

Eggs



by Webvisia LLC

User Guide

www.webvisia.com

© Copyright Webvisia LLC, 2002

All rights reserved. This manual and the programs referred to herein are copyrighted works of Webvisia LLC.

The information in this document is subject to change without notice.

Webvisia LLC accepts no liability for loss or consequential loss from misuse or any defect or failure of the programs howsoever arising.

© 2002 Webvisia LLC Eggs and Eggs logo are trademarks or registered trademarks of Webvisia LLC in the U.S. and/or other countries. All rights reserved.

3Com, the 3Com logo, Palm Computing and HotSync are registered trademarks, and Palm III, Palm IIIx, Palm V, the Palm III logo, the Palm IIIx logo, the Palm V logo and the Palm Computing platform logo are trademarks of Palm Computing, Inc, 3Com Corporation or its subsidiaries.

Acrobat and PDF are trademarks of Adobe. All other brands and product names may be trademarks or registered trademarks of their respective holders.

Version 1.00
January 2003
English

LICENSE AGREEMENT

*** Please read this entire agreement ***

This End-User License Agreement (the "Agreement") is a legal agreement between you ("Licensee"), the end-user, and Webvisia LLC ("Webvisia") for the use of the Eggs software product ("Software").

By using this Software or any part of it, you are agreeing to be bound by the terms of this Agreement.

If you do not agree to the terms of this Agreement do not install this Software.

COPYRIGHT

Both United States copyright law and international treaty provisions protect this Software.

LICENSE AND DISTRIBUTION

The copy of this Software is free of charge. You must pay the license fee if you want to play another 20 levels of this game. You're allowed to make as many copies of this version (in UNMODIFIED form) as you wish to distribute.

RESTRICTIONS

You may not nor permit anyone else to de-compile, reverse engineer, or disassemble, modify, or create derivative works based on the SOFTWARE or the documentation in whole or in part. You may not use the Software for any commercial purpose or public display, performance, sale or rental. You may not use the Software to perform any unauthorized transfer of information (e.g. transfer of files in violation of a copyright) or for any illegal purpose.

NO WARRANTIES

This software and any related documentation is provided "as is" without warranty of any kind.

Webvisia LLC specifically disclaims all warranties, expressed or implied, including but not limited to implied warranties of fitness for any particular purpose and of merchantability.

LIMITATION OF LIABILITY

In no event will Webvisia LLC be liable to you for any damages, including but not limited to any loss of data, lost profits, lost savings, commercial damage or other incidental or consequential damages arising out of the use or inability to use this program directly or indirectly, or for any claim by any other party.

Contacting Webvisia LLC

There are several ways to get in touch with us here at Webvisia LLC. E-mail is the preferred form of communication, but whatever works for you is fine. If you have any questions, commands, suggestions or compliments, please don't hesitate to contact us.

E-mail: support@webvisia.com

World Wide Web: <http://www.webvisia.com>

Reporting Bugs

If you find a bug in our software, it would be helpful if you reported the bug to us. To report a bug, please e-mail us with Bug Report Request in the subject line. In your e-mail, include the following information:

What type of PalmPilot you are using (i.e. Personal).

The software name and version number (i.e. Eggs 1.00).

The error number and the exact contents of the error message.

A brief description of how we can recreate the error.

Your name and e-mail address so we can contact you when the bug is fixed.

It is best to report bugs by Email, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your Email, we will examine the problem, and fix it. Because our programmers are busy, creating software, it can take a while for them to reply, but they will release a new version of the software that fixes the bug as soon as they can.

Eggs – User Guide

Welcome

Eggs



Included in this archive are the following packages:

Eggs.prc - This is the software package that you need to install on your PalmPilot.

Eggs.pdf - This is the Users' Manual for Eggs. You are reading it right now.

System Requirements

Palm OS 3.5 or higher
254 KB free memory
Color Palm

Registering Eggs

Eggs is a downloadable freeware. If you complete all the levels, you can buy another 20 ones.

You can purchase these levels at our home site:

www.webvisia.com

Eggs

The goal of the game is to make all the eggs become chickens. You should hit three times the egg and it will become a chicken.

New Game

In the main applications screen of your device, tap the Eggs icon. The logo screen will appear. Choose the level you want to play and tap **Start** to begin the game.



Choose Your Level

Eggs has six difficulty levels. They differ in the number of the eggs and stones and in their position on the playing field.

Choose the level that best suits your skills and tap **Start** to play the game.



The Sound Option

To switch on the sound of the game, go to **Menu| Preferences| Preferences** and check the **Sound** box. Alternatively, disable the box to play the game in silence.



Specifying the keys

You can specify which keys of your device you want to use, while playing the game. To choose them, go to **Menu| Preferences| Controls** and check the boxes of the keys you want to use.



Play Eggs

The goal of the game is to make all the eggs become chickens. You should hit three times the egg and it will become a chicken.

You have two lives at the beginning of each level. But you will die if you are caught by a spider or by the scorpion or if you are pressed by a moving egg. If you hit the scorpion with an egg, he will die. And if you hit the spiders either with the hammer or with an egg, they will die too.



The objects in the game

There are several types of objects:



You guide the little boy. This is the player.



There are two spiders in the game. They are looking for broken eggs to rebuild them or for chickens – to infect them.



The scorpion is following the player and trying to catch him.



The eggs are fixed on the board.



When you hit them they shift their position. And when they come back they are broken.



You have to hit an egg three times and it will become a chicken.



But beware of the spiders! If a spider catches a chicken, it becomes infected and gives you less points.



You can throw the hammer against the spiders, so that you can defend yourself.

Game Over

The game is over either when you loose your lives or when you finish the sixth level.
But if you like this game and would like to have more levels, you can buy them from our Website www.webvisia.com



Scoring

Each level has its own High score list.
In order to become one of the top players, you have to win as many points as possible.
Also you have to be as quick as possible, because the time is of great importance for the High score list members.

To view scores go to **Menu|Game|High Score** and the following screen will appear:



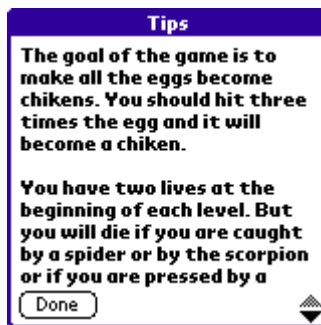
Level 3			
No:	Name:	Score:	Time:
1	Neil	100	100
2	Kevin Ly	90	50
3	John	50	57
4	Maryann	30	30

OK Previous Next

Help

Eggs offers some simplified internal help. You can find there some basic information of the rules of the game and its final goal.

To view these tips go to **Menu|Help|Help**. The following screen will appear:



Tap **Done** to quit the screen.

The End

Well, that's all for now. Enjoy your time with **Eggs!**

Webvisia LLC
www.webvisia.com