

Pairs

For Pocket PC

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

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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 Pocket PC you are using (i.e. Personal).

The software name and version number (i.e. Pairs 2.00).

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.

Welcome and Registration

Welcome to Pairs

The game Pairs is a colorful remake of the old classic game in which pairs displaying the same symbol are matched until the field is cleared. Pairs are believed to be a good game for training one's memory.

Included in this archive are the following packages:

Pairs.ppc_arm.CAB, Pairs.ppc30_mips.CAB, Pairs.ppc30_sh3.CAB, Setup.ini, Setup.exe. This is the software package that you need to install on your Pocket PC and after that run Setup.exe.

Pairs_PocketPC.pdf – This is the User's Manual. You are reading it right now.

System Requirements

Windows CE 3.0 or higher

260 KB + free memory

Registering Pairs

Pairs are downloadable shareware. Its registered copy costs \$4.95.

The demo version is completely functional except that you are not allowed to play with more than 4 columns and 4 rows. After purchasing the product, you will receive a registration key. The restrictions will disappear and you will be able to play at any size of field you wish!

You can register your software at our home site:

www.webvisia.com

as well as at our retailers' web sites:

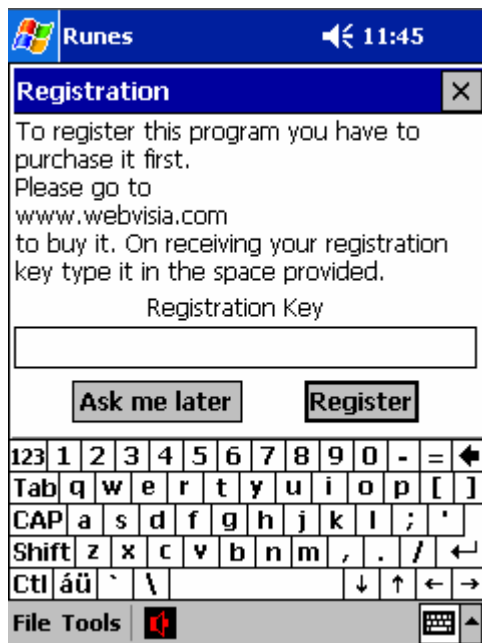
www.handango.com

www.pdassi.com

www.mobile2day.de

www.pocketgear.com

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



The Goal

The goal of the game is to uncover all matching pairs of symbols thus clearing the playing field. There is no time limit, but time affects your score - the faster you complete the task, the better your score will be. The number of taps is also decisive – try to make as few void taps as possible.

Start – Set the Size of Your Playing Field

Start the **File Explorer** go to **My Device/ Program Files/Games** and tap on the icon of the game Pairs. Select the number of the rows and the columns in order to adjust the game preferences. The minimum size of the field is 2 columns x 1 row and the maximum is 8 columns x 7 rows. Tap **Start** to run the game.



New Game

To start a new game go to **File|New Game**. If necessary, modify your preferences. Tap **Start** to continue.

The Sound Option

You can turn on/off the sound by tapping the button next to the '**Menu**'.



Playing Pairs

Your new game begins with a number of covered squares. The bigger the playing field is designed – the greater the number of squares to be uncovered will be. Tap on the squares to uncover them and view the symbol they display. When two identical symbols are displayed simultaneously, both squares will disappear, thus clearing space from the playing field. If symbols do not match, your tap is considered void and the squares will get closed again. Your aim is to match all pairs for as little time as possible and with as few void taps as possible.



Game Over!

When a game is completed a you will see the following message:

Congratulations

Congratulations! You are one of the best! If your time for matching the pairs was really good and if you did not waste time for many void taps, your score will be one of the best. The following screen will be displayed:

The image shows a 'Dialog' box with a blue title bar and a close button. The text inside the dialog says 'You are one of the top!' followed by 'Enter your name : ' and an empty text input field. Below the input field are two buttons: 'OK' and 'Cancel'.

