

Webtrix

by Webvisia LLC



User Guide

www.webvisia.com

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English

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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. Webtrix 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 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.

Webtrix – User Guide

Welcome and Registration

Webtrix



Webtrix 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:

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

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

System Requirements

Color Palm OS 3.5 or higher
205 KB free memory

Registering Webtrix

The game Webtrix is downloadable shareware. Its registered copy costs \$7.95.

The demo version is completely functional but you can play only the first 4 levels of the game. If you decide to buy Webtrix you will receive a registration key and will be able to play all 12 levels of the game.

You can register your software www.palmgear.com

It is very important that you include your 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).

Webtrix

The aim of the game is to score points by arranging the falling figures to complete horizontal lines within the playing field. When one or more lines are aligned they disappear and you get points for this.

New Game

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



Choose Your Level

The game has 12 levels, whereas with the unregistered version you can play only the first four of them. The difference is in the speed of the falling figures – the higher the level is, the faster the figures fall down.

Choose the level that best suits your skills and tap on **Start** 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.



Play Webtrix

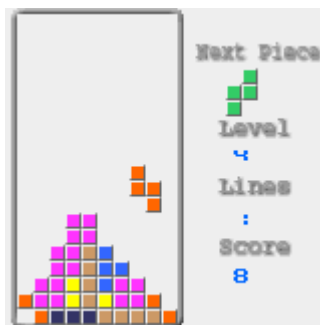
The Figures

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



Playing Webtrix

Webtrix starts with a clear playing field (19 cells high by 10 cells wide) and shapes randomly falling one at a time from the top of the playing field. The shapes are made of four adjacent small blocks arranged into 7 different patterns. The player must arrange the falling figures to complete horizontal lines within the playing field.



The player may affect the falling figures by moving them left or right or rotating them clockwise or counterclockwise within the playing field while they are still falling. When a complete line is formed, that line is eliminated from the playing field, and the player scores points. If the player cannot complete lines, the figures eventually build upon each other and reach the top of the playing field, thus ending the game.

Note: Although the figures fall randomly, the next figure set to appear is shown in the upper right corner below the box labeled "Next Piece".

How to move the falling figures

The player controls the falling figures by using the Application buttons on his device:

Date Book:	Left
Address List:	Right
To Do List:	Rotate counterclockwise
Memo List:	Rotate clockwise
Page Down:	Moves the figures down more quickly

Note: Any filled cell of the playing field is an obstacle for the current figure moving around the field. The motion of the figure is allowed only when all individual cells needed to accommodate the move are completely empty.

A figure cannot be moved or rotated if part of it will fall outside.

While playing the game you gradually overcome different levels. Each time you overcome the current level and begin playing at the higher one you will see the following screen:



Game Over

When the figures reach the top of the playing field, the game ends. The following screen will appear:



At the right part of the screen you can see your score and the level you have reached. Tap anywhere to select the start level of your next game. Another way for beginning You can start your new game as well if you go to the Menu and select **Game**[**New Game**].



Scoring

The scoring depends on the number of the rows that you have managed to arrange and the number of the level at which you have built them. So your score is calculated by the following formula:

Score=2 x lines x current level

The score you have managed to get during the current game playing is displayed at the right part of the screen.

When your score is one of the best the following screen will be displayed:



Then you will be able to enter your name at the space provided. To view the high scores go to Menu|Game|High Score and the following screen will appear:

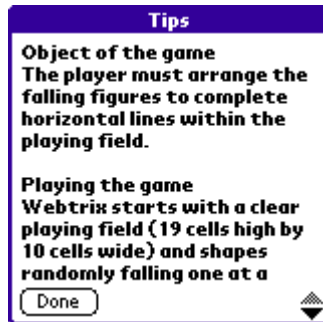
NO		NAME	LINES	SCORE
1	:	VLADO	7	56
2	:	NEIL	5	5
3	:	KEVIN LY	4	5
4	:	MARYANN	3	3

Tap anywhere to exit this screen.

Help

Webtrix 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 **Webtrix!**

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