ZOOP

by **Webvisia** LLC

User Guide

Version 2.00

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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 2.00).

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.

Zoop – User Guide

Welcome and Registration

Zoop

Zoop is 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

147 KB free memory

Registering Zoop

Zoop is 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 our home site:

www.webvisia.com

or at our retailers' web sites:

www.palmgear.com

www.handango.com

www.pdassi.de

It is very important that you include you Serial Number EXACTLY as it is shown in your PalmPilot (tap **Menu|Help|Registration** to see it). We use this to generate your Registration Key, so you must be precise.


```
This program is not registered!
Please send the Serial number
of the product you bought
to sales@webvisia.com and we
will give you the Registration
key.
    Serial Number
    211021810211
    Registration Key
    |
Ask me later    Register
Visit us: www.webvisia.com
```

Once you register, you will receive by e-mail a **Registration Key** from us. To enter the **Registration Key**, first tap on the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided (see the above illustration).

New versions

v.2.00 – Palm OS5 compatibility, 'show and hide Battery state' option, 'specifying the keys' option.

Zoop

The aim of the game is to eliminate 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. They should not be more than five, because if you have six – the game will ends. You get score points if you make more rows of same color.

Intensifying gameplay demands expert strategic thinking. (In other words, use your head!)

New Game

In the main applications screen of your device, tap the Zoop icon. The logo screen will appear. Tap on it to start the game.

Choose Your Level

Zoop has a lot of difficulty levels from 0 to 50 . The difference is in the speed of appearing of the figures. If you play Zoop for the first time you can not choose the level. Next time you start the game you can choose the level up to the one you have reached at last game. If you choose the same, at which the game was over, you will start playing with a small difference in the score. It happens only if you have move up to one level.
You can choose the level from the dialog program from **Menu | New Game.**

The Sound Option

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

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

If you do not want to see the logo every time you start the game, go to **Menu|Preferences** and mark the **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.
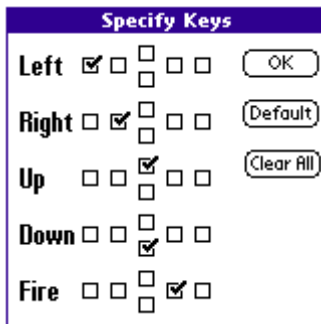
The Battery state

If you want to check out what is the state of the battery, go to **Menu|Preferences|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 Zoop's playing field contains 5 squares - four of them are at the corners and one is in the center of the field. The top left shows your **Score**. The top right – the **Level.** Players defend Zoop's center square by firing against advancing rows of multi-colored, fast-moving shapes which simultaneously approach from four different directions. Each colour figure eliminate the same coloured ones. The patterned figure eliminate all of one colour, which are in the field. When the bomb appears you can use it to clear one field from all kind of figures. It can be made if you direct it to the center of the field.

You have another possibility for eliminating figurs – tap on the figure you wantr to disapear.

If you manage to make a row of same colored figures, 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 stylos by tapping in the center square. You have to put the stylos 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.
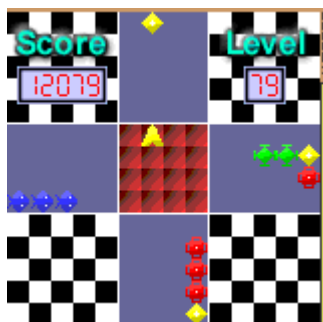
You can pause the game if you want by tapping anywhere on the screen. The game continues by tapping twice.
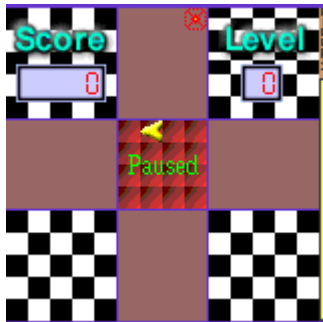
Scoring

The movement of one figure gives you 10 points. Every other you put over, from the same color, 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|High Score** for timed game and the following screen will appear:

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 of 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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