

# **Trapped!®**

**First Public Release version:** 1.0 – 03/03/2006

**Feedback may be addressed to:** [feedback@brighthemisphere.com](mailto:feedback@brighthemisphere.com)

**Company information:** <http://www.brighthemisphere.com>

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## **Introduction**

Be warned, **Trapped!®** is a dangerously addictive action style puzzle game.

Although quick to learn, the higher levels demand a fair amount of skill and quick thinking:

Anticipate direction changes and press control keys well in advance to escape each level, without getting Trapped!

## **How to install**

Use an extractor program such as **WinZip** to get at the **Trapped!®** files.

Install the game by double-clicking the included Trapped\_HiRes.prc file, which will open the Palm Install Tool or Quick Install program.

Use the HotSync button as usual to install the game onto your handheld.

**Trapped!®** will automatically be installed under the **Games** category on your handheld. Now run **Trapped!®** Tap the screen to play the game.

If you have any questions about **Trapped!®** please get in touch with us at [support@brighthemisphere.com](mailto:support@brighthemisphere.com)

If you have any suggestions about the game itself, please send these to us at [feedback@brighthemisphere.com](mailto:feedback@brighthemisphere.com)

## Technical requirements & features

- **Trapped!**<sup>(R)</sup> requires Palm OS version 5 or greater and a **320x320** high resolution capable Handheld computer or Smartphone.
- Trapped! requires 800K of free heap memory space to run.
- The 5-way navigator is supported.
- Enhanced sound supported.
- Standard Palm game sound supported.
- Screen orientation (landscape & portrait) modes supported.
- **Trapped!**<sup>(R)</sup> Runs in **320x320** resolution only. It will work on 320x480 devices, however only a portion of the screen will be used for the game.

## Game Objectives



When the game first starts, a few **tiles**, **skulls** and **Scash** stacks are randomly placed in the playing area, while most of the floor remains empty.

Each subsequent level is loaded with extra obstacles offering you more tricky games, harder to beat!



Fill in 70% or more of the open area, and unlock the **Trap door**.

Be careful! Weigh up the double bonus points earned for uncovering and collecting



**gemstones**, against your need to make a safe **exit** before you run out of time.



Anticipate direction changes and press control keys well in advance to **escape** each level without getting Trapped!



Collect stacks of **Scash** & earn extra bonus points.



**20 Scash** stacks will also gain you one extra life.



If you hit a **skull**, get yourself **jammed** or if you run out of **time**, consider yourself Trapped! You will lose a life. (Unless of course, you're playing with the **Endless Lives** feature enabled)

## Game Controls

To move up and down use the **Page up & Page down** buttons.

To move left and right use the **Address & To do** buttons.

**To choose your own controls:**

Go to the Options menu  
Select the Define Keys item.

Tap the screen to pause **Trapped!**<sup>(R)</sup>

## Tips & Tricks

You can re-define your control keys.

Rest up against existing tiles and anticipate direction changes.  
Press direction keys well in advance.

Avoid skulls and getting Trapped!

Collect  **\$cash stacks** &  **gemstones**  to score extra bonus points.



Don't block off the **trap-door**. It is your only means of escape!

## Game Modes

**Trapped!**<sup>(R)</sup> offers 3 modes of play & degrees of difficulty:

**Easy**, **Hard** and **Tough** modes vary in speed and time allowed, providing you with increasingly harder levels, each more challenging to beat.

Levels are randomly created ensuring that you never play the same game twice.

When selecting your mode, you also have the option of choosing to play your game with the **Endless lives** feature enabled. This means that you can play the game at your own pace, without losing any lives, allowing you to re-try the same level until you get it right!

## Game State

**Trapped!**<sup>(R)</sup> will pause automatically when you switch between a game in play & a second application.

To resume play, return to your **Trapped!**<sup>(R)</sup> game and tap the screen.

## Support

For further information regarding **Trapped!**<sup>(R)</sup> please feel free to send an email with a brief description of your question to [support@brighthemisphere.com](mailto:support@brighthemisphere.com)

## Registering

In the Demo version of **Trapped!**<sup>(R)</sup> you get to play the first 3 levels of **Easy**, **Hard** and **Tough** modes to decide whether you like it. Included in this, is the “**Endless Lives**” feature.

You can play the first three levels of each mode, with or without **Endless Lives** enabled, as much as you like. However, at the start of each new game, the program will display a message reminding you, if you like the game, to please purchase the full version of **Trapped!**<sup>(R)</sup>

## Beaming

If you are enjoying playing **Trapped!**<sup>(R)</sup> please beam a demo copy to your friends.

## Feedback

If you've got suggestions for **Trapped!**<sup>(R)</sup> or wish to report any problems you've had, then please contact us. We really want to hear your input!

General feedback/suggestions/enquiries: [feedback@brighthemisphere.com](mailto:feedback@brighthemisphere.com)

To report any problems: [support@brighthemisphere.com](mailto:support@brighthemisphere.com)

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