

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 3.10).

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



Pairs is a colorful remake of the old game in which pairs displaying the same symbol are matched until the field is cleared. Pairs is believed to be a good 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 3.0 or higher.

154 k free memory

Registering Pairs

Pairs is downloadable shareware. Its registered copy costs \$3.95.

The demo version is completely functional except that appears nag screen. 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 register your software at our retailers' web sites:

www.palmgear.com

www.handango.com

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 unregistered!
Please send your Serial number to sales@webvisia.com and we will give you the Registration key.

Serial Number
073001810217.....

Registraton Key
|.....

Ask me later **Register!**

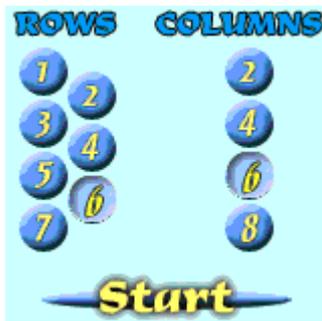
Once you register, you will receive by e-mail a Registration Key from us. To enter the Registration Key, first tap the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided (see the above illustration).

The Goal

The goal of the game is to uncover all the 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 better 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 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 popup 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. Use the arrows in the rows list to scroll through it. Tap **OK** to confirm your settings.

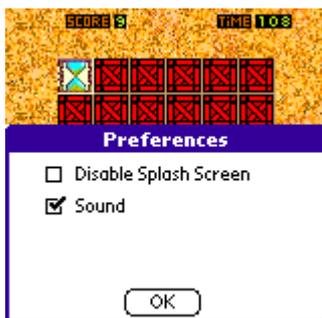


New Game

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

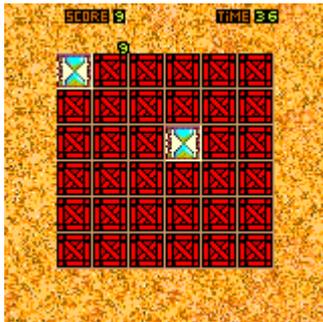
The Sound option

You can turn off the sound by choosing **Menu | Preferences** and mark **Sound**. If you don't want to see the logo every time you start the game, go to **Menu|Preferences** and check the **Disable Splash Screen** box.



Playing Pairs

Your new game begins with a number of covered squares. The bigger the playing field designed – the greater the number of squares to be uncovered will be. Tap 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 the pairs for as little time as possible and with as few void taps as possible.



Game Completed!

When a game is completed a dialog appears asking you whether you would like to start a new game with the same size of playing field. Tap **OK** if this is what you want or **Cancel** to go to the **Preference** screen and adjust the new size.



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 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 **Menu|Game|High score**.



The image shows a screenshot of a high score table. The table has a teal background and a white border. It contains four rows of data. The first row is the header: 'No: Name: Score: Time'. The second row is '1 143 221'. The third row is '2 Neil 100 100'. The fourth row is '3 Kevin Ly 90 50'. The fifth row is '4 Maryann 30 30'. Below the table, the text 'Tap to continue' is written in white.

No:	Name:	Score:	Time
1		143	221
2	Neil	100	100
3	Kevin Ly	90	50
4	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, too. 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); 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 best scores, go to **Menu|Game|High Score**. Tap **OK** to exit the form.

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



Help

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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