



XPLOIDS™

USERS GUIDE



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Your Mission

You have been chosen to train for a top-secret intergalactic fighting corps. Your former bunkmates at the academy have been informed that you were killed during a test flight. Your families believe you are missing in action. As far as the rest of the world is concerned, you no longer exist.

Training will be dangerous. If you survive, you will be part of a secret organization that performs missions too hazardous or complex for other standard defense forces.

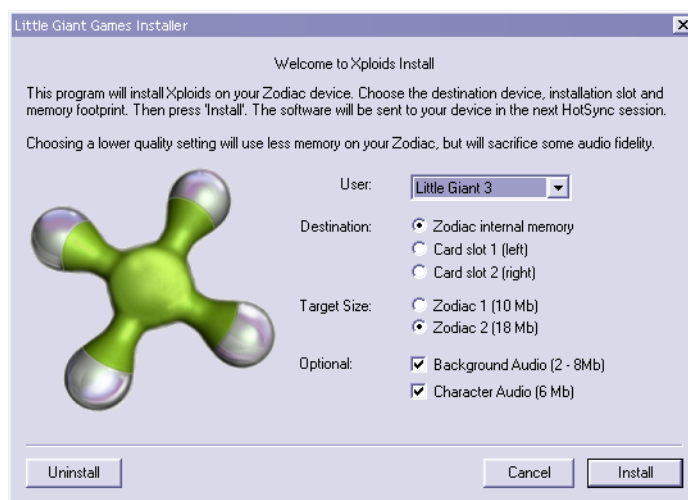
Only the best trainees survive.

Training will utilize all your skills and reflexes. You must count on quick judgment and extreme recklessness to succeed.

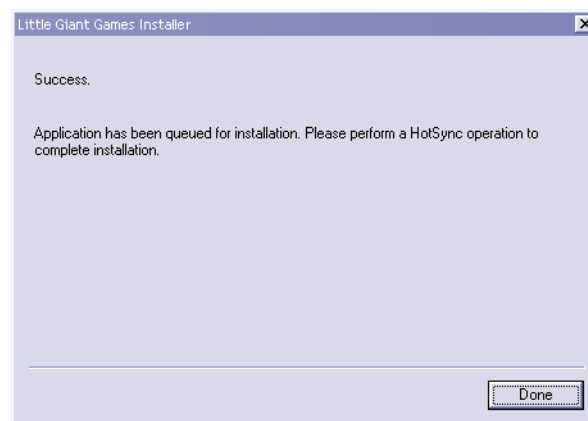
Installation Guide

To install Xploids on your Zodiac, do the following:

1. If you haven't already, make sure your Zodiac is set up. Follow the instructions in the Tapwave manual to install Palm Desktop and perform a Hotsync.
2. If you downloaded Xploids from the Internet, double-click the file to extract it.
3. In the resulting folder, double-click "XploidsInstaller.exe" to begin installation. The Installation dialog appears:



4. In the User menu, choose the user name of your Zodiac.
5. Use the Destination radio buttons to choose where to install Xploids on your Zodiac.
6. Press Install. Installation takes a minute or two—wait for the following dialog to appear:



7. Click Done.
8. Perform a HotSync to install Xploids on your Zodiac.

Objective

The main game play screen displays a training area. Your mission: navigate a course defined by color-coded locks called waypoints. Each waypoint must be unlocked using its matched key—find keys by shooting Xploids.

Besides keys, Xploids may contain power-ups or smaller Xploids. Power-ups increase the health, fuel, or weapons capability of your ship.

There are three ways to score points: shooting Xploids; collecting power-ups; and unlocking all the waypoints on a level. Be careful! If you collide with Xploids, your ship sustains damage that eventually ends the game!

The scores of the best pilots are maintained online and downloaded to your device. Do you have what it takes to take on the world?

Getting Started

Turn on your Zodiac and tap the Xploids icon to start the game. The first time you play, you must create a pilot based on one of the characters. A screen appears so that you can enter a name for your pilot.

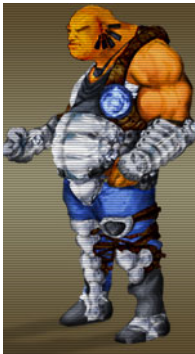

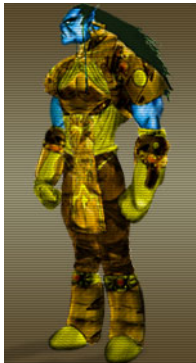


To navigate through the pilot selection menus, use the stylus, analog control, or shoulder buttons:

- use the stylus to tap your selections
- use the analog controller to move the cursor to a selection, then press the blue/up button or press down on the analog controller
- use the shoulder buttons to move the cursor to a selection, then press the blue/up button or press down on the analog controller

Other game menus, which let you change game play settings, work the same way. Some menus have a symbol at the left edge of the screen, indicating that you can go back to the previous screen. To go back, tap the symbol or press the FUNCTION button.

