sound effect volumes, as well as the current player's name.

Campaign Mode

In the campaign mode, you will be given missions which you must complete in order to progress in the game. At the start of each mission, you will be shown the **Briefing Screen**, which outlines the current objectives.

Move the joystick left or right to switch between the active buttons, and press any key to select the active button.

If the briefing text is over one page long, press any key on the "**…**" button to advance to the next page. Otherwise, press any key on the "**OK**" button to start the action. You can select the back button (<<) to return to the previous briefing page, or the main menu.

Basic Ship Control

The key to controlling your ship is to understand the physics of space flight. There is little friction in space, and it can be difficult for beginners to accurately control their ship.
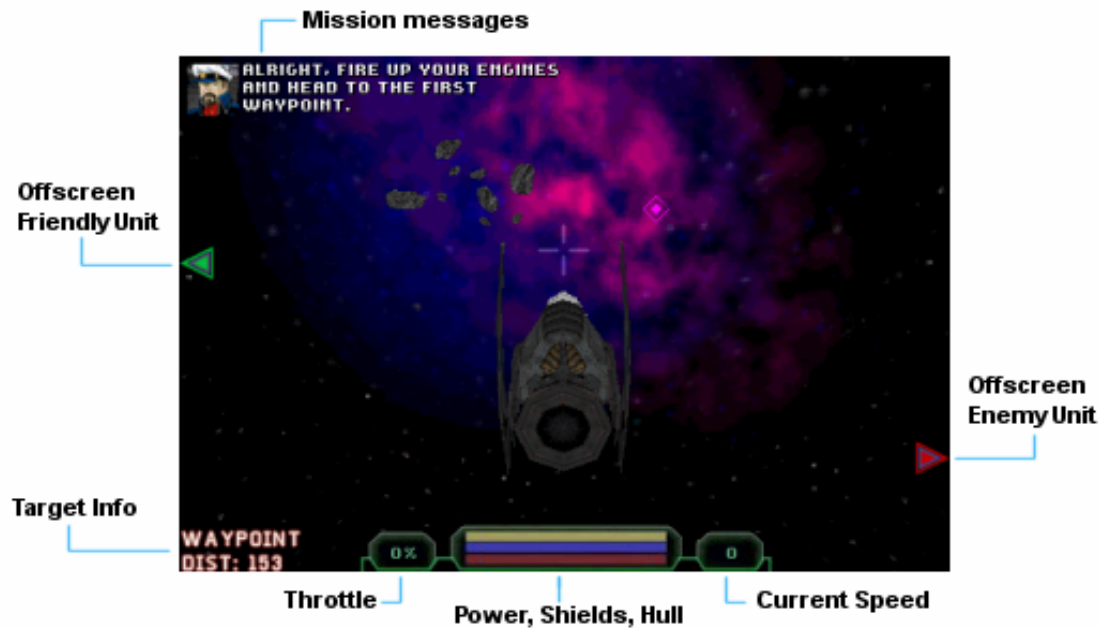
Movement – Use the joystick to change your ship's direction. The amount of joystick movement controls how fast your ship will turn. You can quickly turn around, or fine tune your heading by just slightly moving the joystick. Also be aware that your ship will take a while to stop moving after the joystick is released.

Pause – Pauses the game action, and also allows you to quit to the main menu. You can also just exit the game entirely at any time by pressing the "home" button. You will be able to restart the highest mission you made it to when you return to the game.

Target Next / Closest – Use the left and right triggers to change your current target.

Fire Lasers / Missile – Lasers are your primary weapon, while missiles take more power and are slower moving, but do much more damage.

Throttle Up / Down – Increase or decrease your speed.

Main Game Screen

Mission Messages – any messages about your current mission will be displayed in the top left for a brief time.

Offscreen Indicators – When a unit goes offscreen, an indictor will point to the direction of the unit. Friendly units are in green, enemy units are in red, and waypoints are in purple. The currently targeted unit will have a much bigger offscreen indictor.

Target Info – Your current target's name and distance is displayed in the lower left corner, while any ship's shield and hull percentages are displayed in the lower right corner.

Throttle – What your throttle is currently set to. This is a relative measure of how fast you want to go.

Current Speed – Your ship's current speed. It takes a while for the ship to accelerate and to slow down.

Power, Shields, Hull – Power is needed to fire your lasers and missiles. Shields protect your ship from damage, and automatically recharge. Your hull is the integrity of your ship, and your ship is destroyed once your hull is depleted.

