

Webtrix

For Pocket PC

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 Pocket PC you are using (i.e. Personal).

The software name and version number (i.e. Webtrix 2.00).

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.

Webtrix – User Manual

Welcome and Registration

Welcome to Webtrix



Webtrix is an exciting and simple game, which has a variety of figures and colors. It has options and game levels that can suit the taste and abilities of everybody.

Included in this archive are the following packages:

app.ppc_arm.CAB, app.ppc_arm2002.CAB, app.ppc30_mips.CAB, app.ppc30_sh3.CAB, Setup.ini, Setup.exe. This is the software package that you need to install on your Pocket PC and after that run Setup.exe.

Webtrix_PocketPC.pdf – This is the User's Manual for Webtrix. You are reading it right now.

System Requirements

Windows CE 3.0 or higher

417 KB + free memory

Registering Webtrix

Webtrix is downloadable shareware. Its registered copy costs \$11.95.

The demo version is completely functional but with the unregistered version you can play only the first four levels of the game. After purchasing the product, you will receive a registration key and the restrictions will disappear.

You can register your software at our home site:

www.webvisia.com

or at our retailers' web sites:

www.handango.com

www.pdassi.de

www.pocketgear.com

www.mobile2day.de

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.



Version History

Version 1.00 – First version of the product.

Version 1.01 – A bug in the sound is fixed. After installation of the program a shortcut in folder Games is created.

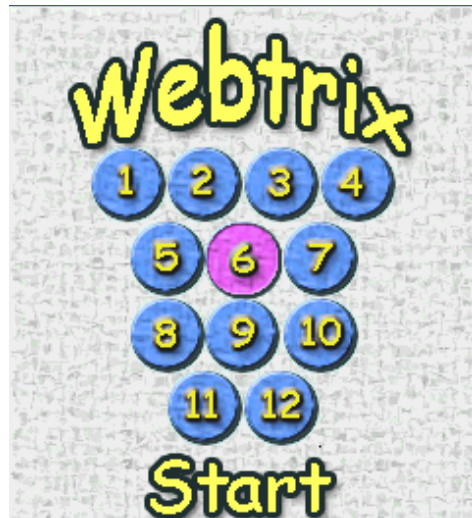
Version 2.00 – Entirely new graphics design!

The Goal

The aim of the game is to score points by arranging the falling figures to complete horizontal lines within the playing field. When one or more lines are aligned they disappear and you get points for this.

Start

Start the **File Explorer** and then go to **My Device/ Program Files/Games** and tap on the name of the game. The logo of the game will be displayed. Tap anywhere on the screen to exit it. Choose a game level and tap on **Start** to start playing.



New Game

To start a new game go to **File|New Game**. Choose the level that best suits your skill and then tap on **Start**.

The Sound Option

You can turn on/off the sound by tapping the button next to the menu **'Tools'**.



Choose Your Level

Webtrix has 12 difficulty levels. The difference is in the speed of the falling figures. The higher the level is the faster the figures fall. Choose the level that best suits your skills and tap on **Start** to play the game. With the unregistered copy of the game only the first four levels can be played.



Play Webtrix

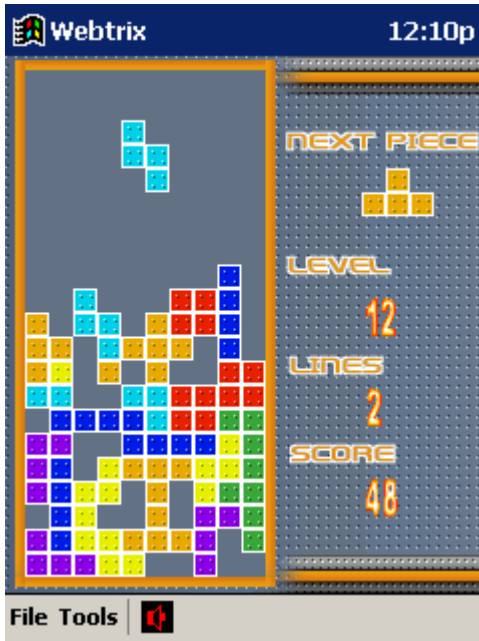
The Line Balls

The game has seven different colored figures.



Play Webtrix

Webtrix starts with a clear playing field (10 cells high by 21 cells wide) and shapes randomly falling one at a time from the top of the playing field. The shapes are made of four adjacent small blocks arranged into 7 different patterns. The player must arrange the falling figures to complete horizontal lines within the playing field.



The player may affect the falling figures by moving them left or right or rotating them counterclockwise within the playing field while they are still falling. When a complete line is formed, that line is eliminated from the playing field, and the player scores points. If the player cannot complete lines, the figures eventually build upon each other and reach the top of the playing field, thus ending the game.

Note: Although the figures fall randomly, the next figure set to appear is shown in the upper right corner below the field "Next Piece".

How to move the falling figures

The player controls the falling figures by using the Application buttons on his device:

Left:	Left
Right:	Right
Up:	Rotate counterclockwise
Down:	Moves the figures down more quickly

Note: Any filled cell of the playing field is an obstacle for the current figure moving around the field. The motion of the figure is allowed only when all individual cells needed to accommodate the move are completely empty.

A figure cannot be moved or rotated if part of it will fall outside.

Game Over!

When a game is completed a Game Over screen appears. Tap anywhere on the display to return to the main screen.



Congratulations!


Congratulations! You are one of the top! If you have gained high score your result will be one of the best. The following dialog will appear:



Enter your name for the record 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 **File|High Score...** . Tap OK to exit the form.



	name	level	time
1		22	440
2	vlado	13	312
3	Neil	3	5
4	KevinLy	2	3
5	Maryann	2	4
6		0	0
7		0	0
8		0	0
9		0	0

File Tools

Scoring

The scoring depends on the number of the rows that you have managed to arrange and the number of the level at which you have built them. So your score is calculated by the following formula:

$$\text{Score} = 2 \times \text{lines} \times \text{current level}$$

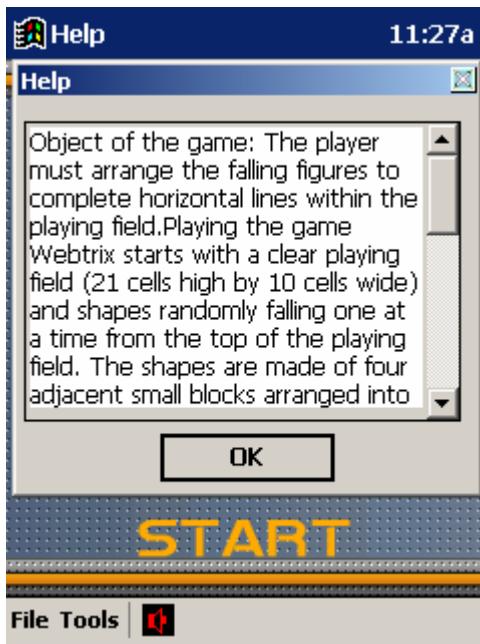
The score you have managed to get during the current game playing is displayed at the right part of the screen.

To view scores go to **File|High Score**.

Help

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

To view these tips go to **Tool|Help**. Tap **OK** to quit the screen.



The End

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

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