Your pilot name lets you play under different personas. Once you have entered a name, select a character for your pilot. Choose between four equally despicable characters:

<p>Vinnie “Bullion” Cortelini</p>  <p>•Rehabilitation: 77% •Pilot Class: PlotionX •Inmate: #8675309 •Conviction: Nanoterrorism</p>	<p>Xara von Raque</p>  <p>•Rehabilitation: 0% •Pilot Class: Polarfoil •Inmate: #1270443 •Conviction: Elegantica</p>
<p>Leonard Mai Skynard</p>  <p>•Rehabilitation: 97% •Pilot Class: Wrangleer •Inmate: #8658433 •Conviction: Karmacide</p>	<p>Voirox Pendergrass the 3rd</p>  <p>•Rehabilitation: 3% •Pilot Class: Levitar-9D •Inmate: #3278704 •Conviction: Tech Larceny</p>

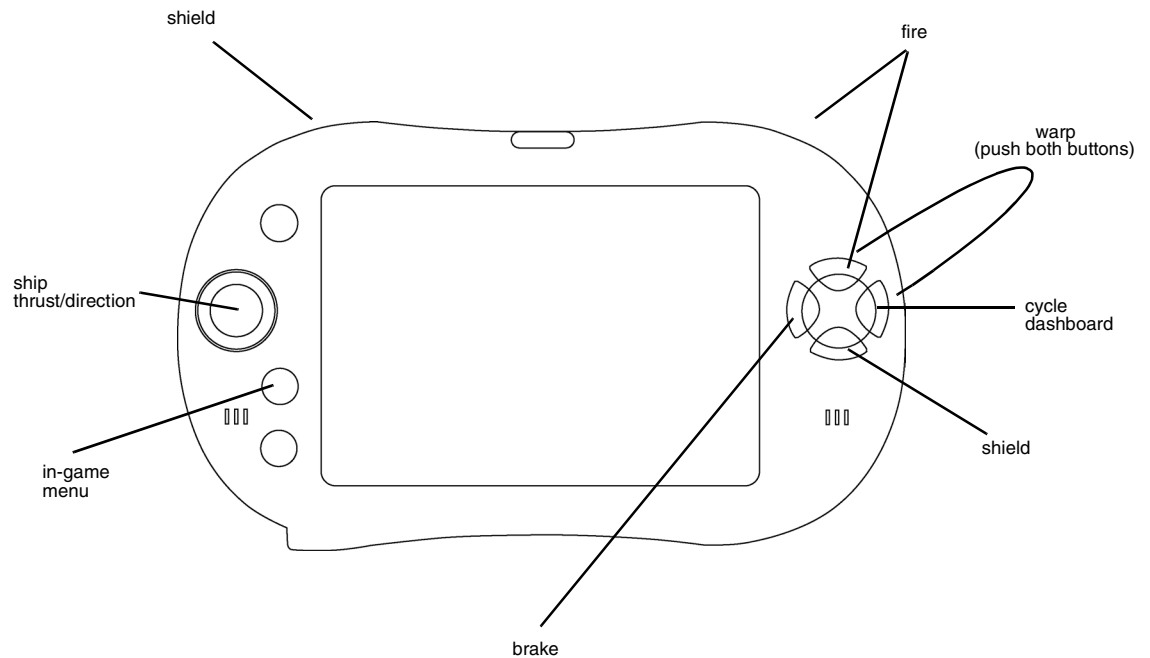
After you have created a pilot by selecting both a name and a character, return to the main menu and choose New Game.

Although you cannot go back to the previous screen at this point, you can always modify any of your pilots later by going to the configuration screen described in “Creating, Selecting, and Removing Pilots” on page 16.

Game Controls

Here is a quick guide to help you remember which buttons control your ship.

Button Configuration 1 (Thrust)



