

## Nuclear Pipes v.1.5

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### Description

Nuclear Pipes - is a classic puzzle-solving game based on linking reactors to a compressor. Nuclear Pipes is an addictive mind-bender that is easy to learn and hard to master. The game task is easy - connect each reactor on the field to the central compressor by adjusting and turning the pieces scattered around. Easy rules, simple logic, and endless possible combinations let you jump delve quickly into this classic puzzle game.

### Installation

Use an extractor program such as WinZip on the PC or Stuffit Expander (on the Mac) to get at the Nuclear Pipes files.

To install this game you should synchronize the "Pipes.prc" application to your device. Files can be installed by using the Desktop S/W or just any other application.

### How to play

#### 1. Objects are presented on the game field:

1. Reactor



Your goal is connect all reactors to the central compressor. If reactor is connected to the compressor, red lamp changes to green.

## 2. Pipe



Reactors and compressor are connected by pipes. They can be straight, corner or T-branch.

## 3. Compressor



It can have one, two or three tailpipes. There's only one compressor in a game field.

You can rotate all these objects to connect all reactors to the compressor.

## 2. Game field:

Digits in left top corner show how many reactors are not connected to the compressor. Time counter in right top corner shows how long the game lasts.

You can play using stylus or 5-Way Navigator.

If you are playing using stylus just tap on game objects to rotate them. If you miss the objects, 'markers' indication option is available in Options -> Markers. 'Marker' stands for small white aiming point to help you find necessary area to tap. To scroll the game field press and move the stylus.



If you are playing using 5-way Navigator, the highlighted area shows you which object is active. Press direction buttons to move the highlighted area and the center button to rotate an object. Scrolling occurs when the highlighted area approaches screen edge and you press the appropriate navigation button.

You can change to main menu by tapping on Menu button or pressing Hard Key 1 (Date Book).

### 3. Main Menu

To select menu item use stylus or Five Way Navigator buttons.

**Resume Game:** returns to the current game.

**New Game:** abandons the current game and starts the new one.

**Options:** sets sound effects volume, animation on/off, markers on/off, smooth rotation on/off (see description below).

**Registration:** the registration form. To register this game you have to purchase it at:

<http://www.pocketgear.com>

Once you have purchased the Nuclear Pipes application, you'll get the registration code, which is necessary to be entered in the registration field to complete the program registration.

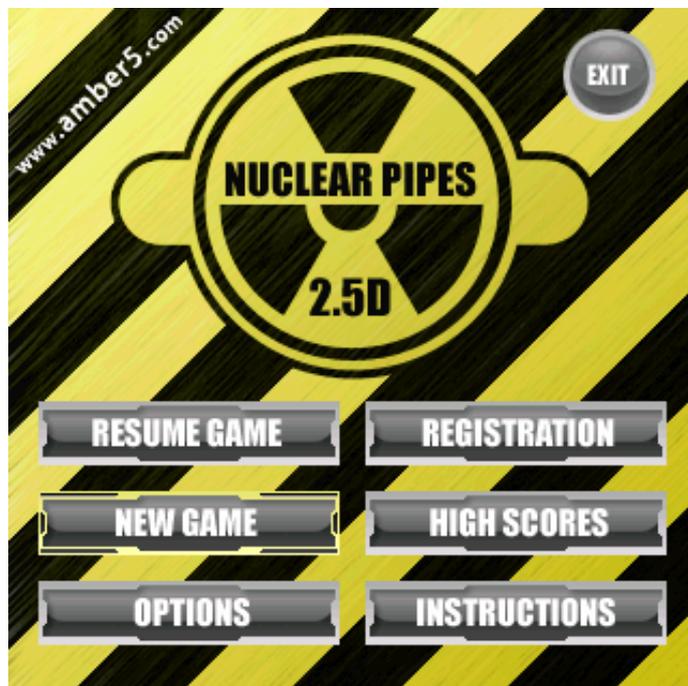
**Note: All the subsequent versions of this application are free for the registered customers!**

**Free usage of the Nuclear Pipes is limited by 10 games.**

**High Scores:** shows the High Scores table.

**Instructions:** shows game instructions.

**Exit (in left top corner):** exits the application.

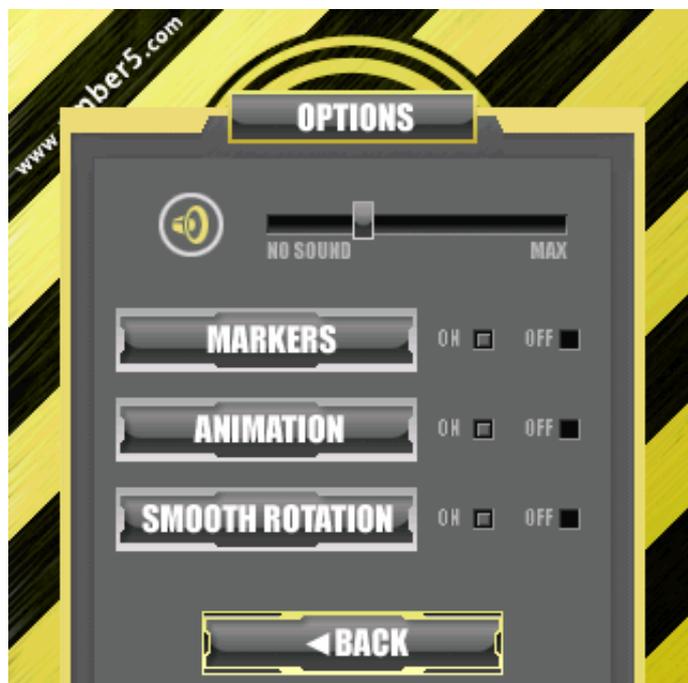


### 4. Options

Just tap on buttons to select options you need, or use FiveWay Up / Five Way Down to move pointer and Five Way Center to select option.

When sound volume option is selected use Five Way Left / Five Way Right to increase/decrease the volume.

**Sound Volume:** sets sound effects volume.



**Markers:** switches on/off markers indication on the game field. Switch this option off if you don't need markers.

**Animation:** switches on/off objects animation. If the game runs too slow, switch this option off.

**Smooth rotation:** switches on/off smooth rotation of objects. If the game runs too slow, switch this option off.

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