

OutPost

by Webvisia LLC



User Guide

www.webvisia.com

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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

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. OutPost 2.12).

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.

Version History

Version 1.23 – initial version

Version 2.00 – color version.

Version 2.01 – sounds included

Version 2.10 – new graphic design

Version 2.12 – new registration form

OutPost – User Guide

Welcome and Registration

Welcome to OutPost



OutPost is a colorful remake of the old action game. We have brought back to you this almost forgotten yet still appealing game in order to please its old and new fans.

Included in this archive are the following packages:

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

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

System Requirements

Palm OS 3.0 or higher.
200 Kb free memory

Registering OutPost

OutPost is downloadable shareware. Its registered copy costs \$9.95.

The demo version is completely functional except that you can only play at levels 1, 2, 3 and a few seconds at level 10. If you decide to buy the program and pay for it, 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

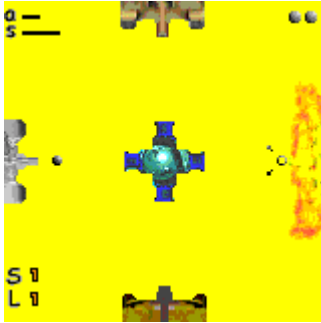
It is very important that you include your Serial Number EXACTLY as it is shown in your PalmPilot (tap **Menu|Help|Registration** to see it). We use this to generate your Registration Key, so you must be precise.



Once you register the game, 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).

The Goal

The goal of the game is to destroy the enemy before they have destroyed your outpost. You must be fast, protect your fortress and stay alive.



The Enemy

They appear from all four sides of the screen and shoot at you. If an enemy hits you five times from one side – you lose a life.

Lives

You start the game with 3 lives.

If you get shot five times from one side you lose a life.

If you have scored more than 250 points and you pass level 7 you win a life.

Start – The Keys

The buttons that help you to play are set in the following combination:

Shoot Left - Address Book

Shoot Right - To Do List

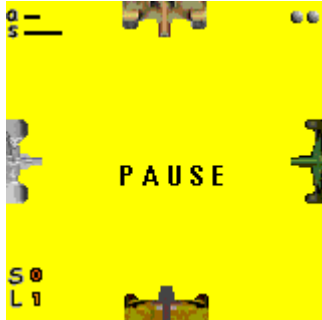
Shoot Up - Page Up

Shoot Down - Page Down

Activate Shield – Memo List

Pause

You may pause the game at any time – tapsomewhere in the screen. To return to the game – tap again.



Levels

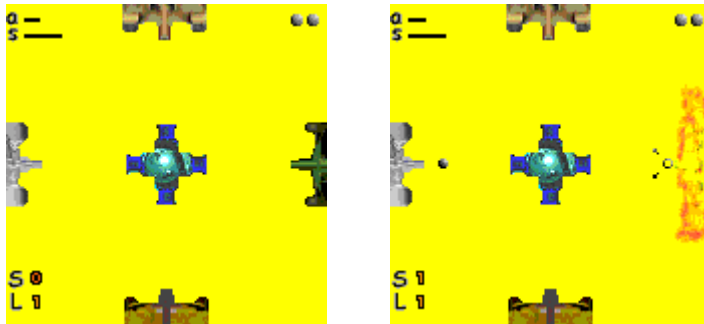
There are ten levels in WV Outpost (the last few ones are for well-advanced players). The game moves you smoothly through the levels, provided you complete them successfully. You may nevertheless wish to change your starting level or just replay a level. To do so go to **Menu|Game|New Game** and tap the desired level.



As you play, a letter **L** (for level) will appear in bottom left corner of the screen. The number next to it indicates the level you are playing.

Rules

Rules are pretty easy. You are besieged by the enemy and have to defend your position. Your fortress is located in the middle of the screen. Enemies appear at regular intervals and shoot at you. Your aim is to destroy them before they have fired. If they have already done so and if you are fast enough, you may be able to destroy their missile before it hits you.

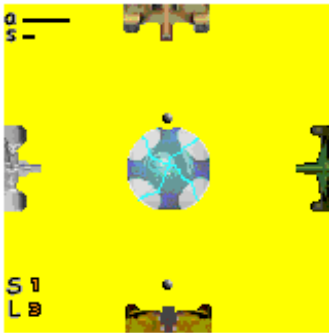


Ammunitions

You start the game with four missiles. Each time an enemy appears or shoots at you, you get an extra missile. Beware! Do not waste your ammunitions in vain blasts – you may end up disarmed and defenseless. Keep track of the remaining ammunitions – watch the bar next to the letter **a** (for ammunitions) in the upper left corner of the screen.

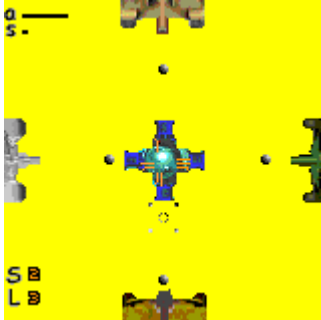
Shield

When situation becomes too tense you may activate the shield. To do so, press and hold the **Memo Pad** button. The shield reflects enemy missiles, thus destroying both your enemies and their missiles (up to four at a time). Beware! The shield restores only 25% of its full capacity for each level you pass. Keep track of the remaining shield capacity – view the bar next to the letter **s** (for shield) in the upper left corner of the screen. The shorter the bar – the less shield capacity left.

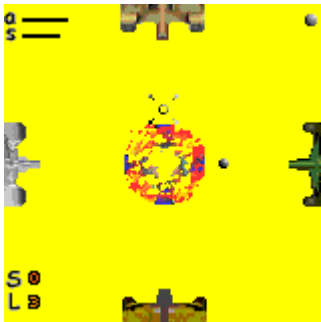


Cracks

Each time an enemy missile hits you, a crack appears on the respective side of your outpost. You must keep track of the number of cracks –the red lines on the side of your fortress.



You can bear up to five cracks (for each side); the fifth one blows up your outpost.



The Philosophy

The best thing you can do is shoot at everything that moves. If situation becomes tough – activate the shield.

Scoring

Good players play for both pleasure and the score, don't they? Score is determined by the number of enemies you destroy. You are awarded one point for each one. To view best scores go to **Menu|Game|High Score** and the following screen will appear:

No:	Name:	Score:	Level:
1.	Neil	100	4
2.	Kevin Ly	90	3
3.	Maryann	30	4

OK

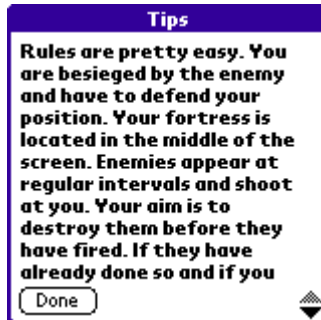
Tap **OK** to exit the form.

As you play a letter **S** (for score) will appear in the bottom left corner. The number next to it indicates the points you have scored so far.

Help

OutPost has some brief internal help. You can find there some basic information of the rules of the game and its final goal.

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



Use the arrows in the bottom left corner to scroll through the information. Tap **Done** to quit the screen.

The End

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

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