

DISCOVERY

by Webvisia LLC



User Guide

www.webvisia.com

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Contacting Webvisia LLC

There are several ways to get in touch with us here at Webvisia LLC. E-mail is the preferred form of communication, but whatever works for you is fine. If you have any questions, commands, suggestions or compliments, please don't hesitate to contact us.

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. Discovery 1.10).

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.

Discovery – User Guide

Welcome and Registration

Discovery



Discovery is interesting and strategic logic game. It challenge you with a lot of thinking.

Included in this archive are the following packages:

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

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

System Requirements

Palm OS 3.5 or higher
Color device
249 KB free memory

Registering Discovery

Discovery is downloadable shareware. Its registered copy costs \$ 5.95. The demo version is completely functional, but you can play the easy level only. 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

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).

Discovery

The aim of the game is to open the playing field, using the figures shown in the top right corner. You get more score points if you manage to discover the picture faster.

New Game

In the main applications screen of your device, tap the Discovery icon. The logo screen will appear. Choose the level and tap on it to start the game.



Choose Your Level

Discovery has easy and hard level. The difference is in the number of squares you have to open and in the level of difficulty. In the hard level, the figure combination is more complicated.

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 can also choose the **Sound power**.

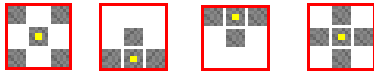


If you want to see **Hint** mark the hint box.

Play Discovery

The figures

The game has four types of figures, which differ in shape:



Playing Discovery

The Discovery's playing field contains 36 squares - for the easy level and 100 squares for the hard level. You have to open them using the figures in top right corner. There are four types of the figures. You can choose the type of the figure by tapping on it. The yellow point in the center of the figure, shows you where to put it.

When you manage to open the picture, you move to the next game play. There you will be able to use three of the figures only.

Above the playing field, is shown how many moves you have made, how many undiscovered figures are left to open and the time you are playing. If you want you can choose to see discovered figures, instead of undiscovered. To do that go to **Menu | Preferences | Discovered**.

If you can not finish the game, you can Solve it. To do that go to **Menu | New Game | Solve**.



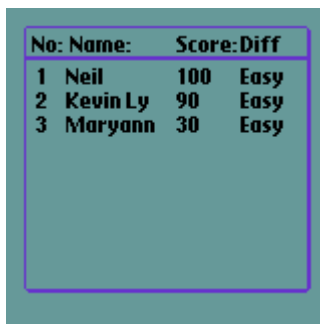
The game is over when all squares are opened or when you finish the level .

High Score

The score points depends on the moves you make for opening the playing field. If you manage to open the picture in 30 moves (for the easy level) or in 60 (for the hard level), you will get bonus. If you can not you have 9 minutes for the easy level and 25 minutes for the hard level. After that time, the game is over.

Think ahead to score higher bonus

To view scores go to **Menu|Game|High Score** for timed game and the following screen will appear:



No:	Name:	Score:	Diff
1	Neil	100	Easy
2	Kevin Ly	90	Easy
3	Maryann	30	Easy

Tap to exit this screen.

Bonuses

For the easy level – if you manage to open the playing field within 30 moves, you get 1000 score points bonus.

For the hard level – if you open the picture within 60 moves, you get 2000 score points bonus.

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



Help

Discovery 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 Discovery.

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