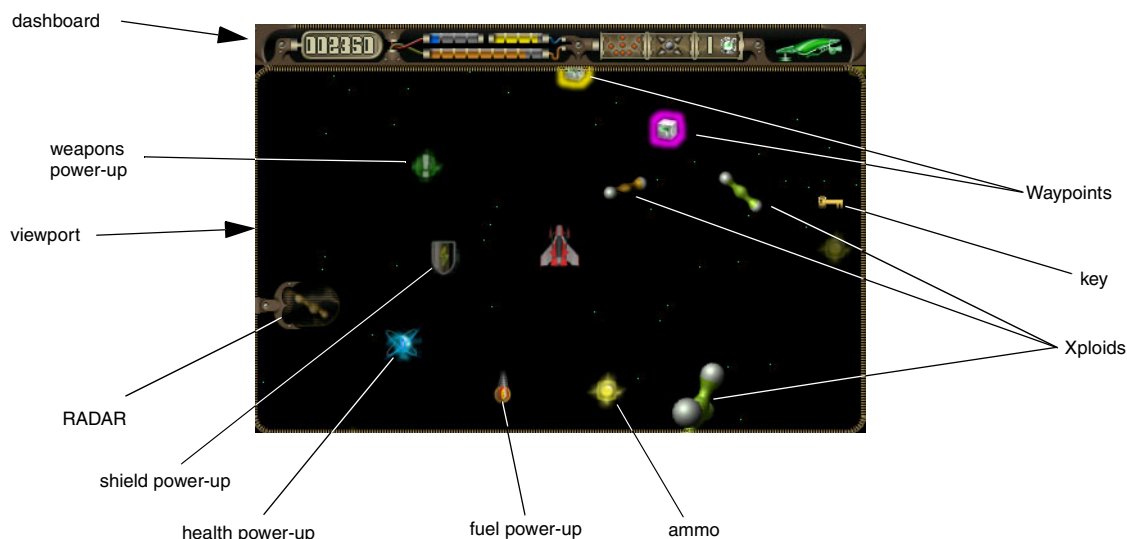
To change the control layout, refer to “Changing the Control Layout” on page 18. In all configurations, holding down the power button for a few seconds pauses the game and displays the Tapwave audio controls.

Playing the Game

Select the Xploids game by tapping the icon. When the Main Menu appears, select “New Game” using the analog stick to highlight the option and the blue button to select. If you are playing the game for the first time, you will need to enter the name of your pilot and press OK when done.

Next, highlight a character using the analog stick, and press the blue/up button to select. Once you have created a pilot, all games will start with this character unless you select or create a different pilot from the “Options” menu. In a new game, play begins with one fully fueled ship, a basic weapon, and maximum health.

The Play Arena



In each arena, you encounter objects that you must shoot, avoid or collect:

- Xploids, which contain power-ups, keys, or other Xploids.
- Waypoints, color-coded gates that you must unlock, open and run
- Power-ups, which add fuel, health or weapon upgrades to your ship

In the first level of play, the training area is only as large as the screen. In higher levels, the training area is progressively larger. A flickering border defines the edge of playable space. Anything that encounters the border (including your ship, weapons' blasts, and Xploids) ricochets off the edge and back into play.

As the play space gets larger, a RADAR display occasionally pops up to let you know where to find Xploids or the next waypoint. In higher levels, the radar displays the location of other adversaries.

Unlike real space, the Xploids universe has slight friction to allow more precise control over your ship.

If you get into a jam, you can always press the warp buttons to teleport to a random location.

Scoring Points

There are several ways to score points in Xploids.

- eliminate Xploids by shooting them.
- collect as many power-ups as possible.
- unlock every waypoint on a level.

When you unlock the last waypoint, you get points for all the objects still on that level.

Shooting Xploids

Shoot large Xploids to reveal smaller Xploids, power-ups or keys. Run over keys and power-ups to collect them—they disappear if not collected quickly.

Avoid hitting Xploids to maintain health. In higher levels, you must avoid enemy fire as well as Xploids.

If you run out of fuel, your weapon downgrades.

Collecting Power-ups

Collect power-ups by flying over them to improve your ship's weaponry, your character's health or fuel reserves.

Weapons

Weapons power-ups can improve the range and firing speed of your weapons. Each weapon power-up promotes your guns to the next higher weapons' grade. When a power-up is exhausted, your weapon reverts to the next lower grade. The available weapon types are as follows:

- Standard—slow repeat, short range
- Rail Gun—rapid repeat, long range
- Spread—fast repeat in 3 directions, medium range
- Spiral—fast repeat in 3 spirals, medium range.
- Seekers—slow repeat, tracking missile

Ammo

Ammo power-ups replenish your weapon. If you do not collect ammo power-ups, your weapon downgrades as you exhaust your ammo.

Fuel

Fuel power-ups contain the fuel your ship needs to move and to power weapons and shields. All weapons burn fuel—if you exhaust your fuel supply, your ship is downgraded to the basic, single-shot weapon and your shields cannot be activated. If you run out of fuel, your shields will fail and the next hit will be fatal. Collecting fuel power-ups will reengage your weapon power-up and shield capabilities.

Health

Health power-ups provide variable amounts of health to your ship. Health is also necessary to power your shields. Taking hits lowers your health and may result in a shield downgrade. If you run out of health, your shields will fail and the next hit will be fatal. If your ship is destroyed, you warp to a random location, and lose some of your hard-won objects:

- keys, up to a maximum of two
- one power-up
- one shield level
- one weapon

It's in your best interest to stay healthy!

Shield

Shield power-ups provide an upgrade to your ship's defense shields. Higher shield levels have offensive as well as defensive capabilities.

