

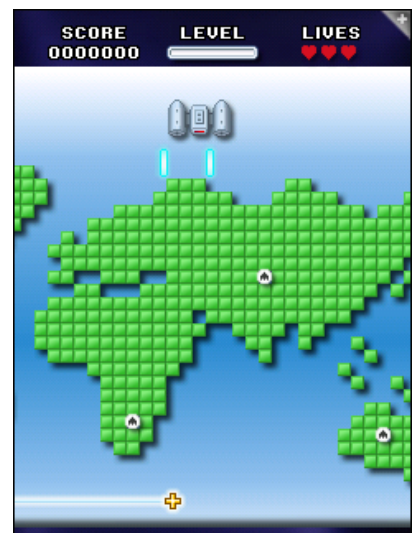
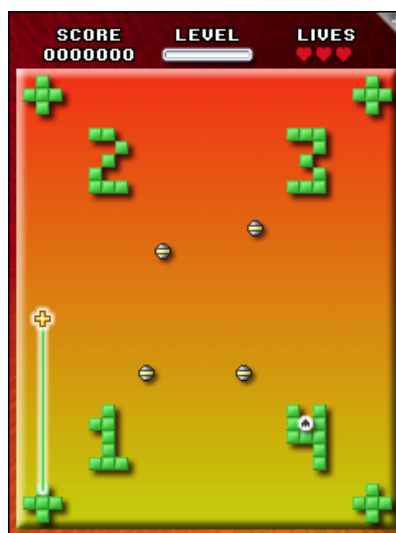
TILELANDER USER GUIDE

Welcome

Welcome to Tilelander, a surprising game that can be played as a puzzle or as an action game - it's up to you whether to play in a relaxed mood or with a furious attitude!

Tilelander features:

- A fun game that can be played as puzzle, with careful thinking behind every move; Or in a furious wipe-them-all urge! It's up to you how to play.
- Addictive gameplay with progressively unlockable levels and four difficulty settings for extra longevity.
- Over 70 delicious levels combining a variety of gameplay, from peaceful tile filling and maze solving to more involved shoot'em'up. And good-humored levels too!
- Refreshing graphics, blending a retro touch with exuberant color gradients.
- Share and compare your High Score online against other players from all over the world at www.Ludimate.com/T.
- Can be played with the stylus or cursor/joystick: optimized for one-hand use.



The Quest

Tilelander is a quest to save Tileland from the invasion of the evil Xyzon empire. To do this you have to complete levels by filling tile areas with your lander:




The evil, evil, evil Xyzon invaders will do their best to stop you: hopefully they can be dealt with by closing tile areas around them.

Still, they're sensible folks and will only move if you also move. Unfortunately their bullets are not so respectful...

The Level meter at the top displays how much of the level is complete (filled with tiles) and how much is missing. When all the tiles in a level are filled the level is complete.



When the last invader in a level is gone, it will leave  flags that you can pick to immediately complete the level. However this will not grant you the special "Level Complete - Perfect" bonus.





You'll win a bonus life at the first 50000 points and then upon each 100000 points.

Press the left or right soft keys or if your device has stylus/touch support, click the [+] button at the top-right side of the window at any time to set sound volume and other options.

Good Luck!

The Tile Types

Tiles have different characteristics that you need to account for:

-  Glass tiles are very weak and will all break if one of them is hit.
-  Green tiles are not very strong and can be destroyed by most invaders.
-  Brick tiles are stronger and take several hits to break.
-  Steel tiles are unbreakable and even you can't pass over them.

Item Types

Along the way you'll find items that will help you:



Move over or click/press fire to shoot a blast.



Move over or click to create a remotely controlled drone that reacts to your moves.



The key opens a door, granting access to a new area.



Move over or click to generate new tiles.



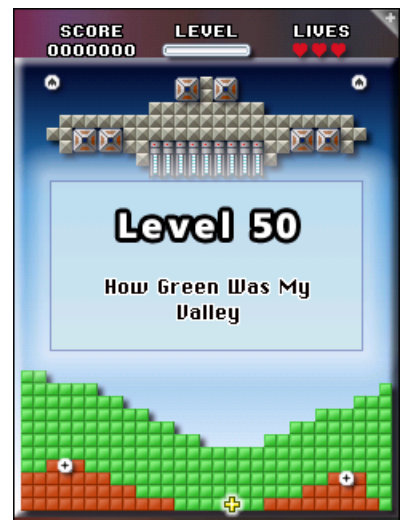
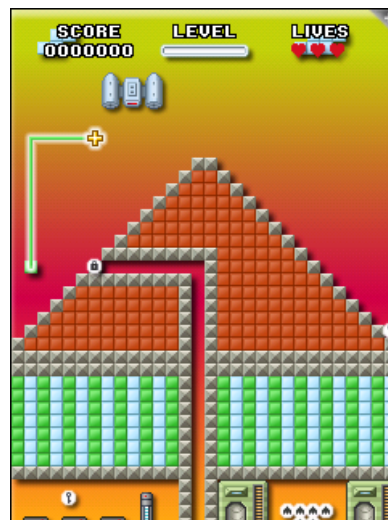
Helps in completing the level without capturing all tiles.



Protects against an enemy attack - but only once.



Win an extra life!



Assistance

For assistance with the game please visit:

<http://www.Ludimate.com/products/tilelander>

A Frequently Asked Questions for Tilelander is available at:

<http://www.Ludimate.com/support/tilelander.php>

The best scores list is available at:

<http://www.Ludimate.com/T>

You can also contact us by email at:

support@Ludimate.com