

Finesse V1.0 - Guide

This is a space flight game app which is designed to teach subtle eye to hand coordination, an awareness of the physics of mass, momentum and thrust as well as developing a spatial awareness.

You will control a special flying saucer vehicle which appears to be tethered to the center of your screen. The Earth is at the bottom center of your screen and the saucer starts on the Earth.

There are 3 modes for this game, namely:

- 1) Local Training Flight
- 2) Search Telescope
- 3) Deep Space Flight

The first mode is a "Local Training Flight". This presents the moon at the top left corner of your screen and a space station at the top right corner. The objective is to control your saucer by using pitch and roll movements of your hand.

Start with the iPhone or iPad facing up (e.g. as if laying flat on a table). This will have pitch and roll at minimum amounts to start. When you tilt the iPhone downward (e.g. top toward the floor slightly) you will produce forward thrust and the saucer will start leaving the earth and move toward the top of your screen. Tilting the iPhone upward slightly will provide reverse thrust so you will slow down and reverse direction. Now you will be moving toward the earth. The amount of pitch determines the amount of forward or reverse thrust. Try slowing the saucer down and landing on the earth. If you go too fast you will blow up the planet. Be careful! You must go slow to land or dock.

Once you have left the earth, tilting the iPhone left (e.g. down on the left and up on the right, slightly) will produce side thrust toward the left and the saucer will move toward the left of your screen. Tilting it to the right (e.g. opposite from above) will produce opposite thrust to slow down your sideways movement and reverse direction. Now you will be moving to the right. The amount of tilt determines the amount of left or right thrust.

Try leaving the earth and moving toward the left. Using both pitch and thrust, circle the center a few times to get the feel of the thrusters. Calibrate your amounts of tilt and pitch to control your saucer. Pay attention to your fuel usage. The more thrust you use results in more fuel usage. In the first mode you are provided 10000 lbs of fuel and you will see this fuel decreasing as you activate your thrusters. Your score will also be set to zero. Try leaving the earth and moving to mid screen. Slow your saucer down in all directions and hover over a single place on the screen. Notice that your fuel consumption has reduced to a trickle. If you use all of your fuel a notice will appear stating that you are "Adrift in Space!" Your only option now is to select the New Launch button below the message to activate a new game.

The next objective is to learn how to maneuver your saucer to the moon or to the space station. Just as when landing on the earth you must slow your saucer down before docking with the moon or the space station. If you are not slow enough you will blow them up too. If you do, a notice will appear stating "Fatal Crash!" Your only option now is to select the New Launch button below the message to activate a new game. However, if you are slow enough to dock, you will hear the docking clamps attach and you will now be attached to the moon or the space station. You will be assigned 100 points for your successful docking in your Pending Score window on the lower left of your screen and you will be refueled with another 10000 lbs of fuel on the lower right of your screen. Congratulations, you have docked successfully.

To actually claim your prize you must undock and land safely back on earth. Undocking is accomplished by providing thrust toward the middle of your screen. Position the iPhone such

Finesse V1.0 - Guide

that the pitch and roll are correct to achieve this thrust direction. (e.g. tilt up and roll right to undock from the moon). The tether line will turn green when you have the correct direction. Now you must increase the thrust in this direction to force the docking clamps to release. Not too fast or you will blow up the moon or space station when undocked. Tilt and rotate the iPhone to increase the thrust, while keeping the tether line green, until you hear the docking clamps release. Be careful, you must quickly reduce and reverse the thrust once undocked or you will fly off the screen or crash into the earth. Remember to slow down for earth landing.

When you land safely your score will be displayed. If your score exceeds the top player you will replace that player with a hooray from the crowd. Type in your name and tap the OK button. You are now the top player. Congratulations, well done! Remember, for any other player to become the top player they must exceed this recorded score. You will remain the top player until someone can beat this score. If you tap the space station you can see who the top player is and what the top score is. Note: If you want to clear the top player then push and hold the space station for 3 seconds. A notice will warn you that you are about to clear the top score. Press OK if you wish to proceed otherwise tap Cancel. This is useful while learning to control your saucer but once you have mastered these skills you only need to clear this if nobody can beat the top score. This helps to motivate new players. Don't cheat!

You can dock with the moon to get 100 points then dock with the space station to get another 100 points but then you will not be able to redock until you have flown 3/4 of the way back to the earth. This will authorize you to redock. Now you can turn around and redock with the moon and the space station for another 200 points. Keep going to build points and beat your previous score. You must land on earth to actually record your score. Upon landing, if you did not beat the top score you will be shown what your score actual is. Well done even if you did not beat the top score.