Unlocking Waypoints

Waypoints are objectives that mark the course you must complete, and are immune to your weapon fire. Waypoints are locked and can only be opened by finding a key in the corresponding color. Look for keys by shooting Xploids—each waypoint's key is inside one or more of the larger Xploids. Once a key is obtained, a small colored dot will orbit your ship indicating that you have the key. More than one dot (key) may be orbiting your ship if you have more than one key. Once in the vicinity of a waypoint and in possession of the its key, the waypoint will open and a flythrough will unlock the waypoint. In higher levels, an adversary carrying a key may inadvertently unlock a waypoint for you. If you are carrying a key, an adversary may dislodge the key by shooting your ship.

Pausing Game Play

Pressing the Black/Function button any time during game play pauses the game and displays the current game statistics. You may then choose to resume play, or quit the game.

Statistics

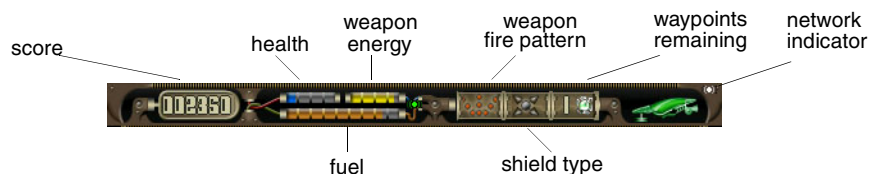
The statistics screen shows how many of each game target you have destroyed or collected in the current level and in the current game.

The Game Display

The screen is divided into three major parts:

- the dashboard
- the viewport
- the directional RADAR

The Dashboard



The top area of the screen, called the dashboard, displays information about your ship and the game:

- The number at the left shows your score. As you collect energy, shoot Xploids, and clear waypoints, your score goes up.
- The blue bar indicates the health of your ship. Running into objects or being shot damages your ship and lowers the health.

- The yellow bar indicates your remaining weapon energy. As you fire, you lose energy. When energy reaches zero, your weapon downgrades.
- The orange bar indicates your remaining fuel. As you fly, you use up fuel. When fuel reaches zero, your ship can only move very slowly.
- The graphic to the right of the yellow bar shows your weapon fire pattern.
- The graphic to the right of the weapon fire pattern shows what type of shield is available.
- The number near the right of the screen shows the remaining waypoints to clear.
- The graphic at the far right shows your ship.
- The network indicator displays the status of the network:
 - white means that the Bluetooth device is not present
 - green means that the network is operating properly
 - blue means that the Bluetooth device is powered off
 - yellow means that Xploids is working to resolve a network problem
 - red means that the network has failed

The Viewport

The viewport is the visible portion of the training area. The training area is bounded by a flickering border. At first, this area is only as large as your screen but will expand as you advance to higher levels of training. When the training area is larger than the screen, you can use the stylus to look at distant parts of the training area. If you use this feature, it is a good idea to turn your shields on while your view is away from the location of your ship. To return to the ship view, simply lift the stylus and use the ship controls again.



The Directional RADAR

As you advance to the higher levels, the training area becomes too large to view in its entirety. A RADAR display indicates the direction of objects outside your current view. If several objects are outside your field of view, more than one RADAR display may appear on screen. There is a RADAR display for each of the following game elements:

- opponent ships
- waypoints
- groups of Xploids




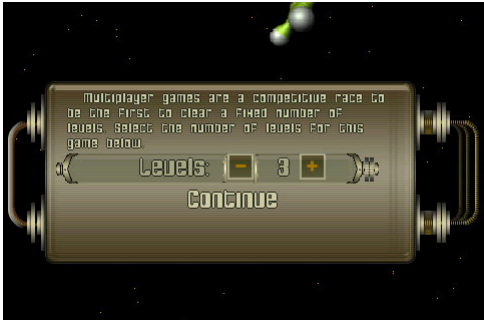
Multi-player Games

A Multi-player game consists of a race to clear a specified number of levels. Up to four players can play Xploids at the same time using Bluetooth. One of the players must host the game. The others join and play as guests.

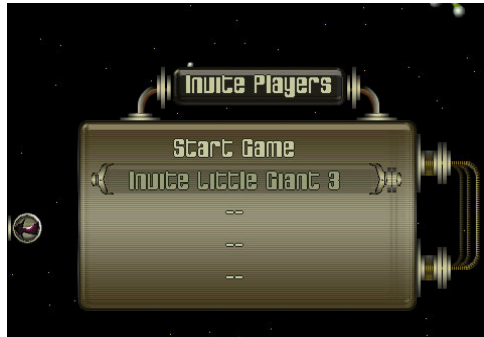
You can invite several players simultaneously, but you'll have better luck inviting players one at a time and waiting for each to connect before inviting the next player.

Setting Up a Multi-player Game

The following table shows the steps in setting up a multi-player game.

<p>Each player first selects "Multiplayer" from the Main Menu.</p> 	
<p>Host</p> <p>The host selects "Host Game" from the Multiplayer menu.</p> 	<p>Guest</p> <p>The guest waits for the host to set up the game.</p> 
<p>The host selects the number of levels to play.</p> 	

The host invites each player by tapping "Invite" after "Searching" becomes "Invite Players" in the title bar.

