

Callisto 1.0

Megasoft2000 Ltd 1999 - 2002

Palm Software Division (PSD)

Platform: Palm OS 3.0, 3.1, 3.3, 3.5, 4.0, 4.1

About Callisto



- Aim: To gain as many points as possible at a set time. To do this you are to place 3, 4, 5,... objects of common colour or pattern upright or aflat, which afterwards explode and disappear. The more the number of the objects exploded simultaneously the more points you gain. The explosion of three objects only adds points; apart from adding some points the explosion of 4, 5 and more objects pauses countdown for the whole game for some time.

- Game control.

There are two ways available:

1. After the simple touching the object with the stylus, this object is framed. Then, touch the point upright or across. The object will move to the point referred.
2. Touch the object with the stylus and without separating it from the screen move it to the desired position upright or across.

- Game strategy. Strategically it is more advantageous to juxtapose the most number of objects of common colour or pattern and then blow them. It means that sometimes it is more advantageous to place more objects of common colour or pattern in a line (setting them upright or aflat) using multistep movings rather than just blowing only 3 objects at a time.

- Caution:

1. It is not the selected object that moves but the whole line of objects.
2. To move the lines across they must be complete. If the contour line lacks at least one object this line wouldn't move.
3. The line set across is a cyclic one, that is you can move this line round.
4. The line set upright isn't a cyclic one. The movement of the vertical line is limited by lower and upper ranges.
5. Touch the framed object again to cancel the highlighting if you don't want to move it.

- The selected object may not move because of the following:

1. An attempt to move the object in a direction different from upright or contour;
2. The line which is set across and where the selected object is placed is not complete;
3. The movement upright is limited (the line is placed in a maximum lower or upper position).

Game installation

To install this game you should synchronize the "CallistoColor/Gray.prc" application to your device.

Files can be installed by using the Desktop S/W or just any other application.

1. For color device – CallistoColor.prc
2. For mono device – CallistoGray.prc

Menu



LAYOUT - Interface positioning on the screen



SOUND - Sound effects ON/OFF



SHAPE - Type of the objects selection



FX - Animation effects ON/OFF

Program registration.



After you purchase this game you'll get the registration code which must be entered into the registration field. Then press the "Register" button.

Callisto registration

Please enter the registration code sent to you when you registered

7	8	9
4	5	6
1	2	3
C	0	<

Register Cancel

Help.



Here you can read the Callisto Game rules.

Callisto instructions

▪ Aim: To gain as many points as possible at a set time.
To do this you are to place 3, 4, 5... objects of common colour or pattern upright or contour, which afterwards explode and disappear. The more the number of the objects exploded simultaneously the more points you gain. The explosion of three objects only adds points; apart from adding some points the explosion of 4, 5

Done

About.



Information about the Game developers.

About Callisto



Callisto v1.0
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OK

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Results.

Top results will be placed in this table.

Callisto results		
Name	Date	Score

OK

Free usage of the Callisto is limited by 10 days.

URL: <http://www.megasoft2000.com>

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