

WatchOUT

For Pocket PC

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 Pocket PC you are using (i.e. Personal).

The software name and version number (i.e. WatchOUT 1.20).

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.

WatchOUT – User Manual

Welcome and Registration

Welcome to WatchOUT

The game begins with a picture whereas all squares are covered. Below the squares there are cards which are randomly scrambled. The goal of the game is to open the whole picture in minimum card scrambles. WatchOUT is believed to be a good game for training one's memory.

Included in this archive are the following packages:

app.ppc_arm.CAB, app.ppc30_mips.CAB, app.ppc30_sh3.CAB, Setup.ini, Setup.exe.
This is the software package that you need to install on your Pocket PC and after that run Setup.exe.

WatchOUT.pdf – This is the User's Manual for WatchOUT. You are reading it right now.

System Requirements

Windows CE 3.0, Pocket PC, Pocket PC 2002, Pocket PC 2003

550+ KB free memory

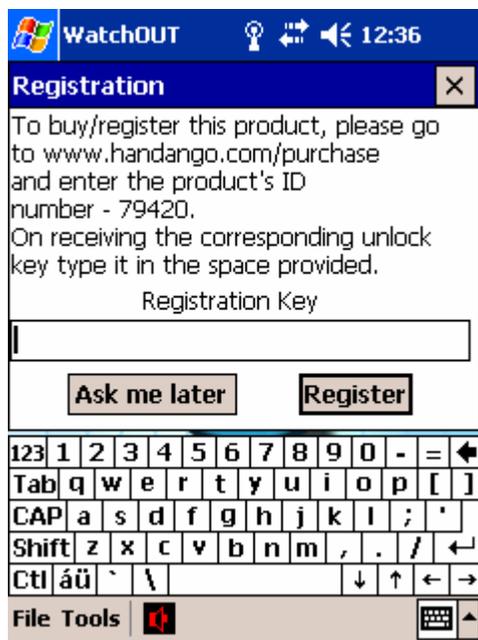
Registering WatchOUT

WatchOUT is downloadable shareware. Its registered copy costs \$4.95.

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 www.handango.com

After purchasing the product you will receive a registration key. To register this program first tap on the Menu silkscreen button. Then, select Help, and tap Registration. Finally, enter your Registration Key on the space provided.



New versions

v.1.10 – Menu ‘References’ is added. Now the user can choose the speed of the animation.

v.1.20 – A demo version of the game is available. After installing the program a shortcut in folder games is created.

v.1.30 - Improved game play.

The Goal

The goal of the game is to open the whole picture in minimum card scrambles. 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

To start the game go to **Start/Programs/Games** and tap on the icon of the game. From the displayed screen choose the desired level of difficulty. Tap **Start** to run the game.

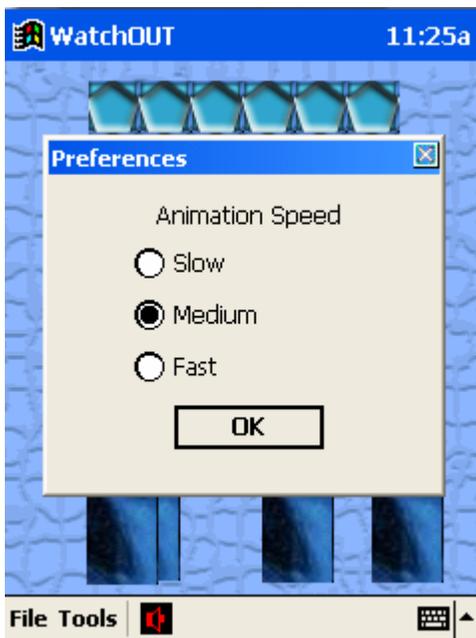


New Game

To start a new game go to **File|New Game**. Choose the desired level of difficulty and then tap **Start** to continue.

Choosing the Animation Speed

To choose the speed of the animation go to **Tools|Preferences**. The following screen will appear:



Choose the desired animation speed and then tap OK to continue playing your game.

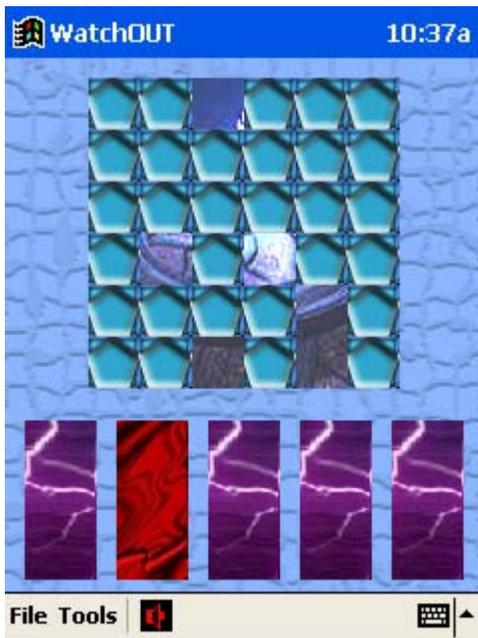
The Sound Option

You can turn on/off the sound by tapping the button next to the '**Menu**'.



Playing WatchOUT

Your new game begins with a picture whereas all squares are covered. Below the squares there are three cards (easy level), four cards (mid level) or five cards (hard level). The cards are randomly scrambled. At the first tapping on the screen all cards become opened. If the red one is tapped, a piece of the picture above is opened, otherwise - if there are opened pieces of the picture, one of them gets closed. When a tap outside the cards is performed then nothing in the picture above is changed. Tapping again closes all cards whereas the red one may change its position. The goal of the game is to open the whole picture in minimum card scrambles. Good luck!



Game Over!

When a game is completed a Game Over screen appears. Tap anywhere on the display to return to the main screen.



Congratulations!

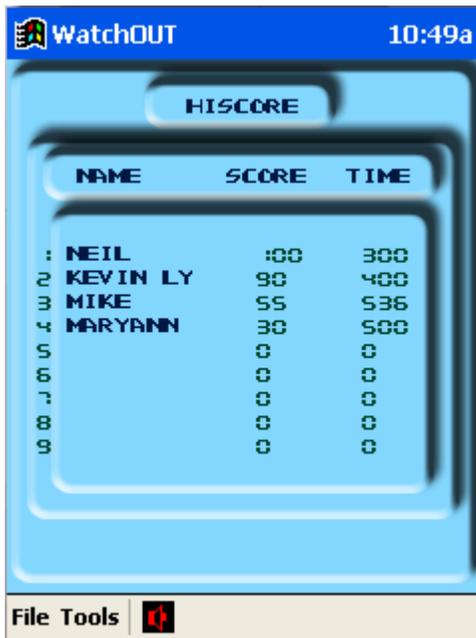
Congratulations! You are one of the best! If your time for revealing the picture was really good and if you did not waste time for many void taps, your score will be one of the best. The following dialog will appear:



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 **File|Highscore...**



Tap to exit the form.

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 the picture – the better your score will be. To view the highest scores, go to **File|High Score**. Tap anywhere to exit the form.

Scoring

Two factors rule your score: first, the time you used to uncover the picture (the faster you do it, the better your score); second, the total number of cards scrambles you needed to uncover the picture (the smaller this number, the higher your score).

To view best scores, go to **File|High Score**. Tap anywhere to exit the form.

Help

WatchOUT offers some simplified internal help. You can find there some basic information about its rules, goal and scoring.

To view these helpful tips go to **Tools|Help**. The following screen will appear:



Use the arrows on the right of the window to scroll through the information. Tap **OK** to quit the screen.

The End

Well, that's all for now. Enjoy your time with **WatchOUT!**

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