

# Lines

by Webvisia LLC



## User Guide

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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](mailto: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 1.12).

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

The game Lines is downloadable shareware. Its registered copy costs \$12.95.

The demo version contains only the easy level. If you decide to buy the game and pay for it, you will receive a registration key.

You can register your software at [www.palmgear.com](http://www.palmgear.com)

After purchasing the product you will receive a registration key. To register this program first tap on the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided.

**To register this program you have to purchase it first. Please go to [www.palmgear.com](http://www.palmgear.com) to buy it. After receiving your registration key type it in the space provided.**

**Registration Key**

| .....



## New versions

**v.1.11** – The demo version of the game supports the hard level!

**v.1.12** – A new speed of figures' motion is added!

## 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

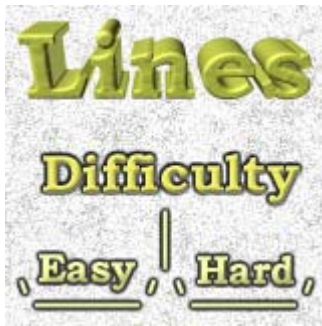
In the main applications screen of your device, tap the Lines icon. The logo screen will appear. Tap it to start the game.



## Choose Your Level

The game 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.

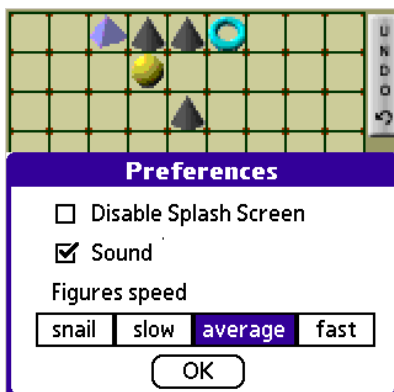


## The Sound Option

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.

You can choose the figures' speed as well. The available options are – snail, slow, average or fast speed of motion of the figures.



V

## 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 offer 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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