

# *Nano Legends™ Quickstart Guide*

Welcome to *Nano Legends™*. This *Quickstart Guide* provides a quick reference for information that will help you install and play *Nano Legends™* in most situations. For additional information, refer to the ***Nano Legends™ Technical Support information provided both in the Nano Legends™ Teacher's Guide (see the Complete Teacher's Guide on this CD)*** as well as via the Help button in the *Nano Legends™* game.

## **I. System Requirements**

*Nano Legends™* is a Windows PC game. Most recent Windows computers meet the minimum system requirements to run *Nano Legends™*. If you experience problems installing or running *Nano Legends™*, your system may not meet these recommended minimum requirements:

**Operating System:** Windows XP, 2000

**CPU:** 900 MHz

**RAM:** 256 MB

**Hard Drive:** 600 MB free space

**Video:** DirectX 9.0c must be installed and it must be supported by the system's video card functionality. More information about DirectX 9.0c is provided at the end of this document.

We recommend that you shut down all other applications and turn off any additional monitors on your system before starting *Nano Legends™*. If the game does not perform in an acceptable manner on your machine, it may be possible to improve its performance by changing settings as described below and in *Nano Legends™* Technical Support.

## **II. Installation Guidelines**

*Nano Legends™* should be installed on a Windows PC. When you start the install program, the install screens will lead you through the installation process. When you have finished the installation process, *Nano Legends™* will be ready to run on your computer.

See the Installation Guidelines section in *Nano Legends™* Technical Support for information about installing *Nano Legends™* in network environments.

## **III. Installation Settings**

The *Nano Legends™* Demo defaults to the installation setting which pauses at the end of each chapter to present review questions. Refer to the Installation Settings section in *Nano Legends™* Technical Support for information about changing the installation settings.

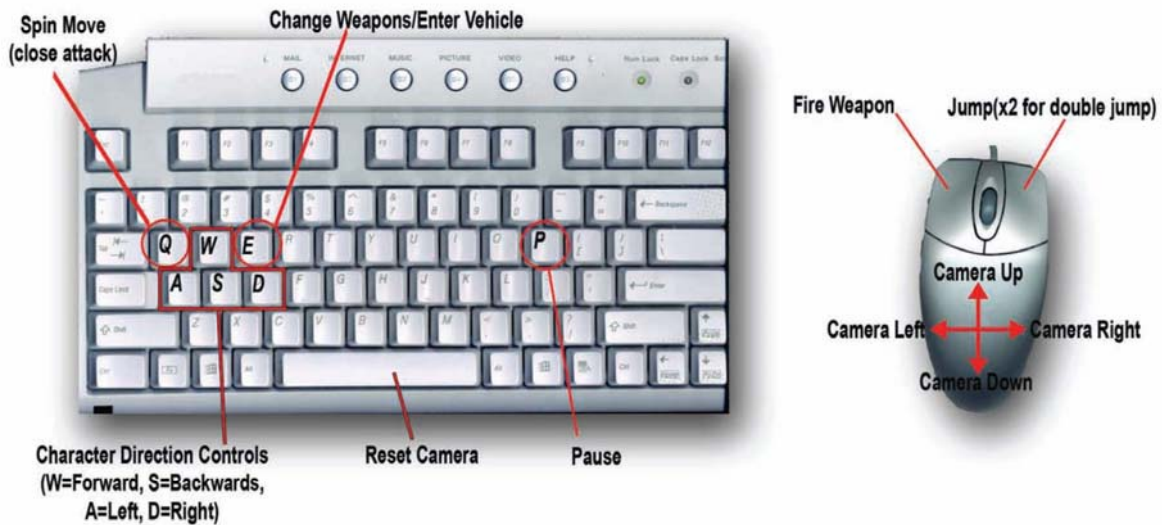
## **IV. Performance Settings**

*Nano Legends™* is designed with default settings that will optimize performance on your

system. However, it is sometimes necessary to tune Performance Settings in order to improve the appearance and performance of *Nano Legends™*. Several Performance Settings options are available. Refer to the Performance Settings section of *Nano Legends™* Technical Support for information about performance.

**Game Controller:** The game may be played with a USB connected joystick controller, or with the keyboard and mouse. On laptop computers, it is easier to play with an attached mouse than with the laptop touch pad.