If you tap the Earth you will see a "Select Play Mode" alert. Tap the mode of your choice to enter one of three modes or simply tap cancel to continue.

If you tap the moon you will return to the original start position so tapping the Finesse Play button is required to restart the game.

The second mode is the "Search Telescope" mode. In this mode the telescope screen will now show as a window with 2 buttons under it to rotate the telescope to the left or to the right. At the top is a yellow arrow which will rotate as you press the left or right buttons. The actual direction of this arrow is shown inside the yellow arrow. This process allows you to peer into deep space with high magnification to see what is actually out there.

The game has 3 randomly placed space stations which will change actual locations from game to game. Your task is to determine where they actually are for this game so you can maneuver your flying saucer to them for docking. By pressing the left or right arrows at the bottom you will see the yellow arrow rotate. Watch the telescope screen and you will find the space stations as you scan through various space angles. You can stop and back up to determine the best angle for each station. Make a note of what these are before you move to your deep space voyage. You will find "Deep Space 1", "Near Space 2" and "Deep Space 3" stations as you rotate the telescope through all angles.

Once you have found the stations and have noted the correct angles you can now move to mode 3 by tapping the Earth at the bottom. Select "Deep Space Flight" to enter mode 3.

The third mode is "Deep Space Flight". In this mode the Earth shows at the bottom of your screen with the saucer on the Earth. The moon and space station have disappeared since you will now be venturing into deep space well beyond these destinations.

Finesse V1.0 - Guide

Each space station comes with different scores and problems. "Near Space 2" is closer than the others and easier to find. You can get there quickly by using strong thrusters. When you get close you will be warned to slow down to dock. You must do this quickly or you will crash and blow up the station. You must also align your saucer with the Space Dock. If you are misaligned you will bump the station and possibly cause hull damage. When you are aligned properly, and you are slow enough to dock, the green "Safe to Dock" message will appear. Hold your course and allow a safe docking. Again you will hear the docking clamps activate to hold your saucer tight to the space station and you will see the docking message for that station. You will again receive points in your "Pending Score" window as well as being refueled. Bonus points are calculated based on the remaining fuel in your tanks at the time of docking so fuel conservation is rewarding. The reality of space is that to increase your velocity you must apply thrust. If you reduce your thrust to zero you will maintain the velocity and direction until you apply thrust to change it. More thrust in the same direction will increase your velocity but will maintain your course. Changing the thrust direction will change your course. Applying thrust in the opposite direction will reduce your speed but maintain your course. This is necessary to understand so you can manage your velocity and direction. Once you have provided thrust in the right direction, reducing the thrust to a trickle will conserve fuel while you still traverse space towards your space station. It is not as fast but you will conserve fuel and get a higher score. Minor course corrections can be made using minimal fuel to achieve your objective of docking with the space station. This is the secret of successful space flight and it leaves you reserve fuel for maneuvering for a successful docking at the space station of your choice. For "Deep Space 1 & 3" this is necessary to reach the station without running out of fuel.

When you selected the correct direction for the space station of your choice a navigational crosshair will enter your screen and you will see the space station in the distance. Control your pitch and roll thrusters to center the space station in the crosshairs then apply thrust in the direction of the tether line away from the center of the screen to accelerate toward the space station. Your velocity and distance from Earth will be illustrated at the bottom of your screen. The space station will start to get larger as you approach it and the Space Dock will become clear when you are close.

You will be warned with a red "Slow to Dock" as you get close to the station. You must be below the docking speed for safe docking. The velocity must not exceed the yellow bar and the green "Safe to Dock" notice will be seen. The Velocity label will be green when safe. If you are not in the center of the crosshairs you will see a red "Align Error" and you cannot dock. Attempting to do so will result in a crash. When you dock safely you will here and feel the docking clamps when they activate and you will see the docking notice.

Now that you have been safely docked you will receive new fuel and you will be assigned pending points for this space station plus a bonus for unused fuel at the time of docking. To increase your score you should use as little fuel as possible to reach the station. Remember, in space you will travel in the same direction and with the same speed without further thrust. You can coast to the space station but you must be patient. Minor course corrections may be needed but you will save fuel.

To undock you will need to apply thrust toward the middle of the screen at the right angle and amount. You will hear the docking clamps release and you will move away slowly from the station. Keep the station centered in the crosshairs as you return to earth and watch your distance and velocity closely. When you enter the near earth space you must again be moving slowly or you may crash into the earth or another space station. Be aware of where your saucer is and how fast you are moving.

Finesse V1.0 - Guide

When you build skills you may try to get to another space station on your return trip to significantly increase your score. Have fun!

Note:

Sound effects are compliments of FreeSoundEffects.com

Graphics are compliments of PixaBay.com