

MicroCircuit 1.0



1. System requirements

MicroCircuit needs a **colour PalmOS device with at least PalmOS 4.**

A PalmOS 5 device is needed for digitized sound support.

Here are some of the devices that will run MicroCircuit fine:

PalmOne Tungsten E, T, T2, T3, T5 and C
Zire 31 (low resolution), 71 and 72
Treo 600 (low resolution) and Treo 650
m505 and m515

Sony Clie Series N, T, SJ, NR, NX, NZ, TG, TH, TH, UX, UZ...

Tapwave Zodiac 1 and 2

2. MicroCircuit installation

If you have a device with a high resolution screen like a PalmOne Tungsten, a Zire 71, Zire 72 or a Sony Clie, you should install "MicroCircuit.prc".



If you have a low resolution device like a PalmOne Treo 600, Zire 31 or a m505, you should install "MicroCircuit_160.prc"



3. How to play

MicroCircuit is very easy to play and does not have a steep learning curve. Select "PLAY" on the main screen and the game begins.

You only need your Stylus in order to play MicroCircuit. The only action you have to perform is to tap the crossroads with your Stylus to avoid a car crash!

If you want to pause or exit the game, just hit any hard key. You can also leave the game, it will restart at the same point you left the game.

4. How to register

To buy the game visit <http://www.palmgear.com>

Viex Games 2005
<http://www.viex.org>