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Dolgoprudny, Moscow region, Russia

The game “Claustrophobia The Action puzzle” for Palm OS

Version 1.2

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

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About the game

We are glad to offer you a puzzle game for Palm OS. It is called “Claustrophobia”. This game has 33 levels; each next level is more complex than the previous one. Before you start playing on a certain level, you should look around the playground to find potential traps and outline a plan of game. You will probably have to make several attempts until you find a way of avoiding some traps. Scores counting system encourages those players who has good results in the game, for example: if you have passed a level sooner than in 5 minutes, you get extra scores for every remaining second; you get more and more scores for every picked up diamond if you pick them up when exit to the next level is already opened.

We wish you having good time with our game.

System requirements

The game is designed for Palm OS powered devices with color screens.

Demo-version limitations

Only 3 levels are available in the demo-version. Besides you can access to the 3-rd level only from the “Choosing level” mode and if you have passed the first 2 levels one after another.

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.



Or use the “Quick Install” application (right after the installation, its icon is on the desktop too).

3. In the appeared window add the file CL.prc. 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.
5. Synchronize your device with the desktop computer using the “HotSync” program. After synchronization “Claustrophobia” will be installed. To start the game, tap its icon.



ATTENTION:

- For devices “Palm Tungsten T” we recommend you to install the file (update for the operating system) PalmTungstenTUpdate_enUS.prc that you can download here http://www.palmone.com/us/support/downloads/tungstent_update.html (on the right in the

column "Download" choose a link, which suits you). After installation you will be able to enjoy sound in "Claustrophobia" in full measure.

- For devices "Palm Tungsten T3" we recommend you to install the files AppSlipRotate.prc и StatusBarLib.prc, which are included in the game package. These files will let you play the game in the screen resolution mode 320 * 480. Both files should be installed during one synchronization process.

How to play

How to register

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

Welcome to Claustrophobia!

This is the DEMO-mode. Only 2 levels are accessible. To unlock more levels, please, enter the Registration Code now.

How to get the Code ?

<http://palmgear.penreader.com>

ATTENTION: You should enter the registration code only using UPPERCASE letters. The registration code cannot contain the letter "O". Please check that you did not type spaces in the beginning or in the end of the registration code (in this case the serial number will not be accepted).

Main game menu

After the registration window you will see the main game menu:

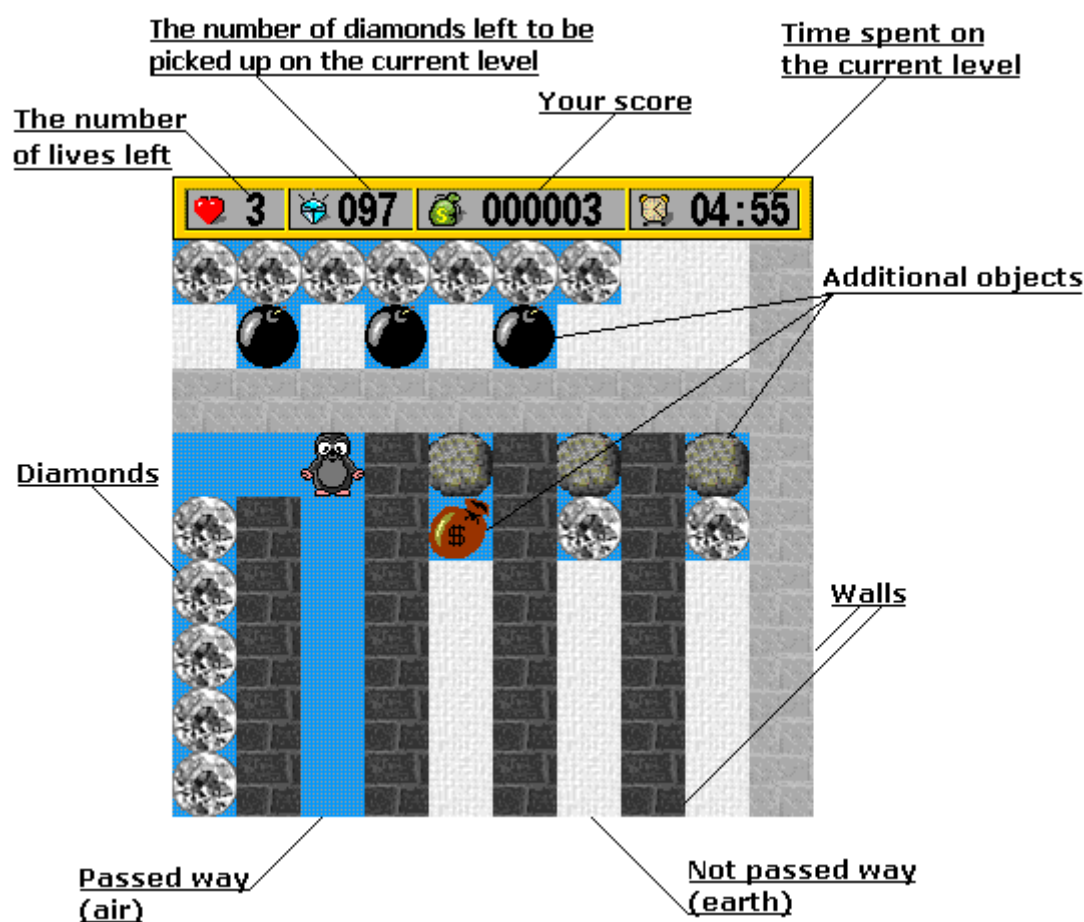


There are 6 buttons in this window:

- Tap the “Help” button to read short tips about using hardware buttons in the game.
- Tap the “Scores” button to see the table of the best results.
- Tap the “Game” button to start playing.
- Tap the “Movie” button to view demonstration of a game level.
- Tap the “About” button to read some information about the developers of the game.
- Tap the “Level” button to proceed to the “Choosing level” mode. To get more information on this subject read the section “*Choosing level mode*”.

Playground

The playground looks like in the picture below:














The object of the mole is to pick up diamonds moving in a maze. You can control mole's moving by stylus or by pressing the hardware buttons “Right”/“Left”/“Up”/“Down” on your device case (on some devices you can use the joystick). The number of diamonds left to be picked up on each level is shown on the control panel of the game at the top of the screen. Also on the control panel you can see the number of lives left (except the current life), the score you have got and time passed since you began playing on the current level.

If a bomb, diamond or a stone falls on the mole, the mole will die. If the mole meets a bee, the mole will die. If the mole is dead, open the menu (tap by stylus at the top of the screen) and choose one the buttons: “Restart”, “Exit” or “OK”.

If the mole has picked up as many diamonds as was necessary on the current level, the exit to the next level will open and you will be able to go on playing. When exit opens, the device screen will blink for a short time and you will hear a sound alarm.

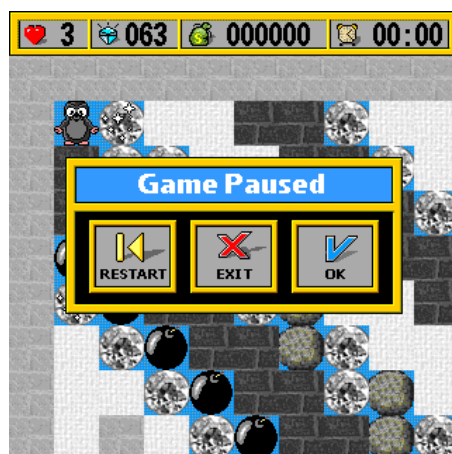
Objects on the playground

There are the following objects on the playground:

	Wall, which cannot be destroyed.
	Wall, which can be destroyed by explosion.
	Stone. The mole can move a stone if there are no other obstacles on the way. Stone falls from an edge of a wall and rolls down from a hip of stones or diamonds. Stone also falls down if there is nothing under it.
	Diamond. Only having picked up necessary number of diamonds you can proceed to the next level. Diamond falls down from an edge of a wall and rolls down from a hip of stones or diamonds. Diamond also falls down if there is nothing under it.
	Bomb. Bomb explodes if it falls down, if an object falls on it or if it happens to be in the area of another object explosion.
	Moneybag. This bonus gives you 1000 of scores.
	Heart. This bonus gives you an extra life.
	Yellow bee. If the mole meets such a bee, the mole will die. After explosion turns into diamonds. Bee will explode if an object falls on it or if it happens to be in the area of another object explosion.
	Red bee. If the mole meets such a bee, the mole will die. After explosion turns into bombs. Bee will explode if an object falls on it or if it happens to be in the area of another object explosion.
	Exit. You cannot use it in such a state. When necessary number of diamonds is picked up, exit opens and looks like in this picture: 

Game menu

To open the menu, tap at the top of the screen (on the game control panel). The game will be stopped and you will see the menu:



The menu has three items (buttons):

- “Restart” – restart the game on the current level. The number of lives will be reduced by one.
- “Exit” – stop playing on the current level.
- “OK” – go on playing on the current level.

Using hardware buttons

In the game you can use hardware buttons in the following way:

- Use the buttons “Up”/“Down”/“Right”/“Left” to move the mole.
- Hold the button “Data Book” pressed and use one of the buttons “Up”/“Down”/“Right”/“Left” to pick up a diamond or clear a nearby cell off the ground without moving the mole. You can move a stone or a bomb in the same way.
- Hold the button “Note Pad” pressed and use one of the buttons “Up”/“Down”/“Right”/“Left” to scroll the playground and see what is beyond the screen without moving the mole.

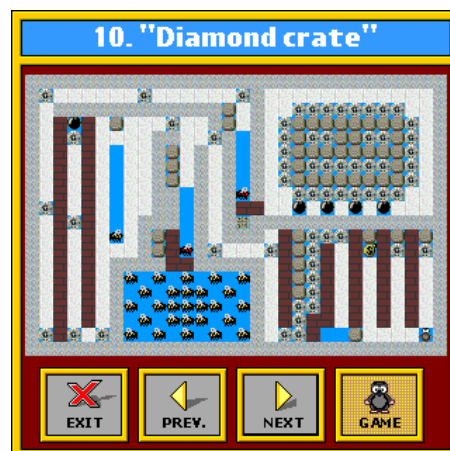
ATTENTION: On Sony devices, which have hardware keyboards (for example, Sony NZ90 and Sony UX50), you can also use the following buttons:

- **p,q** – act like the button “Up”.
- **a** – acts like the button “Left”.
- **l** – acts like the button “Right”.
- **z, enter** – act like the button “Down”.

Choosing level mode

There are two modes of playing the game: **general mode**, when you pass one level after another, and **“Choosing level” mode**.

If you tap the button “Level” in the main game menu, you will proceed to the “Choosing level” mode. In this mode you can choose any level from those you have already passed in the general mode. Also you can choose a level following those ones that you passed in the general mode.



There are four buttons in the “Choosing level” window:

- “Exit” – exit the “Choosing level” mode.
- “Prev” – show the scheme of the previous level.
- “Next” – show the scheme of the next level.

- “Game” – start playing on the chosen level.

ATTENTION: If you have got high score after playing on a level chosen in the “Choosing level” mode, your score will not be saved in the table of best results.

Game sound volume

To change the volume of the game sound, use system settings of your device. On your device, open the application “Prefs” and tune the setting “Game Sound”.

Uninstallation

To completely uninstall the game “Claustrophobia” from your device, open the “Applications” screen and tap the menu item Application>Delete. Then choose the line Claustrophobia and tap the button “Delete”.

Customer support service

Finally Support knowledge Base is available for our customers! There you can find detailed answers to frequently asked questions about all programs of Paragon Software (SHDD) (PiLoc, SlovoEd and MultiLex, One for all Solitaires collection, AnotherBall, RifleSLUGs and so on). Visit Support Knowledge Base while you are waiting for a reply from customer support service or visit it before writing to support team. We suppose you will find there the necessary information on your problem. Welcome to Support Knowledge Base!

<http://support.penreader.com>

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!