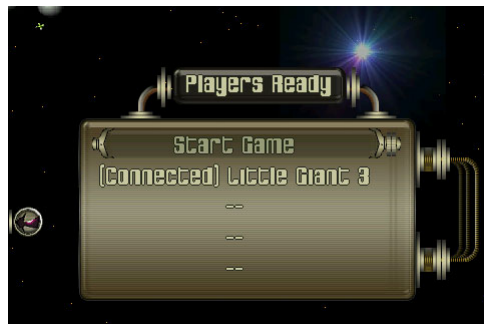


The host can uninvite an accidentally invited player by tapping a second time.

When a guest is invited, "[No Host]" is replaced by the host's device name.



After the guests have connected, the title changes to "Players Ready." The host can now begin play by tapping "Start Game."



As soon as the guest taps Join, the game field appears.



When the host taps "Start Game", all the players join in battle.



If the host invites a guest who has not yet selected "Multiplayer," that guest will see a Bluetooth connection dialog.



If this happens, the host must tap to uninvite the guest. Then the guest can select "Multiplayer" to join the game.

Multi-player Game Play

During a multi-player game, if any player presses the Pause button the game is suspended for all players. While the game is paused, every player's screen shows the game play statistics for all players. Only the host can resume the game.

Any wireless network is subject to occasional errors. When an error occurs, game play is suspended; once the error is resolved, game play resumes automatically. It may take up to 30 seconds to recover from a network error.

If a guest player leaves the area or powers down the Zodiac, game play is suspended. The host may choose to drop the player and resume the game (by tapping "Drop") or wait until the player returns the device to the network. A player who accidentally leaves the game completely (by hitting the HOME key or selecting "Leave" then "Quit") can return to the game using the steps for joining a new game.

The Dashboard

While you are playing a multi-player game, the Right (Yellow) button changes the top of the screen to display the dashboard of each of the other players in turn.



Multi-player Strategy

Players in multi-player games do not die—every player stays in the game until the end. By shooting other players, you can cause damage to slow them down, or dislodge and steal keys.

If another player opens a waypoint, you can go through it. One strategy to win is to let other players open the waypoints and then enter the waypoints first.

When you have a key, be careful not to accidentally open a waypoint for another player!

Pausing a Multi-player Game

Any player can pause a multi-player game by pressing the Black/Function Button, which interrupts play for all players.	
Host	Guest
<p>When game play is paused, the host's screen displays a message indicating that the game is paused and the host can resume when desired.</p> 	<p>When game play is paused, the guests' screens display a message indicating that the game is paused until the host resumes game play.</p> 
Only the host can restart game play.	

Solving Network Problems


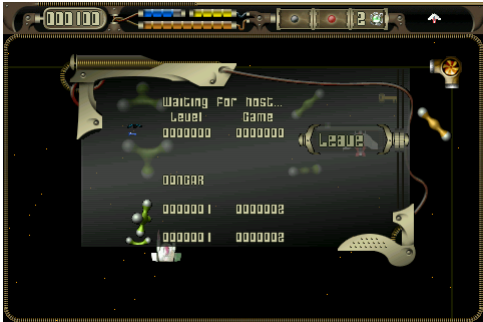


Bluetooth networks are subject to the same problems that confront other types of wireless networks:

- interference from other nearby networks
- noise from other devices that operate in the same frequency
- limited transmission range
- communication delays

When the network has a problem, Xploids does its best to keep the game going. If there is a serious network problem, Xploids pauses game play until the network recovers.

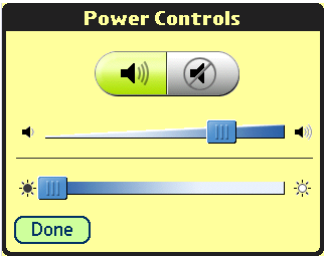
If you have frequent network problems, try holding the device upright instead of horizontally.

The following table shows what happens if a network problem occurs.

Host	Guest
<p>The host machine automatically pauses game play while it determines which Guests are disconnected.</p> 	<p>The guest waits for the host to resume game play once the network has recovered.</p> 
<p>Once the host is able to determine which guest or guests are disconnected, the device presents the host player with the option to reconnect or drop each player from game play. Wait a few seconds before attempting to reconnect any of the players.</p> <p>When the host taps a guest's name, the host device displays the following dialog while reconnecting that player:</p> 	<p>The guest device displays the following message while the host is connecting other players:</p> 
<p>After all players are connected, game play resumes.</p> <p>If reconnection is not successful, wait several seconds and try again.</p>	
Only the host can restart game play.	

Avoiding Network Delays

Because of the intensity of Xploids game play, the network is very sensitive to delays. To avoid network delays, pause the game before performing any tasks not directly related to game play, including adjusting the game settings.

