SYMBOLZ v1.0 – ARM Version
User's Guide
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1.   Introduction

Welcome to '**Symbolz**' by capesDevelopment (www.capesdev.com).   'Symbolz' is a fun, puzzle/strategy game developed for the Pocket PC that is sure to give you a relaxing and entertaining gaming experience.

> **DISCLAIMER:**
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> Every effort was made to ensure that 'Symbolz' is bug-free and compatible with the majority of Pocket PC devices. However, capesDevelopment cannot guarantee that 'Symbolz' will be 100% compatible with all devices and configurations. Accordingly, please test out the trial version completely before deciding whether or not to purchase the full-version.

2.   Hardware/Software Requirements

Symbolz 1.0 requires the following hardware/software configuration:

- Personal Computer (for installation)
- Pocket PC Device with ARM processor. (*SH3, and MIPS versions pending)
- Pocket PC 3.0 or Pocket PC 2002 operating system
- Recommend 12 or 16-bit color display (8-bit works but is less optimal)
- 1.2 MB of storage for basic game files
- 3 MB of RAM

3.   Installation

The Symbolz installation package (SYMBOLZ_TRIAL_ARM.zip) contains 2 files:

- SymbolzTrialInstall_ARM.exe – the installer application
- UsersGuide.doc – the User's Guide documentation (this file).

To install the game to your Pocket PC, run the SymbolzTrialInstall_ARM.exe. The application will prompt you for installation options and then installs the game to your Pocket PC. It will also place a shortcut to the game in your default Games start-menu folder.

4.   Interface and How To Play

The game rules behind Symbolz are very simple. However, don't let the simplicity fool you – strategy and planning will be your only weapon as you progress to harder levels.   The following sections describe the interface used to operate the game and covers the rules of gameplay in one convenient section.

4.1   Running The Game

Upon running the game (symbolz.exe), an introduction screen will be shown. Loading of the game can take between 4 and 15 seconds depending on your device configuration and location of the installation (e.g., Storage Cards are slower than main program memory for loading).

After the game data is loaded, the user is presented with the MENU screen. The menu, and all game elements are controlled solely with the stylus; no hardware buttons are used in the game. The MENU screen contains the following buttons and controls:

SERIES SELECTOR
Near the top of screen, the user can press the left and right arrow buttons to cycle through all available image series. Symbolz comes with one image series by default. Additional image series will be made available at a low-cost as expansions. Each image series contains 15 images. As you progress through levels in the game, the game becomes harder and harder.

PLAY/CONTINUE SERIES
Pressing the PLAY/CONTINUE SERIES button will load the current game for the *selected series* and then presents the user with the PLAY SCREEN. **IMPORTANT**: Symbolz automatically remembers where you left off for each series (even in the middle of a game). There is no 'save' button because your SERIES' games are always saved at the exact spot where you last played. Even if you are in the middle of game and exit, the next time you resume that series, you will be able to pick up right from where you left it. This means you do not have to finish a level in one session. The later levels can take some time, so this is a convenient feature.

PLAY INSTA-LEVEL
INSTA-PLAY is an alternative mode from that of the PLAY/CONTINUE SERIES mode. INSTA-PLAY mode allows the user to play any previously reached level for the series should they desire to replay a level. Gameplay is random, so replaying level is still fun and challenging. Pressing the PLAY INSTA-LEVEL button will bring up the level selector screen. From here, the user can use the arrow buttons on the screen to select the desired level they wish to play. Upon selecting the desired level, press the PLAY button. Press CANCEL if you wish to return to the MENU screen. NOTE: Symbolz will only let you select a level for the currently selected series that the user has already reached in the PLAY/CONTINUE SERIES mode.

EXIT Button
Pressing the EXIT button will quit the Symbolz application and return control to your Pocket PC. NOTE: While Symbolz is running, all hardware buttons are disabled and full-screen mode is invoked. Full screen provides the best gaming experience. Every effort was made to ensure full screen mode does not interfere with other programs running.   However, some programs may interfere with proper operation (especially programs that manipulate the Pocket PC Explorer Bar (Start Menu)). It is best to run Symbolz when no other critical programs are running.

CREDITS Button
Pressing the CREDITS button will display the credits screen. This screen contains copyright, licensing, and special-thanks information. Press the OK button to return to the MENU screen.

4.2   The PLAY SCREEN

After selecting a series, and continuing a game, or starting a new game the user is presented with the PLAY SCREEN. The PLAY SCREEN is divided into two main sections. The left section contains the EXIT button, the ZAPPER, and the CURRENT PIECE indicator. The left section also displays the current series and level, as well as the current time (in 12 hour format). The right section displays the current game board.

