

Pairs

by Webvisia LLC



User Guide

www.webvisia.com

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English

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E-mail: support@webvisia.com

World Wide Web: <http://www.webvisia.com>

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 PalmPilot you are using (i.e. Personal).

The software name and version number (i.e. Pairs 4.00).

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.

Pairs – User Guide

Welcome and Registration

Welcome to Pairs



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

Included in this archive are the following packages:

Pairs.prc - This is the software package that you need to install on your PalmPilot.

Pairs.pdf - This is the Users' Manual for Pairs. You are reading it right now.

System Requirements

Palm OS 3.5 or higher.
151 KB free memory

New versions

- v.1.31 – Color!
- v.2.10 – New sound schemes!
- v.2.50 – Some graphic improvements, new algorithms for faster and better performance
- v.3.00 – New design!
- v.3.01 – Bug fixed!
- v.3.10 – Beam option added!
- v.3.20 – 100% Palm OS 5 compatible!
- v.3.21 – Improved graphics!
- v.3.22 – Three levels of the sound are added. Now it can be regulated!
- v.4.00 – Superb entirely new graphic design! The game supports HiRes 320x320.

Registering Pairs

The game Pairs is a downloadable shareware. Its registered copy costs \$4.95. The demo version is completely functional except that there is a nag screen which appears occasionally. 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 purchase/register your software at

www.palmgear.com

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

To register this program you have to purchase it first. Please go to www.palmgear.com to buy it. After receiving your registration key type it in the space provided.

Registration Key

|.....

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 higher 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

In your Applications screen tap on the game's icon. The logo screen will in seconds be replaced by the Preference screen. Use this screen to design your playing field. From the respective lists select the number of rows and columns. The minimum size of the field is 2 columns x 1 row and the maximum is 8 columns x 7 rows. Set up your playing field and then tap on **Start** to run the game.



New Game

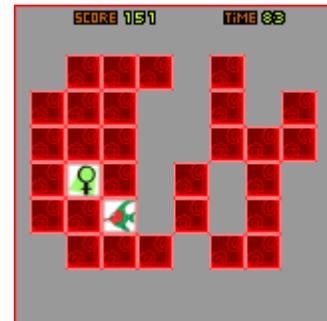
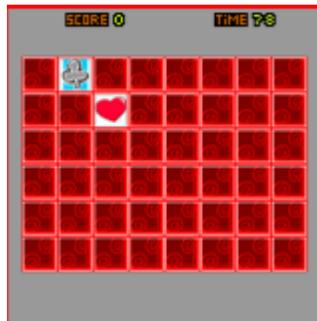
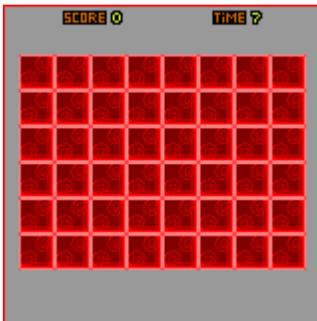
To start a new game go to **Menu|Game|New Game**. If necessary, modify your preferences. Tap **OK** to continue.

The Sound option

You can regulate the level of the sound if you go to **Menu | Preferences** and check the corresponding box. If you want to play in silence just uncheck the **Sound** box.

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 squares get covered again. Your aim is to match all pairs for as little time as possible and with as few void taps as possible.



Game Completed!

When a game is completed a the following screen is displayed:



Tap anywhere on the screen to quit it. To start a new game go to **Menu|Game|New Game**.

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 dialog will appear:



Enter your name 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 **Menu|Game|High Score**.



No:	Name:	Score:	Time
1	Neil	143	221
2	Kevin Ly	90	50
3	Maryann	30	30

Tap to continue

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 on the number of taps you make as well. 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 **Menu|Game|High Score**. Tap **OK** to exit the form.

Scoring

Two factors rule your score: first, the time it took you to find all the matches (the faster you do it, the better your score will be); second, the total number of pairs you needed to uncover in order to find all the matches (the smaller this number, the higher your score). To view the top scores, go to **Menu|Game|High Score**. Tap **OK** to exit the form.

If you want to copy the game **Pairs** from one Palm device to another you must choose the option Beam to a friend from **Menu |Game | Beam**.

Help

The game Pairs offers some simplified internal help. You can find there some basic information of its rules, goal and scoring.

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



Use the arrows in the bottom left corner to scroll through the information. Tap **Done** to quit the screen.

The End

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

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