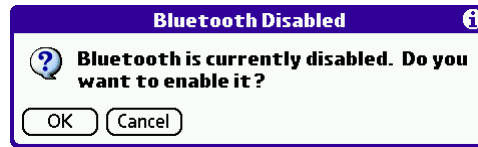


For example, the normal technique of holding the power button until the Power Controls dialog appears can cause up to a two second network delay. This might disconnect your machine from game play, and can require re-enabling Bluetooth or resetting the device. Pausing the game before adjusting the volume avoids this problem.

If a guest has a serious network problem, the game pauses for the other players. The game remains paused until the host

resumes play.

While the game is paused, the guest can try to re-enable Bluetooth by clicking OK in the “Bluetooth Disabled” dialog.



If this does not work, it may be necessary to reset the device.

If the host has a serious network problem, then all players must begin a new game if continued game play is desired.

Changing Game Settings

The main menu, which appears when you first start the game, presents the following choices:

- New Game—start playing a new game
- Multiplayer—invite other players to a multiplayer game
- Options-- view high scores or player histories; change the controller layout and audio settings
- Credits—view the game credits
- Quit—exit the Xploids game program

Options Menu

Scores

The list of your top game scores are kept in this location.

Pilots

First time game players will need to create a character. Type in a name for your pilot using the left or right shoulder buttons and the analog stick to move the cursor and the green/down button to select letters. Use “DEL” for deleting one letter at a time and “CL” to erase entire entry. Click “OK”. Highlight the desired pilot using analog stick to move around and the green/down button to select. Players returning to the game may create or remove up to four different pilots. Simply move the cursor over the “CREATE” or “REMOVE” button and the green/down button to either create or remove pilot.

Audio

Computer, character, soundfx, and background audio is adjustable in this menu option. Use the analog stick (or the left/right shoulder buttons) to cycle up and down the list. Highlight the plus or minus button using the left or right shoulder button and press green/down button to adjust volume for each.

Controls

Change the button configuration to suit your preferences here. Choose between Basic, Thrust, and Drive configurations. See the “Game Controls” section for a list of the button assignments for each setting. Highlight the desired setting using the left or right shoulder button and select using the green/down button. A rectangle will appear over the chosen setting. The “Thrust” configuration will be the default setting unless otherwise designated

High Scores

The Tapwave version of the Palm Desktop software automatically syncs your high scores in Xploids. When your computer connects to the Internet, the software sends your high scores to the Tapwave server. When you click the High Scores icon in the Palm Desktop server, you can see the worldwide high scores.

When you launch Palm desktop, the Tapwave icon at the left is selected and the Tapwave Gaming Network screen is visible. There's a table that shows the high score for each game—that is, out of all Tapwave users, it shows the user whose score is highest and their score.

To be part of the fun, register your device in the Tapwave desktop. Refer to the Tapwave documentation.

Game Settings

From the main menu, select Options to go to the Options menu, which lets you change the game settings as described in the following sections.



Setting the High Score Viewing Preference

From the Options menu, select Scores to switch between the high score viewing options.

- view high scores for all registered users by tapping Global Scores
- view high scores only for users of your Zodiac device by tapping Local Scores

Creating, Selecting, and Removing Pilots

From the Options menu, select Pilots to create, select or remove a pilot.



On the Pilots menu, you can perform the following tasks:

- create a new pilot by tapping Create next to an empty slot
- select a pilot to play by tapping the pilot's name; selecting a pilot returns you to the Main menu
- delete an existing pilot by tapping Remove next to that pilot, then confirming that action



Tapping Create takes you to the above screen, where you can enter a name for the new pilot. When you are finished entering the name, select OK.

Changing the Audio Settings

From the Options menu, select Audio to change the audio settings.



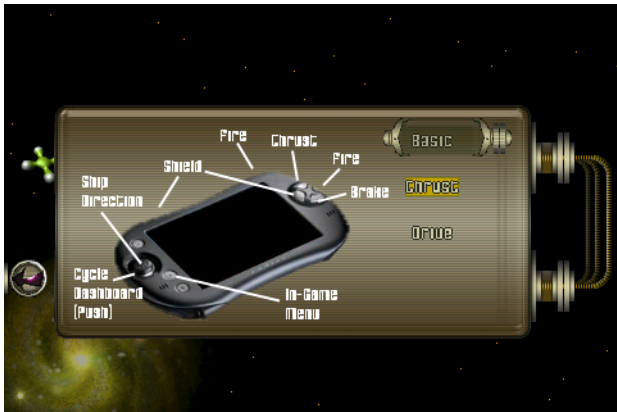
The Audio menu lets you change the following audio settings:

- Computer—the volume of the female voice who warns you about low fuel or weapons downgrades
- Character—the volume of your character's voice
- Sound FX—the volume of your ships weapons and thruster
- Background—the volume of the background music
- Rumble—the presence of the rumble effect

To change the volume of a sound, move the highlight over the plus sign (“+”) or the minus sign (“-”) and press the up (blue) button repeatedly.