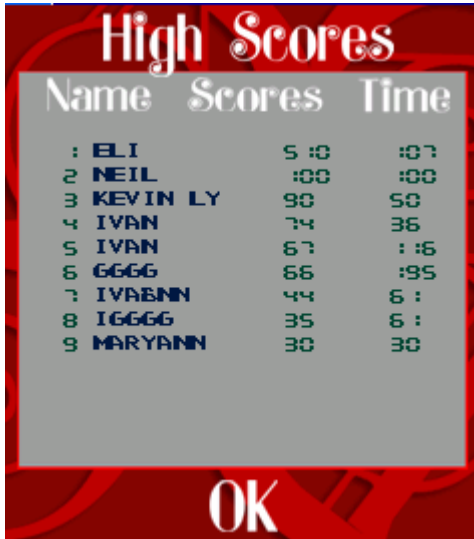
Below the dialog box is a representation of a keyboard layout with four rows of keys:

| | | | | | | | | | | | | | |
|-------|---|---|---|---|---|---|---|---|---|---|---|---|---|
| 123 | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 | 9 | 0 | - | = | ↩ |
| Tab | q | w | e | r | t | y | u | i | o | p | [|] | |
| CAP | a | s | d | f | g | h | j | k | l | ; | ' | | |
| Shift | z | x | c | v | b | n | m | , | . | / | | ← | |
| Ctl | á | ü | ` | \ | | | | | | | | ↓ | ↑ |

Enter your name for the record and tap **OK** to continue. Alternatively, tap **Cancel** to move on to the next game

High Score

To view the best scores in the game go to **File|High Score...** .



| | Name | Scores | Time |
|---|----------|--------|------|
| 1 | ELI | 510 | 1:07 |
| 2 | NEIL | 100 | 1:00 |
| 3 | KEVIN LY | 90 | 50 |
| 4 | IVAN | 74 | 36 |
| 5 | IVAN | 67 | 1:16 |
| 6 | GGGG | 66 | 1:55 |
| 7 | IVANN | 44 | 61 |
| 8 | IGGGG | 35 | 61 |
| 9 | MARYANN | 30 | 30 |

Tap to exit the form.

Keep Track – The Time Meter

Time is a decisive factor for your score though there is no time limit to the game. To view your time, look at the upper right corner of the screen where the time meter is displayed.

Keep Track – The Score

Your score depends not only on time, but as well as on the number of taps you make. The fewer taps you make to uncover and match the pairs – the better your score will be. To view your score, look at the upper left corner of the screen.

To view the highest scores, go to **File|High Score**. Tap on the OK button to exit the form.

Scoring

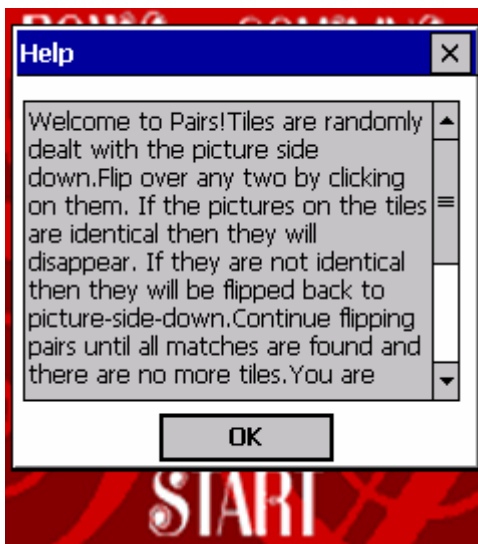
Two factors rule your score: first, the time you used to find all the matches (the faster you do this, the higher your score will be); second, the total number of pairs you needed to uncover in order to find all matches (the smaller this number is, the higher your score will be).

To view best scores, go to **File|High Score**. Tap anywhere to exit the form.

Help

The game Pairs offer some simplified internal help. There you can find some basic information about its rules, goal and scoring.

To view these helpful tips go to **Tools|Help**. The following screen will appear:



Use the arrows to scroll through the information. Tap **OK** to quit the screen.

The End

Well, that's all for now. Enjoy your time with **Pairs**!

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