

# N R G

by Webvisia LLC



## User Guide

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English

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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](mailto: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. NRG 1.00).

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.

## NRG – User Guide

### Welcome and Registration

#### NRG



NRG is obsessive and challenging new game, with a lot of colors, figures and surprises.

Included in this archive are the following packages:

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

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

#### System Requirements

Palm OS 3.5 or higher

170 KB free memory

## Registering N R G

NRG is downloadable shareware. Its registered copy costs \$9.95. The demo version is completely functional, but there is a Shareware reminder, which appears everytime you start the game. To register the game tap on the Register button.



If you decide to buy the game and pay for it, you will receive a registration key.

You can register your software at our home site:

[www.webvisia.com](http://www.webvisia.com)

or at our retailers' web sites:

[www.palmgear.com](http://www.palmgear.com)

[www.handango.com](http://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).



## NRG

The aim of the game is to score points by connecting sources (battery) with consumers (electric bulb). When you manage to do that connection the figures disappear. You get points for this.

### New Game

In the main applications screen of your device, tap the NRG icon. The logo screen will appear. Tap the desired level to start the game.



## Choose Your Level

NRG has two levels – easy and timed. The difference is that you can play the easy level as long as you can till the game ends. In the timed level you have defined time for play and when it ends the game is over.

Choose the level that best suits your skills and tap it to play the game.



## The Sound Option

To switch on the sound of the game, go to **Menu|Preferences** and check the **Sound** box. Alternatively, disable the box to play the game in silence.

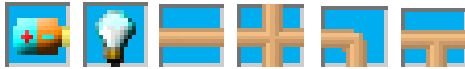


If you want to change the background of the game, check the standard skin box.

## Play N R G

### The Figures

The game has six types of figures, which differ in shape and color:



### Playing N R G

There are figures in random order on the playing field. You have to connect source (battery) with consumer (electric bulb) through conductors. There are four types conductors: stick, curve, T-shaped and cross.

All the figures, except the battery, can be moved left, right, up and down. You have to manage to make a loop by moving the figures. When you do, it disappears.

If you connect source with source, there will be short circuit. The area where was the short circuit get empty.

The game is over when there is no possibility to make connection. The reasons for that could be two: there are no more sources or there are no more consumers.



## Scoring

When you manage to arrange loop it disappears from the field and you get points. Each figure gives you different score points:

- Electric bulb (in the loop) – 15 points
- Conductors – stick and curve – 2 points
- Conductor – T-shape – 3 points
- Conductor – cross – 4 points

When the game ends, you have to calculate your score points: the sum of the points you have through the game minus your moves gives you your real score.

There are two statistics for high score – High Score and High Score for timed game.

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



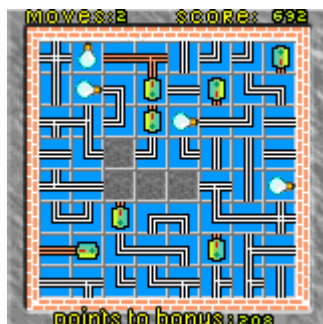
No:	Name:	Score:
1	Neil	100
2	Kevin Ly	90
3	Maryann	30

Tap to continue

Tap anywhere to exit this screen.

## Bonuses

At the bottom of the screen there is a statistic, showing how many points are left to the bonus. The bonus destroys all burned conductors, if you have any.



## **Help**

NRG 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 NRG!

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