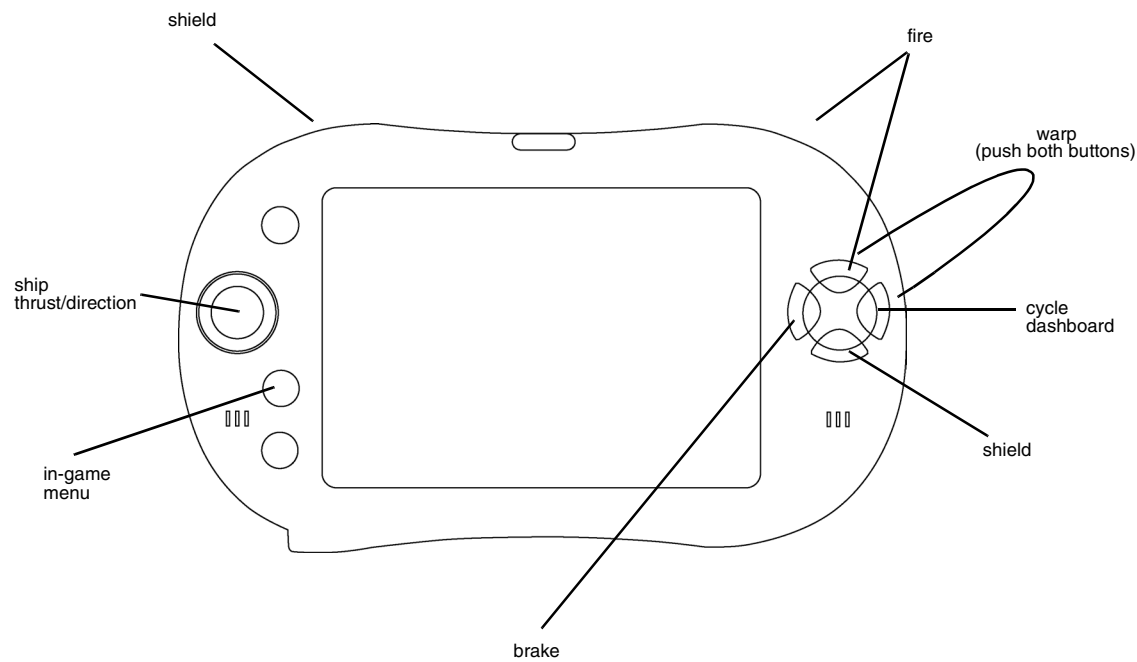
Changing the Control Layout

From the Options menu, select Controls to change the control layout.

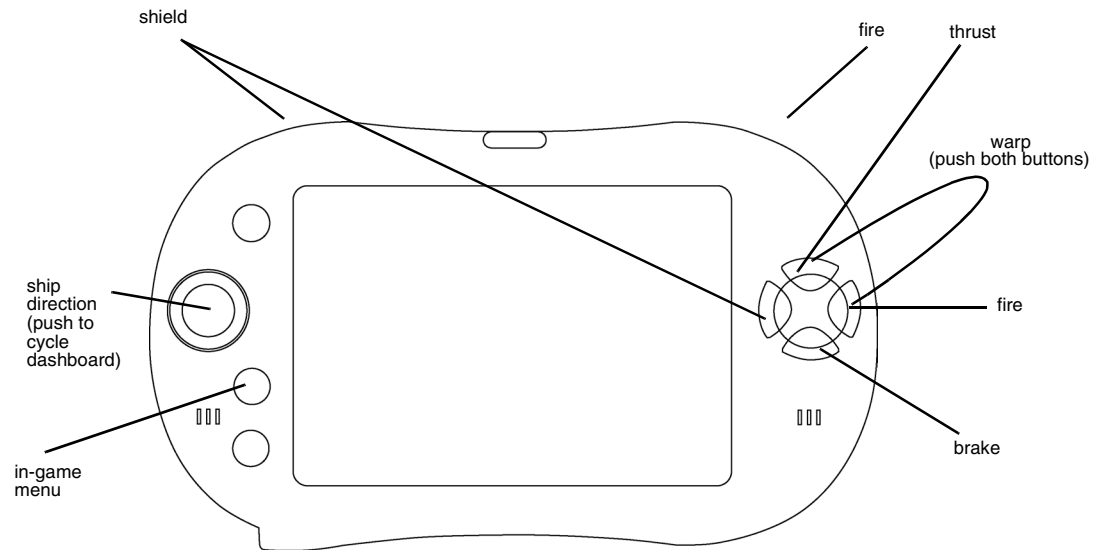


The Control menu lets you select one of the three following control layouts.

