

ZOOP

by Webvisia LLC



User Guide

www.webvisia.com

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English

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

The software name and version number (i.e. Zoop 2.55).

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.

Zoop – User Guide

Welcome and Registration

Zoop



Zoop is an amusing and interesting fast reaction logic game. It features a variety of figures and colors plus a lot of game levels and options to suit various tastes and abilities.

Included in this archive are the following packages:

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

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

System Requirements

Palm OS 3.5 or higher

Color device

153 KB free memory

Registering Zoop

Zoop is a downloadable shareware. Its registered copy costs \$ 7.95. The demo version is completely functional, but you can play only levels 0 and 1. After purchasing the game, you will receive a registration key.

You can 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 Registration. Finally, enter your Registration Key on 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
|

New versions

v.2.00 – Palm OS 5.0 compatibility, ‘show and hide Battery state’ option, ‘specifying the keys’ option.

v.2.01 – Improved game engine.

v.2.50 – Three levels of the sound are added. Now it can be regulated.

v.2.55 – The option to show/hide the clock is added.

Zoop

The aim of the game is to eliminate all figures from the playing field. If you manage to arrange more than one figure from a same color in a row, your score will increase. There should not be more than five figures, because if you have six – the game will end. You score more points when you make more rows of one and the same colored figures.

The intensifying of the game-play demands expert strategic thinking. (In other words, use your head!)

New Game

In the main applications screen of your device, tap on the Zoop's icon. When the logo screen appears, tap on it to start the game.



Choose Your Level

Zoop has a lot of levels of difficulty - from 0 to 50. The difference is in the speed of the figures that appear on the playing field. If you play Zoop for the first time you can not choose the level. Next time when you start a new game you will be able to choose the level up to the one you have reached at the last game. If you choose the same level, at which your last game was over, you would start playing with a small difference in the score. This happens only if you have moved up to one level.

You can choose the level of difficulty if you go to **Menu | New Game**.



The Sound Option

To switch on the sound of the game, go to **Menu|Preferences**. You can mark one of the three options or unmark the **Sound**.

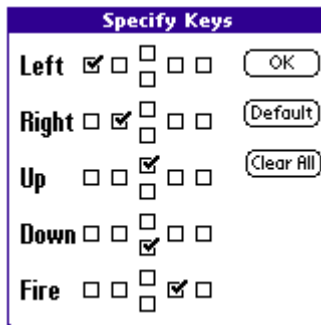
You have another possibility to turn off the sound – before starting a new game tap on the **Sound icon**. You can choose it from **Menu | New Game**.

If you do not want to see the logo each time you start the game, go to **Menu|Preferences** and tap on **Disable Splash Screen**.



Specifying the keys

You can specify which keys of your device you want to use while playing the game. To choose them, go to **Menu|Preferences|Specify keys** and check the boxes of the keys you want to use.



The Battery State

If you want to check out what is the state of the battery, go to **Menu|Preferences** and check the box **Battery state**.



The Figures

The game has seven types of figures, which differ in shape and color:

Play Zoop



Playing Zoop

The playing field of the game consists of 5 squares - four of them are at the corners and one is in the center of the field. The top left shows your **Score** whereas the top rights – the **Level**. Players defend Zoop's center square by firing against advancing rows of multi-colored, fast-moving figures, which approach simultaneously from four different directions. Each color figure eliminates the figures that are from the same color. When the bomb appears you can use it to clear one field from all kind of figures. It can be done if you direct it to the center of the field.

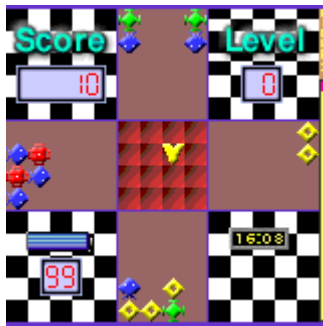
You have another possibility for eliminating figures – tap on the figure you want to disappear.

If you manage to make a row of figures with one and the same color, your score increases.

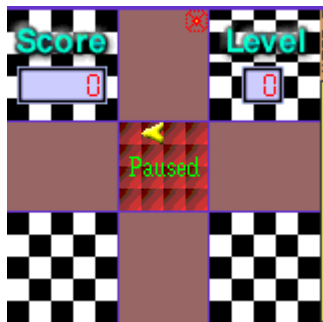
The field in the right side shows how many figures are left to finish the current **Level**. Every time you remove the figure the yellow line decreases.

The game is over when one of the rows reaches the middle square.

You can play the game with the stylus by tapping in the center square. You have to put the stylus on that row, where you want to eliminate figures. When you put it there, you have to tap in the figure area to eliminate the desired figures.



If you want to pause the game, tap anywhere on the screen. The game continues by tapping twice.



Scoring

The movement of one figure gives you 10 points. Each next figure from the same color that you manage to put over increases your points by 10.

Think ahead to score higher bonus, and cause chain reactions by hitting multiple sets with one move. To view scores go to **Menu|Game|HighScore** for timed game and the following screen will appear:

No:	Name:	Score:	Level:
1.	Neil	2125	3
2.	Kevin Ly	1840	1
3.	Maryann	982	2

OK

Tap **OK** to exit this screen.

You can copy Zoop from one Palm device to another by choosing **Game | Beam**.



Help

Zoop offers some simplified internal help. You can find there some basic information about the rules of the game and its final goal.

To view these tips go to **Menu|Help|Help**. Tap **Done** to quit the screen.



The End

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

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