

Black Hole

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. Black Hole 1.30).

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.

Black Hole – User Guide

Welcome and Registration



Webvisia Black Hole is a colorful game to challenge your mind and reactions.

Included in this archive are the following packages:

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

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

System Requirements

Palm OS 3.5 or higher
129 KB free memory
Color Palm device

Registering Black Hole

Black Hole is downloadable shareware. Its registered copy costs \$7.95.

The demo version is completely functional except that you can only play the start level at normal speed. After purchasing the game, you will receive a registration key.

The restrictions will disappear and you will be able to play at any level you wish!

You can register your software at our home site:

www.webvisia.com

or 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.



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).

Black Hole

Black Hole's playing field consists of 81 squares. Blue balls appear from the left or right sides of the screen, while red ones appear from top or bottom. Two balls of the same color form a square. Two balls of different colors form a black hole. The goal of the game is to add as many blue or red squares to your pile as you can.

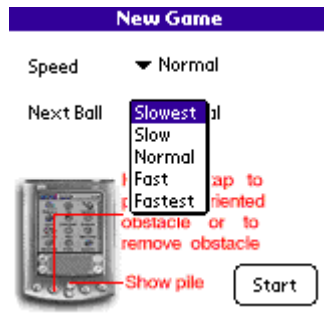
Start – New Game

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



Start – Choose Your Speed

The game begins with normal speed of ball movement and normal speed of new ball appearance in the playing field. If you wish to set different speeds go to **Menu|Game|New Game** and choose one from the lists:



Tap **Start** to start playing the game.

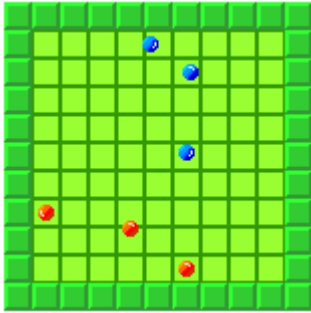
Note! The demo version of the game allows you to play only the start level at normal speed.

Start – The Sound Option

To choose the level of the sound of the game, go to **Menu|Sound** and select **Low**, **Medium** or **High**. Alternatively, go to **Menu|Sound|Off** to play the game in silence.


Play Black Hole


The game begins with an empty playing field consisting of 81 empty squares. Blue and red balls appear at regular intervals and start moving:

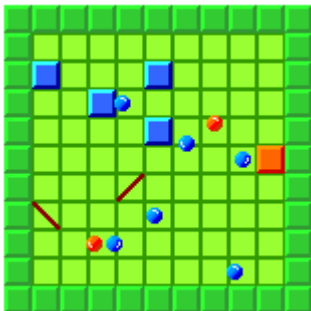


Obstacles




You may change the direction of the ball movement by placing obstacles. There are two types of obstacles in the game:

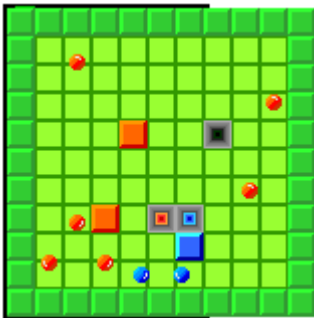
Tapping once an empty square places a right oriented obstacle – 

You can place a left oriented obstacle  in two ways – by tapping twice an empty square or by tapping it once while holding the Address Book application button. You can change the direction of an already placed obstacle if you tap it.





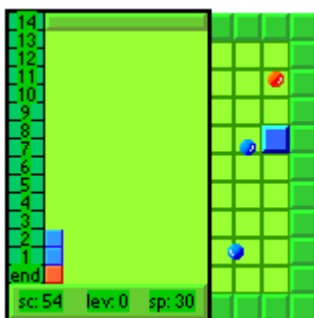
Black Holes

Black holes  appear when a blue and a red ball cross their routes. You can make them disappear if you send there two consecutive balls of the same color. The first ball marks the black hole with its color –  or . The second ball removes the black hole. In case a ball of the opposite color goes through a marked black hole, the color changes and the second ball needed to remove the black hole must be of the new color.

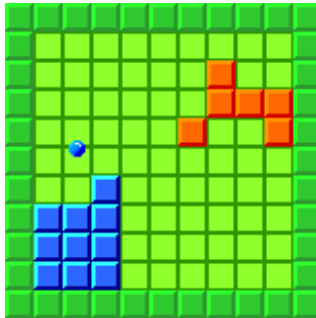


The Pile

When two balls of the same color cross routes, they form a square of the corresponding color:  or . To move on to next levels you must add enough squares to your pile. You can add the squares by tapping them and you are awarded 15 points for each one. Squares are also added to the pile if a ball of the opposite color hits them, but in this case you don't get points. You may view the pile at any time by pressing the Scroll up button on your Palm device. Press the button again to return to the game.

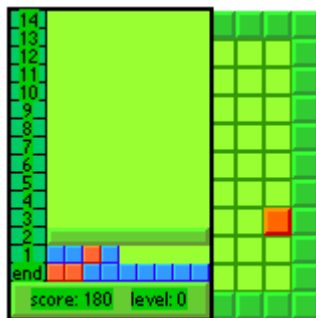


Squares pile up depending on whether at the time of picking them up they were single or more adjacent ones of the same color. They start filling the rows of the pile. Each row contains one square if it was single or several if they were adjacent. Adjacent squares can be picked up by tapping only one of them.



The Limit

The pile limit is determined by a horizontal bar, which falls one row with each black hole on the playing field. When black holes are removed the bar lifts up. The level ends when the squares reach the bar. The bar pushes them down and they are arranged in the first rows they manage to fill. The next level you will play is the one the bar points at. In case you fail to pile up enough squares to move on to a higher level two consecutive times, the game ends.



If you want to copy the Black Hole from one Palm device to another you must choose the option Beam Black Hole from **Menu |Beam Black Hole**.



Scoring

In this game you will find a record of the best scores. For each red or blue square you add to your pile you are awarded 15 points. Higher speed of ball movement and of new ball appearing also contribute for a higher score. To view scores go to **Menu|Game|High Score** and the following screen will appear:

No:	Name:	Score:	Level:
1.	Sally	252	1
2.	Fred	216	2

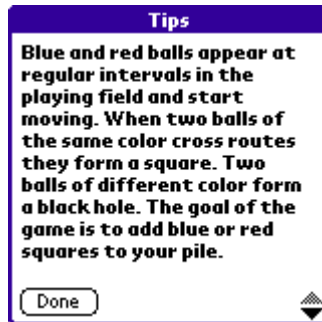
OK

Tap **OK** to exit this screen.

Help

Black Hole 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**. The following screen will appear:



Tap **Done** to quit the screen.

The End

Well, that's all for now. Enjoy your time with Black Hole.

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