

# Plazmoids! *User's Manual*

## **Contents:**

**Installation**  
**Game Concepts And Goals**  
**Game Screen**  
**Controls**  
**Capturing Plazmoids**  
**Equipment And Upgrade Bonuses**  
**Weapons**  
**Powerup Bonuses**  
**Damages System**  
**Space Bodies And Objects**  
**Registering Game**

---

## **Installation**

Minimal requirements are:

- Palm OS 5
- ARM Processor
- 16-bit display with 320x320 resolution support
- 2,4 MB free memory

To install the game into RAM or expansion card, use Install Tool for the following files:

Plazmoids!.prc  
MathLib.prc  
PlzmData.pdb  
PlzmMusic.pdb  
PlzmSounds.pdb

Generally it is done by double clicking on file icons.

## **Game Concepts And Goals**

You are in control of a spacecraft that scours the universe for **plazmoids** – valuable energy resources. Your goal is to gather them to your homebase which is in the bottom of the screen. To do this, you employ the use of a **magnetic beam** that allows you to capture and draw one or several plazmoids.

Since you are not alone in space, get ready to fight for plazmoids. Numerous **enemy ships** will stand on your way, each with its own features and behaviour. Some of them are able to capture plazmoids. Usually, once an enemy ship took a plazmoid, you will have to defeat it to take it back. Besides, destroying enemies reveals various kinds of **bonuses**.

You have to **refuel** at the homebase from time to time. Fuel consumption depends on your speed: the faster you thrust, the quicker you burn fuel.

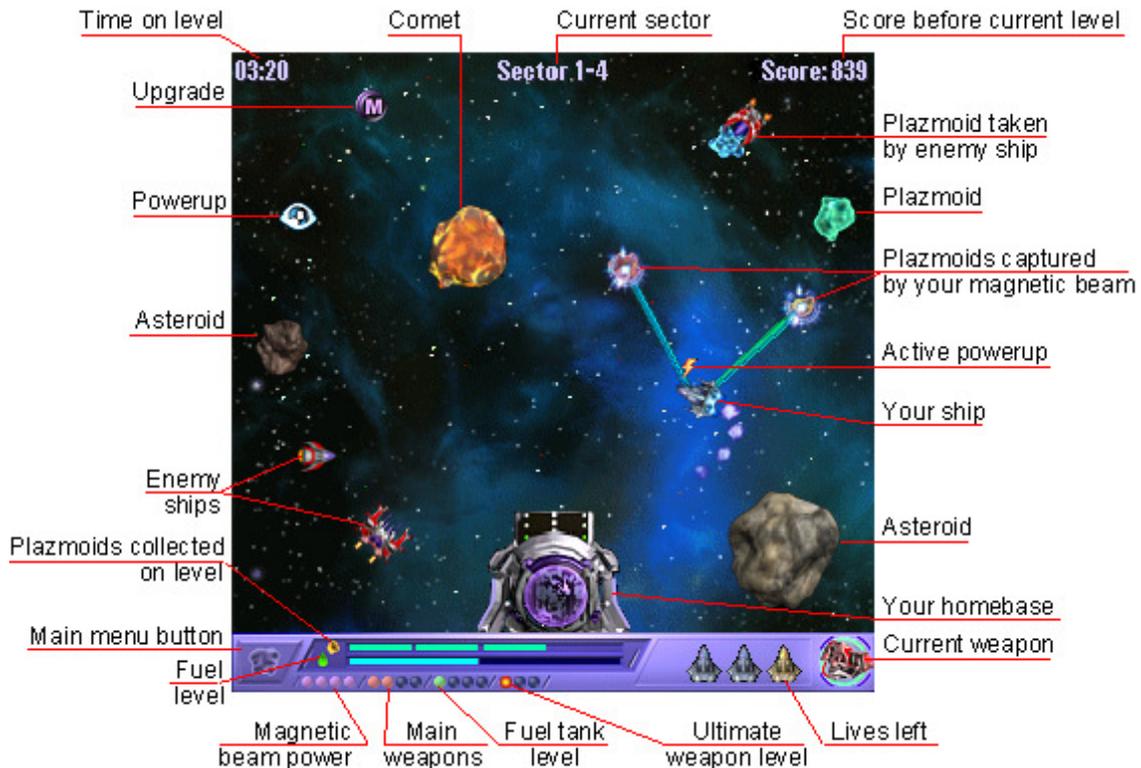
Your **homebase** is everything to you - it is your fortress, your fuel station, the place where plazmoids are stored, and, finally, it is the only safe place where you cannot be attacked (nor can you attack anyone though). Use the base to take a rest and plot your next move.

To complete a **sector** (game level) you must collect and deliver to the homebase all the

plazmoids on screen. You **score** in the end of each sector, for both plazmoids and bonuses collected and enemy ships destroyed. Each 1000 points result in an additional life. But hurry up – you get penalty for delay!

You can **publish your scores** to the web. To do it, tap the button "Export" in the high scores window, synchronize your handheld - the code will be automatically copied to your Palm Desktop Memo, - and input it in the High Scores section at our website along with your name. Mind that only one score may be published, which is the highest of your scores. You will also receive a "rank" that symbolizes your skill level.

## Game Screen



## Controls

There is a variety of control methods and styles available in the game, and it is entirely up to you which of them to choose. All controls may be assigned to touchscreen, hard buttons, 5-Way Navigator, or Tapwave Zodiac analog controller and trigger keys. Not only you may define different controls for each action but even combine and mix them for your convenience.