Combat Basics

The first rule of space combat is to keep moving. If you are standing still, your enemies will quickly shred you to pieces. On the other hand, just keeping your throttle at 100% and following your enemy around will get old fast. You will both either be chasing each other or flying around in circles.

Targeted ships will have the "red square and triangle" and also a smaller red circle to indicate where they are headed. When you fire, you will need to lead your target a bit, but you do not necessarily want to aim at the red circle. Keeping your finger on the fire button without hitting anything is not a good idea, as you likely won't have the power when your target gets in range.

For starters, try keeping your throttle at 50% and let your enemy come to you. They will waste time maneuvering around, and you can try to get some good shots in. As you become more experienced in handling your ship and predicting your opponent's movements, things will get a lot easier.

The Three Races

UN

The United Nations was formed to preserve peace as humanity began to explore the outer reaches of space. Although they have a sizable fleet, their technology is becoming outdated.

REBELS

The rebels have little concern for other humans, and only wish to pillage and plunder in the new frontier. The rebel motto is "every man for himself!" Rebel ships have superior firepower and shielding.
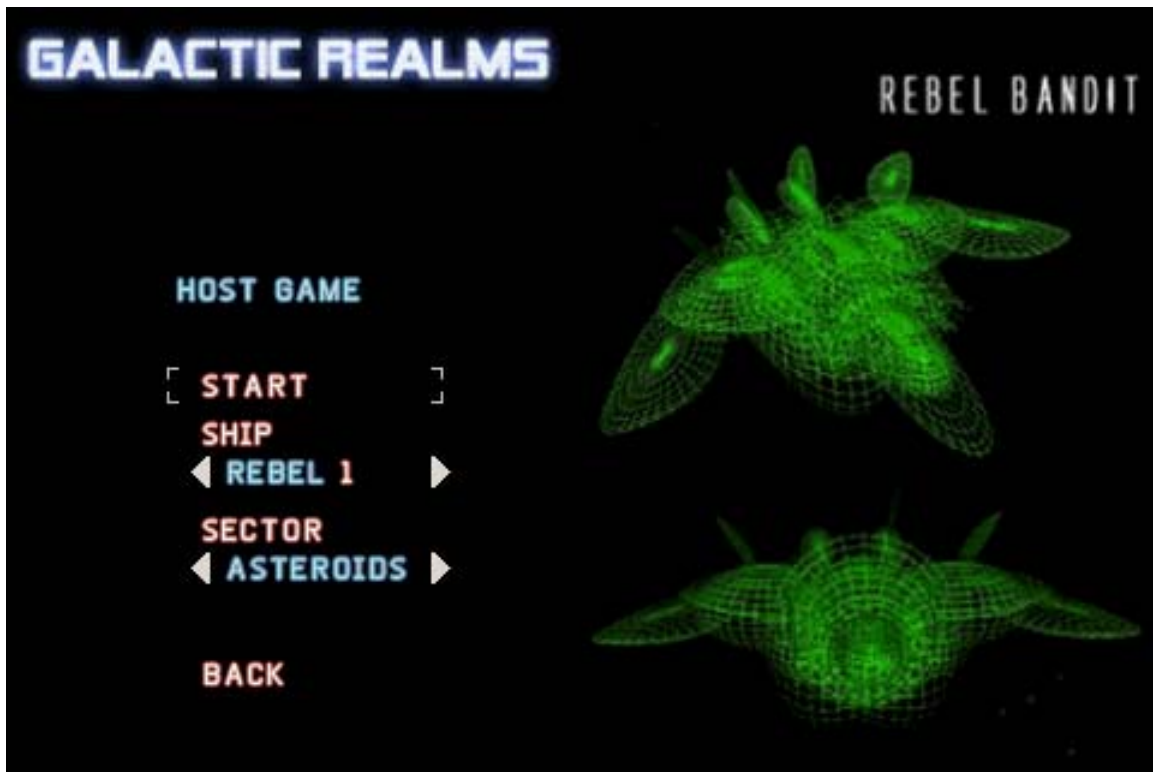

ALIENS

As a newly discovered species, the aliens' origins are unkown. They have been increasingly hostile, and any attempts at communication have failed. Their ships are fast and nimble.

Multiplayer Game

Tournament – Visit tapwave's website to obtain a current tournament code to compete against other players worldwide. The tournament mode is basically a special timed quick game, with different objectives for each tournament.