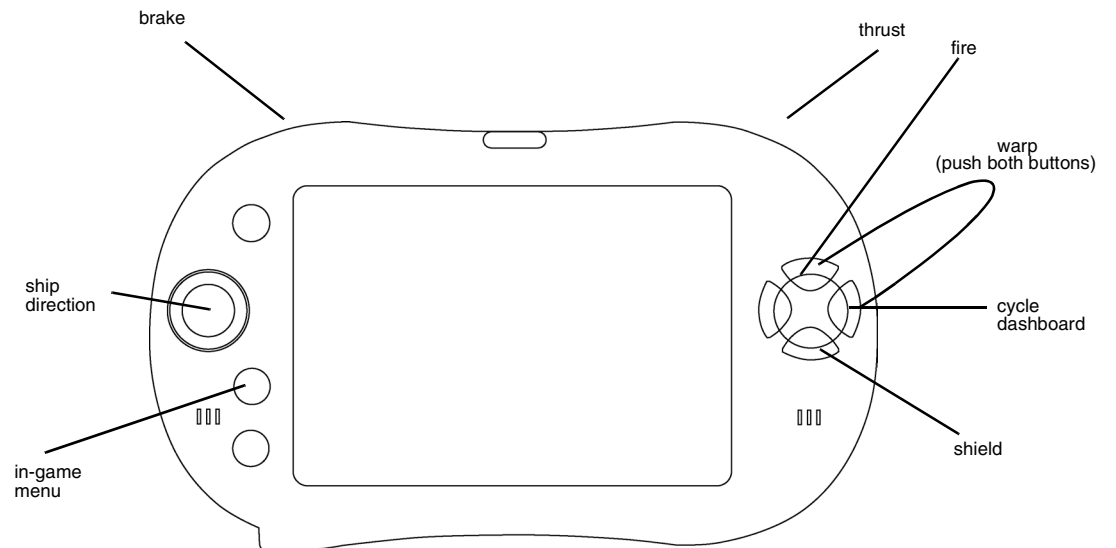
Button Configuration 1 (Thrust)



Button Configuration 2 (Basic)



Button Configuration 3 (Drive)



When you have selected the desired control layout, click Back to return to the Main menu.

More Information

For more information about Xploids, visit us on the web at:

www.littlegiantgames.com

For technical support, please e-mail support@littlegiantgames.com

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7. Government Rights. The Software is provided with RESTRICTED RIGHTS. Use, duplication, or disclosure by the U.S. Government is subject to the restrictions as set forth in this Agreement and in subparagraph (c)(1) of the Commercial Computer Software-Restricted Rights clause at FAR 52.227-19; subparagraph (c)(1)(ii) of the Rights in Technical Data and Computer Software clause at DFAR 252.227-7013 and FAR 52.227-19(c) as applicable. The contractor/manufacturer is Little Giant Games, 540 Diana Avenue, Morgan Hill, CA 95037.
8. Export Restrictions. You agree to strictly comply with all U.S. and foreign government export and import laws and regulations that apply to this Agreement.
9. Equitable Relief. You agree that a material breach of this Agreement adversely affecting Little Giant Games's (or its licensors') proprietary rights in the Software would cause irreparable injury to Little Giant Games and its licensors for which monetary damages would not be an adequate remedy and that Little Giant Games shall be entitled to equitable relief in addition to any remedies it may have hereunder or at law.
10. Miscellaneous. You may not assign, sublicense or transfer this Agreement, or any rights hereunder. Any attempt by you to assign this Agreement shall be void and of no effect. This Agreement shall be governed by and construed in accordance with the laws of the State of California without regard to the conflicts of laws provisions thereof and without regard to the United Nations Convention on Contracts for the International Sale of Goods. You consent to the exclusive jurisdiction of the state and federal courts located in San Francisco, California. If any portion hereof is found to be void or unenforceable, the remaining provisions of this Agreement shall remain in full force and effect. This Agreement constitutes the entire agreement between the parties with respect to the Software, and supercedes all prior or contemporaneous oral or written communications, and prevails over any conflicting or additional terms of any other writing. No modification of this Agreement will be binding, unless in writing and signed by an authorized representative of each party.
11. For Inquires Contact: Little Giant Games at www.littlegiantgames.com

Credits

Nitin Anand	2-D Art
Dion Brooks	Voice
Debbie Brown	Voice
Jeffrey Brunner	3-D Modeling
Keren Brunner	Documentation
Kevin Brunner	Chief Engineering and Game Design
Peter S. Conrad	Documentation and voice
Don Garrett	Engineering
Robin Hayes	Engineering
Brian Ischo	Engineering
Todd Kulick	Engineering
Jeff Ma	Concept Art
Amil McAnelly	Audio
Chris McFall	Production
Aaron Milligan	Concept Art
Jayson Pegler	3-D Concept and Modeling
David Pope	User Interface
Ryan Pressler	2-D Art