4.2.1   Rules of the Game
So, you are tired of me rambling on and you want to know how to play the game, right? This section describes how, so let me get to it.

The game board is a 9x9 grid where you must play game pieces.   There are regular game pieces and three special game pieces. The regular pieces have a color and shape. The special pieces are:

1) WILDCARD piece indicated by a big yellow square
2) BOMB piece that looks like a bomb with a smoking fuse
3) PEEK piece that looks like an eyeball.

The OBJECT of the game is to place a game piece in each of the 81 grid spots.   Each of the 81 grid spots is initially COVERED. You can place the CURRENT PIECE on the game board by clicking the stylus on the desired grid location.   Alternatively, you can drag the CURRENT PIECE around and release the stylus where you want the piece.   You cannot move pieces that are already on the board. The rules to placing the CURRENT PIECE are simple:

o Each piece must be played next to another piece. In other words, you can't play a piece unless it touches another piece. Initially the board is all covered except for one spot with a WILDCARD piece. You must play your first piece adjacent to this wildcard piece.

o Each piece must be the 'same shape OR same color of ALL adjacent pieces'. Please take the time to understand that rule...it's key to gameplay. Also, by adjacent we mean the pieces directly to the right, left, top, and bottom.   You do NOT have to match diagonal pieces.

o You can place a WILDCARD piece next to any other piece. That is, it does not have to match color or shape but it does have to touch some play piece.   Use these wisely :)

o You can play a BOMB piece on TOP of any piece. It removes the piece that occupies that grid spot. You cannot play the bomb on a grid spot that is not occupied with a piece. Again, the bomb piece can only be played on a spot where a game piece currently exists.

o You can play the PEEK piece AYWHERE on the board. It will temporarily reveal a portion of the image underneath. It does not affect the game board pieces at all.

The CURRENT PIECE is indicated at the bottom left of the play screen (below the ZAPPER).

Above the current piece is the ZAPPER area. If you click on the flashing bolts of electricity or drag the CURRENT PIECE atop it and release, the CURRENT PIECE will be zapped. The number above the zapper indicates how many more ZAPs you have before you lose the game. You can drop 3 pieces in the zapper in succession. After that, you lose. Every time you place the CURRENT PIECE successfully on the board area, however, you gain another zap chance (with a max of 3 zaps).

If you fill an entire row or column with pieces, the pieces will disappear and CLEAR that board area. The zapper will reset to 3 ZAPs every time you do this.   You will find that clearing rows\columns is a key part of the logic to playing. NOTE: You CAN play pieces on previously cleared board spots, so long as they meet the requirements of a valid drop. In other words, cleared grid spots act just like COVERED grid spots except you can see a washed-out version of the image behind them.

YOU WIN THE GAME by playing a piece on each of the 81 grid spots at least once. **NOTE: You do NOT have to have each spot filled in with a piece to win.   In other words, cleared grid spots count as being played already.   So long as you play a piece in each spot at some point during the game, you win.**

If you clear the current board (and win the game), you be rewarded with a full color version of the underlying picture. After proceeding, you will advance to the next level for that series.

If you lose the current game, you must start again at the beginning of the current level with a clear board. If you lose, you do NOT have to start at Level 1 again.

HINT: You'll soon find that the key to victory is to keep the pieces grouped by color and shape... the less you mix colors and shapes next to each other, the easier it is to clear the board.

The user starts off on Level 1 for each series they begin. As you progress, the levels get harder and the pictures get more revealing. There are 15 levels for each picture package, and hence 15 pictures. The last levels should prove to be challenging but not impossible.

The EXIT button on the game board will return you to the menu mode where you can quit, select a different picture package, etc. Symbolz auto-saves the state of each series, so don't worry about losing your place if switch between series.

The capesDevelopment logo (at the top-left of PLAY SCREEN) is there for looks only, and has no implications in game play.

If you pass all 15 levels for a given series, the game will cycle back to Level 1. NOTE: You can always use PLAY INSTA-LEVEL to go back and play a level you have already reached for that series.

5.   Contact Capes Development

You can contact capesDevelopment by email:

admin@capesdev.com - use this address for inquiries about capesDevelopment, marketing, and general information.

support@capesdev.com - use this address to report any bugs or game play issues, or if you would like technical support of any kind.   capesDevelopment provides technical support as a nicety, but does guarantee that provision. We will always do our best to return your inquires as soon as possible.

Also, periodically check our web site at www.capesdev.com for updates and news about additional products and add-on series for current games.

Enjoy!