Join / Host Game – To play a multiplayer game against another player over Bluetooth, one person must host a game, while the other person later joins the game. The multiplayer game allows you to fly any ship against your opponent to determine once and for all who is the better pilot!

Host Game

Ship – You can choose which ship you wish to pilot. Make sure you consult with the other player to make things as fair or unfair as you wish. Move the joystick left or right to change the current ship.

Sector - The host of a multiplayer game selects the current sector to play in (the space "background"). Move the joystick left or right to change the current sector.

Start – This will start advertising the Bluetooth game server, and wait for another player to join the game. Discovering the player might take as much as 5-10 seconds due to the way Bluetooth works.

Back- Return to the multiplayer menu and cancel any Bluetooth servers.

Load Game

The load game screen allows you to have three different players keep their campaign progress on the same device. You can also load any custom user-created campaigns here.

Select – Change the active player. You can set the displayed player name in the options menu if you wish.

Campaign – If any custom campaigns are installed, this lets you toggle between the custom and default campaign. Your progress for each campaign is stored separately.

Reset – Puts you back to the start of the current campaign.

OK – Accept the changes and return to the main menu.

Options Screen

Music Volume – Sets the volume of the background music. If you want to play a custom mp3 soundtrack with AeroPlayer in the background, for example, you can turn down GR's default music. Move the joystick left or right to adjust the volume.

SFX Volume – Sets the volume of the sound effects, such as laser fire and explosions. Move the joystick left or right to adjust the volume.

Player Name – Sets the current player's name. This is completely optional, and only effects the display of the "Load Game" screen. Change the player's name by moving the joystick left or right to select the active letter, and up or down to change the letter.

BACK – Return to the main menu

Custom Campaigns

Galactic Realms features the ability to create custom user-made campaigns using simple text files and custom media, for virtually unlimited replayability!

Please see http://www.crimsonfire.com for a complete discussion on how to create your own custom campaigns.

License Information

END-USER LICENSE AGREEMENT (EULA) THIS LICENSE AGREEMENT (THE "AGREEMENT") GRANTS YOU (AN ENTITY OR PERSON) A LICENSE TO USE THE LICENSED SOFTWARE AND DOCUMENTATION AS SPECIFIED BELOW. READ THIS AGREEMENT CAREFULLY BEFORE INSTALLING OR USING THE LICENSED SOFTWARE. BY INSTALLING AND/OR USING THE LICENSED SOFTWARE, YOU AGREE TO BE BOUND TO THE TERMS AND CONDITIONS STATED BELOW. IF YOU DO NOT AGREE TO ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, PROMPTLY DESTROY OR RETURN THE LICENSED SOFTWARE AND ACCOMPANYING DOCUMENTATION TO CRIMSON FIRE ENTERTAINMENT, OR THE DISTRIBUTOR YOU RECEIVED THE LICENSED SOFTWARE FROM. GALACTIC REALMS: INTO THE VOID (here in after called "GR") LICENSE AGREEMENT
1. SOFTWARE. As used in this Agreement, the term "Licensed Software" means collectively: (i) the object code and data form of the software referred to as "GR", (ii) the installation package of GR and (ii) the documentation related thereto.
2. LICENSE GRANT. Crimson Fire Entertainment grants you a non-exclusive, non-transferable license to use the Licensed Software solely for the purpose of using the software. For this limited purpose you may (i) copy the installation package of the Licensed Software onto the hard disk or other permanent storage media of one computer and (ii) install from the installation package the Licensed Software into the memory of the Tapwave ZodiacTM ("Console") for purposes of executing the program.
3. LIMITATIONS ON USE. You may not copy, distribute, or make derivative works of the Licensed Software except as follows: you may install the Licensed Software using the provided installer into the Console; you must include all the files that were included in the installation package with the copies that you make of the Licensed Software. You may remove the Licensed Software from the Console only by uninstalling or otherwise wholly removing the Licensed Software.
4. OTHER RESTRICTIONS. The Licensed Software and all rights, without limitation including proprietary rights therein, are owned by Crimson Fire Entertainment and its sublicensors and are protected by Canadian laws and international treaty provisions. With respect to the Licensed Software, you may not: (i) copy the Licensed Software except as permitted above. Any other copies you make of the Licensed Software are in violation of this Agreement; (ii) sublicense, rent, lease grant a security interest in, or otherwise transfer rights to the Licensed Software; (iii) modify, translate, reverse engineer, decompile, or disassemble the Licensed Software programs provided to you in object code format; (iv) remove or alter any trademark, logo, copyright or other proprietary notices, legends, symbols or label in the Licensed Software, or in the copies you have made of the Licensed Software. Notwithstanding the foregoing, nothing in this Agreement shall be construed as limiting your rights to use GR.
5. TERMINATION. This Agreement is effective from the first date you install the Licensed Software. You may terminate this Agreement at any time by destroying the Licensed Software, all backup copies and all related materials provided by Crimson Fire Entertainment or its sublicensors. Your licensing rights automatically and immediately terminate without notice if you fail to comply with any provision herein.