### Keyboard & Mouse Controls



### Joypad Controls



## V. Starting Nano Legends™

Start the game by double clicking a *Nano Legends* shortcut, which you will find on your desktop or in your All Programs menu.

The first screen you see will be the *Nano Legends*™ Main Menu. This screen provides buttons that allow you to **Play** the game, to view **Help** documentation, to view **Credits**, or to visit the **nanolegends.com** web site.

There are three different options for starting the game. Click the **Play** button on the Main Menu to begin selecting your options for starting the game.

1. **Start a new game from the beginning.** Obviously, this is a good option for the first time you play the game, and for anytime you want to start over and replay the game.
2. **Start a new game from any of the seven chapters in the game.** This is a good option if you wish to play a particular section of the game without restarting at the beginning.
3. **Restart a previous game.** As you play *Nano Legends*™, your games will be saved automatically at regular intervals in each chapter. You may use this third option to locate your saved games and to select one of your saved games to restart. This option is useful if you must stop in the middle of a game and want to continue at a later time. It is also useful if you complete a section of the game but feel you would like to try it again immediately. When you restart a game, you can restart at a point close to where you quit playing, or at any previous point at which your game was saved.

## VI. Game Play Guidelines

1. **Pausing the game with the Escape Key:** At any time while playing the game, you may pause the game and return to the Performance Settings Screen by pressing the **escape** (**esc**) key on the PC keyboard. This will pause the game, and permit you to change settings or exit the game. By pressing the **escape** key again, you may return to the game at the exact point at which you paused it.
2. **Quit Game:** To quit the game, press the Escape key on your keyboard to access the **Performance Settings Screen**. Press the Quit Game button to return to the Main Menu. You may use the **Start Previous Game** option to reenter your game at a later time.
3. **Health:** Your character's health is indicated by the health medallions on the lower left of the screen. When a character is attacked, health will be lost gradually, as indicated by the loss of the blue-green sections on the health medallions. Health can be replenished by picking up the small blue and green spheres located randomly throughout the game. When health runs out, the game will return to the beginning of the current level. It is possible to increase health capacity (i.e. to increase the number of health medallions in the lower left of the screen) by collecting medallion shaped pickups (each of these pickups increases health capacity by one third of a medallion). Some of these pickups are located in obvious places and others are hidden or located in areas that are more difficult to access.

**4. Monsters:** There are two types of monsters in the game: Proteins and carcinogens. In addition, a skirmish occurs when an mRNA is captured. Monsters can be defeated by firing weapons or using the spin move. When a target appears on a monster, the weapons are auto-aimed, so that firing will strike the monster. In the easy level, most monsters can be defeated if struck once with a weapon. However, some larger monsters must be hit several times to be defeated. In addition, some monsters have states that are vulnerable and other states that are not vulnerable. These monsters must be struck several times in their vulnerable states to be defeated. When you strike a monster and inflict damage, the monster will turn red momentarily. Conversely, when a monster strikes your character and decreases health, your character will turn red momentarily. When playing at the more difficult levels, many monsters must be struck more than once to be defeated.

**5. Skipping Cut Scenes:** Cut scenes provide information about how to play and ultimately how to win the game. In addition, cut scenes provide interesting information about cells. It is important to watch each cut scene the first time it plays. Occasionally, because of loss of health, you may find that you are restarting a level and viewing a cut scene for a second time. If you feel you already know the information being presented, you may skip through a cut scene. To do so, press the **escape** key. If the cut scene has previously been played during the current game session, the **Skip Cutscene** button will appear. Click the **Skip Cutscene** button to return to the game at the end of the cut scene.

## **VII. Un-Install Nano Legends™**

Use the normal Windows procedure to uninstall *Nano Legends™* from your computer. Click the **Start** button, and then select **Control Panel**. Select **Add or Remove Programs**. Navigate to *Nano Legends™* and select **Remove**.

## **VIII. DirectX Issues**

DirectX is software provided by Microsoft that interfaces with your monitor and sound devices. Most Windows PCs manufactured in the last few years have DirectX installed. For information about solving problems with DirectX, refer to *Nano Legends™* Technical Support.

## **IX. Trouble Shooting**

*Nano Legends™* Technical Support provides resolutions to many of the problems that may occur when you install and play *Nano Legends™*.