Lines

by Webvisia LLC

User Guide

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English

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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. Lines 1.11).

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 e-mail, so that the programmers have a written record of the information they need to solve the problem. As soon as we receive your e-mail, 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.

Lines – User Guide

Welcome and Registration

Lines

Lines is exciting and simple game, which has a variety of figures and colors. It has options and game levels, that can suit the taste and abilities of everybody

Included in this archive are the following packages:

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

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

System Requirements

Palm OS 3.0 or higher
150 KB free memory

Registering Lines

Lines is a downloadable shareware. Its registered copy costs $7.95.
The demo version is completely functional, but there is a limitation in playing the hard level. After purchasing the game, you will receive a registration key.

You can register your software at our home site:

www.webvisia.com

or at our retailers' web sites:

www.palmgear.com

www.handango.com

It is very important that you include you Serial Number EXACTLY as it is shown in your PalmPilot (tap **Menu|Help|Registration** to see it). We use this to generate your Registration Key, so you must be precise.

Once you register, you will receive by e-mail a Registration Key from us. To enter the Registration Key, first tap on the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided (see the above illustration).

Lines

The aim of the game is to score points by aligning figures of the same shape. When five or more figures are aligned vertically, horizontally or diagonally they disappear. You get points for this.
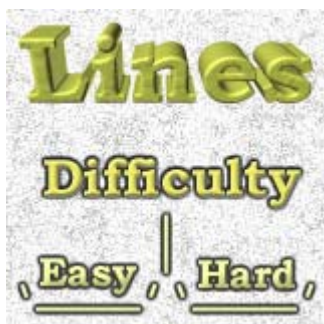
New Game

In the main applications screen of your device, tap the Lines icon. The logo screen will appear. Tap it to start the game.

Choose Your Level

Lines has two difficulty levels – easy and hard. The difference is in the number of figures in the store, which is two or three for each level respectively.
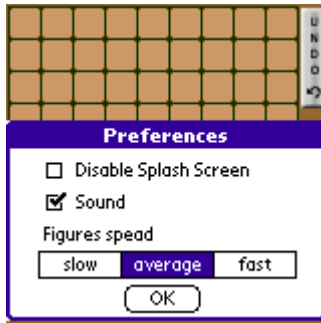Choose the level that best suits your skills and tap **Easy** or **Hard** to play the game.

The Sound Option

To switch on the sound of the game, go to **Menu|Preferences** and check the **Sound** box.
Alternatively, disable the box to play the game in silence.
If you don't want to see the logo every time you start the game, go to **Menu|Preferences**
and check the **Disable Splash Screen** box.

Play Lines

The Figures

The game has seven types of figures, which differ in shape and color:

Playing Lines

The Lines' playing field contains 81 squares with particular number of figures, depending on the difficulty of the level you are playing. The game goes in turns. Each turn two or three figures of random shape appear on random places on the field.

You can then move one figure by selecting it and pointing its destination. The figure can move only in horizontal and vertical direction, through unoccupied fields only. If you manage to arrange five or more figures with the same shape in a line (horizontal, vertical or diagonal) they disappear from the field and your score increases. Longer lines are scored higher.

You can use the **Undo** button to go back to the previous turn. If you have made ten or more turns you can use the **Undo** button maximum ten times. You can not use the **Undo** button if you have arranged a line in the previous turn.

The Store

The store is in the right part of the field and contains two or three figures which will appear in the next turn.

Scoring

When you manage to arrange five figures with the same shape in a line (horizontal, vertical or diagonal) they disappear from the field and you get 25 points. If you arrange more than five figures with the same shape you get 15 additional points for each one figure over the required five figures.

The game ends when the line under the playing field gets to the end of it. This happens when the figures on the screen are more than sixty.

Think ahead to score higher bonus, and cause chain reactions by hitting multiple sets with one move. To view scores go to **Menu|Game|High Score or Menu|Game|High Score** for timed game and the following screen will appear:

No:	Name:	Score:	Diff
1	Neil	100	Easy
2	Kevin Ly	90	Easy
3	Maryann	30	Easy

Tap anywhere to exit this screen.

Help

Lines 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**. Tap **Done** to quit the screen.

The End

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

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