6. NO WARRANTY. YOU ACKNOWLEDGE AND AGREE THAT THE LICENSED SOFTWARE FEATURES INCLUDED IN THE LICENSED SOFTWARE ARE PROVIDED TO YOU ON AN "AS IS" BASIS, WITHOUT ANY WARRANTY OF ANY KIND, INCLUDING WITHOUT LIMITATION THE WARRANTIES THAT THE LICENSED SOFTWARE IS FREE OF DEFECTS, MERCHANTABLE, FIT FOR A PARTICULAR PURPOSE OR NON-INFRINGING. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE OF THE LICENSED SOFTWARE IS BORNE BY YOU.

7. NO OTHER OBLIGATIONS. This Agreement creates no obligations on the part of Crimson Fire Entertainment or its sublicensors other than as specifically set forth herein. Specifically, and without limitation, this Agreement creates no training, maintenance or service obligations on the part of Crimson Fire Entertainment or its sublicensors.

8. LIMITATION OF LIABILITY. UNDER NO CIRCUMSTANCES AND UNDER NO LEGAL THEORY, TORT, CONTRACT, OR OTHERWISE, SHALL CRIMSON FIRE ENTERTAINMENT OR ITS SUBLICENSORS, SUPPLIERS OR DISTRIBUTORS BE LIABLE TO YOU OR ANY OTHER PERSON FOR ANY DAMAGES OF ANY KIND ARISING OUT OF THE USE OR INABILITY TO USE THE LICENSED SOFTWARE OR ANY DATA SUPPLIED THEREWITH OR OTHERWISE OUT OF THIS AGREEMENT, REGARDLESS OF WHETHER THEY ARE DIRECT, INDIRECT, SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES OF ANY KIND INCLUDING WITHOUT LIMITATION, DAMAGES FOR LOSS OF GOODWILL, WORK STOPPAGE, COMPUTER FAILURE OR MALFUNCTION, OR ANY AND ALL OTHER COMMERCIAL DAMAGES OR LOSSES. IN NO EVENT WILL CRIMSON FIRE ENTERTAINMENT BE LIABLE FOR ANY DAMAGES, EVEN IF CRIMSON FIRE ENTERTAINMENT IS ADVISED OF THE POSSIBILITY OF SUCH DAMAGES, OR FOR ANY CLAIM BY ANY THIRD PARTY. THIS LIMITATION OF LIABILITY SHALL NOT APPLY TO LIABILITY FOR DEATH OR PERSONAL INJURY RESULTING FROM CRIMSON FIRE ENTERTAINMENT'S NEGLIGENCE TO THE EXTENT APPLICABLE LAW PROHIBITS SUCH LIMITATION. SOME STATES/COUNTRIES DO NOT ALLOW LIMITATIONS ON HOW LONG AN IMPLIED WARRANTY LASTS AND/OR THE EXCLUSION OR LIMITATION OF INCIDENTAL OR CONSEQUENTIAL DAMAGES, SO THE ABOVE LIMITATIONS AND/OR EXCLUSIONS MAY NOT APPLY TO YOU. YOU MAY HAVE OTHER RIGHTS THAT VARY FROM JURISDICTION TO JURISDICTION.

9. ATTORNEY FEES. In the event Crimson Fire Entertainment is required to initiate legal proceedings to enforce any provision of this Agreement or you initiate any legal proceedings relating to this Agreement, the prevailing party shall be entitled to recover all reasonable attorneys' fees from the other party.

10. NOTICES. All notices of the Licensed Software and Documentation should be delivered to: Crimson Fire Entertainment, 90 James St, New Hamburg, ON N0B 2G0 CANADA.

11. MISCELLANEOUS. This Agreement shall be governed by the laws of Canada excluding the rules of conflicts of laws of the Canadian legislation. If any provision of this Agreement is held to be void, invalid, unenforceable or illegal, the other provisions shall continue in full force and effect.