

This game runs on color systems without error, and has not been tested on non-color systems. It may still work correctly, although with probable discoloration. If you have any information regarding this do not hesitate to post a review containing it.

Your character advances by killing enemies. Basically, you can advance without limit, although you really have no need to advance beyond 999 energy. Your energy replenishes itself by dividing it by 100 (after rounding it) every frame, so at 999 you regenerate faster than you use it. Keep in mind that your character is saved in the database, so don't delete it.

Very important: you need bitmap resource databases A and B, Pocket Toolbox Libraries, and MathLib to run this game.

I am writing the book I based this game on, although I feel it would be better as a major motion picture. The characters of Crysalis and Cyrphius I owe to my friend Lauren McElrone, who is also writing a book on those character and drew their pictures for the game. The entire collection of pictures is stored in 2 databases.

A - holds the characters and anything you encounter during normal gameplay and all the background and level pictures

B - holds all introductory pictures

These pictures can be viewed and edited using my other software, BmpDbEditor, which I used to create them. This software is available on PalmGear for \$4.00.

I reserve all rights of publishing and selling this game, its characters, and its databases. You may not sell anything contained within the zip file without written permission from me. You may not redistribute the software or source code of the game, except the databases. The characters are the property of AeroSoft, and may not be included in any other commercial software without written permission.

You may distribute any bitmap databases contained in the zip file as freeware. This is entirely possible, BmpDbEditor is specially made to be able to do this. If you want you can use it to make the main character a big green monster and put it up on PalmGear. It would be pretty interesting to see alterations of the pictures, just keep in mind there are over 300 pictures to edit. To edit them open up BmpDbEditor (only the full version would really work for this) type in either A or B at the prompt and it will open the database for you. The only pictures you can't edit are the 3 clouds in database A. I had to modify the software because otherwise white is transparent.