![Paragon Software Group logo]

AnotherBall 3.0 The time killer edition.
The arkanoid-like game for Palm OS.

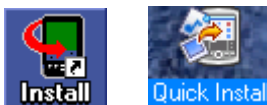**Thank you for buying our games and encouraging us to develop new ones.**

About the game

We offer you the third version of the popular and interesting game AnotherBall. AnotherBall is your favorite Arkanoid for Palm OS. In the third version "The time killer edition", you can test your strength on 10 new levels. You can also enjoy new graphic elements of the game, for example nice background pictures, and stereosound[1]. Besides, this version supports more new devices with Palm OS 5.0 and higher.

AnotherBall 3.0 is an amusing game that you will never give up!
It was developed for your pleasure!

Demo-version limitations: Demo-version of the game has only 4 levels accessible. To enable other levels register your game.

Installation

1. Back up all data from your mobile device to your desktop PC or to extension card.

2. Run the "Palm Desktop" program on your desktop computer (right after the installation, the "Palm Desktop" icon is on the desktop). Then click the "Install Tool" icon in the "Palm Desktop" window.

    Else use the "Quick Install" application (right after the installation, its icon is on the desktop too).

3. In the appeared window add the file *.prc.

    Choose one of the following files which suites your device.
    - AnotherBall_hi-res_Color.prc - color version with high-resolution support[2];
    - AnotherBall_hi-res_Gray.prc - grayscale version with high-resolution support;
    - AnotherBall_low-res_Color.prc - color version without high-resolution support;
    - AnotherBall_low-res_Gray.prc - grayscale version without high-resolution support.

    To add a file into the "Install Tool" window you should drag-&-drop the file there or press the "Add" button and set location of the file you want to add.

4. Press the "Done" button.

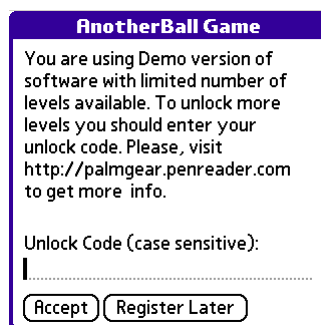---

[1] Only on the devices that support this feature.
[2] We recommend this file for Treo 600.

5. Synchronize your device with the desktop computer using the "HotSync" program. After synchronization "AnotherBall" will be installed. To start the game, tap its icon.
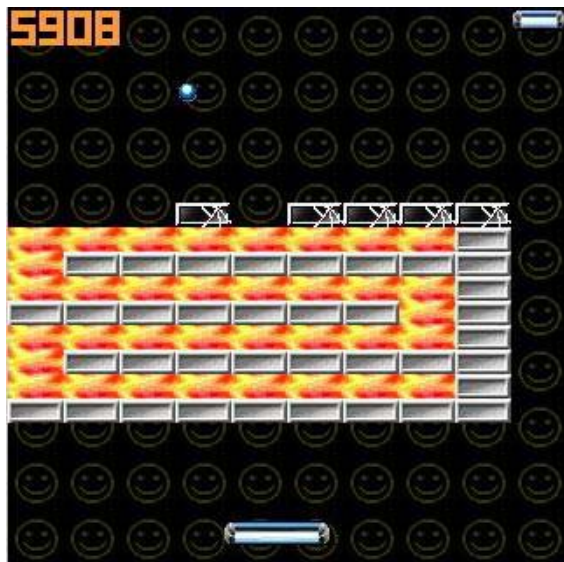

How to register

Every time you start the demo-version you see the window, where you can enter the Unlock Code or tap the button "Register Later" and go on playing in the demo mode. If you have the Unlock Code, enter it and tap the "Accept" button to register the game.

ATTENTION: Unlock Code is case sensitive. The Unlock Code cannot contain the letter "O". Please check that you did not type spaces in the beginning or in the end of the Unlock Code (in this case the Unlock Code will not be accepted).

How to play

To start the game, tap on its icon on the application screen. The object of AnotherBall is to score as many points as possible. The main window of the game looks like one of these:

You should move the platform to reflect the ball. The ball brings down blocks. Tap the screen to start the ball in the beginning of the game. Use stylus or the 5-Way Navigator button or the "Date Book" and "Memo Pad" application buttons on the device case to move the platform. Use two other application buttons to fire (if you catch the special bonus).

ATTENTION: On Sony UX50 we recommend you to use stylus for the platform moving.

You will go to the next level if you bring down all blocks(except the steel one).
You can see your score in the left top corner of the screen.
You can see the number of "lives" in the right top corner of the screen. If the ball falls down by the platform you will lose one life. You will get an additional life if you earn 10 000 points.

Objects on the playground

Blocks

There are different types of blocks to be brought down:

1. common blocks (grey, green or blue)
2. glass blocks – they are invisible first. They become visible after first collision with the ball.
3. steel blocks – they can't be brought down. They are just obstacles to make the game more puzzling.
4. explosive blocks – when the ball collides with them, such blocks explode together with all adjacent blocks
5. hard blocks - the ball must collide with them several times to bring them down. You can see on the block how much times the ball must collide with it to bring it down.

Bonuses

In addition, when you bring down some blocks, bonuses fall down. You may catch these bonuses with the platform. There are the following bonuses in the game:

- the platform gains the possibility to fire. To fire tap the platform or press the "Address" and "To Do List" application buttons on the device case.

- makes the platform wider

- the ball becomes fiery and burns down the block that it collides with and all adjacent blocks

- the ball begins moving slowly

- the ball goes through all blocks on its way removing them

- the ball sticks to the platform

- all explosive blocks explode

- the number of explosive blocks increases

- the number of balls doubles

- the number of 'lives' increases by one. If you caught the bonuses which make the ball stick to the platform and go through all blocks earlier, the bonuses will stop affecting the ball.

- all glass blocks become visible and all hard blocks (the ball must collide with them several times to bring them down) are brought down after one collision with the ball

- you go to the next level

- you lose a life

- the platform becomes narrow

- the platform becomes small, loses the possibility to fire (if you have this bonus) and the ball stops sticking to the platform (if you have this bonus)

- the ball becomes small

- the ball becomes fast

If you catch some bonuses one after another, they will affect the ball simultaneously during the game on one level. If you loose a life, the bonuses stop affecting the ball.

Good luck!
Put your score in the first line of the high scores table!

Uninstallation

To uninstall AnotherBall from your device tap Application > Menu > Delete. Then choose the AnotherBall line and tap the "Delete" button.

Customer support service

With all questions concerning our game "AnotherBall" and other products by Paragon Software (SHDD) (AnotherBall, One for all Solitaires collection, RifleSLUGs and so on) contact with our customer support service: palmgear@penreader.com

Tel: (095) 789-67-17
(Working time of customer support service line is 11.30 - 19.00 Moscow time on weekdays)

We invite you to our web-site http://palmgear.penreader.com devoted to games by Paragon Software (SHDD) for Palm OS. Here you can find demo-versions and detailed information about our games.

Dear customers!
Your reports and comments are much appreciated.
They help us to improve our programs quality.
Thank you in advance for your reports!