Please note that the touchscreen navigation mode is set by default when you first run the game. When you use this mode, the speed of the ship depends on how far you tap from the ship.

There is also a break button that helps to stop and hold position (useful within the base area if you want to make a pause).

## Capturing Plazmoids

The number of plazmoids collected and left to collect are indicated by blocks in the plazmoids progress bar at the toolbar.

Plazmoids are captured automatically as you approach them, it is done with the use of your magnetic beam. Catching and transporting plazmoids is the key and the most difficult (and interesting too!) aspect of the game. Plazmoids have their own momentum and speed, so controlling them requires choosing the right direction in order to reduce their own momentum and impart the right direction to them. The more powerful your magnetic beam is, the easier it is done, and the greater is its range and the size of plazmoids to capture. If the size of a plazmoid exceeds your magnetic beam power, you should crack it with your weapon.

Don't worry if you cannot easily capture and transport plazmoids in the beginning. Controlling plazmoids is something that takes a little practice but is quickly mastered. Once you have learned to control your ship you can use the laws of momentum to your advantage.

## Equipment And Upgrade Bonuses

Your spacecraft carries 4 types of upgradeable equipment:

Equipment Description	
 <b>Magnetic Beam</b>	Defines the beam power, range, and the size of plazmoids you can capture
 <b>Primary weapon slot</b>	Defines the quantity of weapons you can carry in the primary weapon slot
 <b>Fuel tank</b>	Defines the capacity of your fuel tank
 <b>Special weapon slot</b>	Defines the special weapon level

You start with the 1st level of all types of equipment, but may later upgrade them by getting the corresponding upgrade bonuses (upgrades) that appear after you destroy an enemy ship. The equipment levels are shown by the indicators at the toolbar.

## Weapons

Your weapon arsenal consists of 4 primary weapons and the special weapon.

**Primary weapon:** There are 4 kinds of primary weapon in the game, varying in firing speed, reloading speed, and range:

Weapon	Firing speed	Reloading Speed	Range
 <b>Cannon</b>	slow	slow	low
 <b>Torpedo</b>	slow but accelerating during the flight	slow	highest – entire screen
 <b>Sonic wave</b>	high	high	medium
 <b>Laser</b>	highest – instant	medium	highest – entire screen

However, only one weapon may be mounted at a time. The currently mounted weapon is

indicated by the icon in the right corner of the toolbar. Tapping this icon switches weapon - the current weapon is replaced by the preceding one. For instance, if the most powerful of your weapons is sonic wave, the changing order is the following: torpedo, cannon, and then again sonic wave.

The circle behind the weapon icon indicates the weapon status: green - ready to fire, red – reloading. When you get bonus , you obtain a new weapon which is immediately mounted as your current primary weapon.

**Special weapon:** The special weapon is a kind of bomb that fires in all directions affecting entire screen. The damaging action depends on the power level:

Power level	Damaging action
1	Fires series of bullets in all directions
2	Inflicts one hit to all enemy ships on screen
3	Destroys all enemy ships on screen except the invulnerable ones

The special weapon is disposable, what means that you use it only once. After charging it, you start collecting its power levels all over again. This is done by getting the upgrade bonus .

## Powerup Bonuses

Powerup bonuses (powerups) are items that give you special abilities for some time. Similar to upgrades, powerups appear after you defeat an enemy ship. They are:

Powerup	Description
 <b>Super Weapon</b>	Boosts your current weapon
 <b>Super Magnet</b>	Boosts your magnetic beam
 <b>Super Shield</b>	Invulnerability
 <b>Fire Madness</b>	Your ship inflicts damage to enemies by touching them
 <b>Ghost Mode</b>	Your ship becomes unsubstantial, giving you the ability to fly through all objects on screen including enemies

Powerups action does not last long. When active, Super Weapon, Super Magnet, and Super Shield are indicated by corresponding mini-icons by your ship. When Fire Madness is active, your ship is surrounded by a fire ring. The Ghost Mode powerup makes your ship transparent.

## Damages System

When you are shot by enemy fire, hit by an enemy itself or comet or mine, you get one hit, and your current life icon changes from gray to yellow or from yellow to red. After taking three hits you lose a life, and along with it - the latest equipment and weapon bonuses you had picked before (if any). One of them instantly appears back on screen. You start from the homebase

and are invulnerable during few seconds (ship blinking).

The game is over after you have lost all your lives. You can obtain additional lives through getting bonus , but not more than 4.

## Space Bodies And Objects

Space is a dangerous place full of various objects, both of natural and artificial origin. Some of them simply prevent your ship from moving, others may be really harmful:

Object	Action
 <b>Meteor</b>	A simple rock, absolutely harmless
 <b>Asteroid</b>	A bigger rock, but also harmless
 <b>Comet</b>	A burning rock, inflicts one hit when touched
 <b>Robots mine</b>	When touched, explodes inflicting one hit
 <b>Aliens mine</b>	Biological substance harmful to your ship engine – temporarily slows you down

## Registering Game

Please note that this game is shareware and requires a license key to unlock its full functionality.

Trial version has the following restrictions:

- 15 uses for evaluation
- 5 game levels (out of 15)
- 2 primary weapons (out of 4)
- 2 special weapon levels (out of 3)
- 1 upgrade bonus (out of 4), the rest run away as your approach them
- Powerup bonuses disabled (they run away as your approach them)
- Exporting scores disabled

To register your copy of the game, tap the Register button in the main menu and follow the provided instructions.

***Enjoy playing Plazmoids!***