

LearningToGo.com

---



---

## Product Manual

Version 1.0



## **End-user License Agreement**

**IMPORTANT — READ CAREFULLY:** This End-User License Agreement is a legal agreement between you (either an individual or a single entity) and LearningToGo for the information regarding Pixionary for Palm.

LearningToGo, a corporation formed under the laws of the United States of America, is willing to license Pixionary for Palm (including, but not limited to, computer software and associated media and printed materials), all versions and updates thereof, and the associated online documentation, to you only upon the condition that you agree to and accept all of the terms and conditions contained in this End-user License Agreement. This agreement applies to the download and use of Pixionary for Palm and the term Software as used herein refers to each of LearningToGo products. Please read the terms carefully before downloading and installing the Software to your desktop or handheld device. BY DOWNLOADING THE SOFTWARE, INSTALLING THE SOFTWARE, COPYING THE SOFTWARE OR OTHERWISE USING THE SOFTWARE YOU CONSENT TO BE BOUND BY AND BECOME A PARTY TO THIS AGREEMENT. IF YOU DO NOT AGREE TO ALL OF THE TERMS AND CONDITIONS OF THIS AGREEMENT, IF YOU DO NOT ACCEPT THE TERMS AND CONDITIONS, THEN DO NOT INSTALL, COPY OR OTHERWISE USE THE SOFTWARE AND PROMPTLY DELETE OR DESTROY ANY COPIES OR BACKUPS YOU MAY HAVE OF THE SOFTWARE.

### 1. Definitions

"License key" refers to the unique key issued to a user who has paid for the registration of his installed software copy.

"HotSync Name" refers to the name given by the owner or name of the HotSync account on the desktop/handheld used during HotSync process. This term is only applicable if the user is installing the product to a Palm compatible/Palm powered device.

"HotSync Operation" refers to the process of synchronizing files from the handheld to the desktop or vice versa. This term is only applicable if the user is installing the product to a Palm compatible/Palm powered device.

"Pocket PC Owner/Hot Synchron Name" refers to the name provided by the user during the device's setup. This term is only applicable if the user is installing the product to a Palm Pocket PC/ compatible powered device.

"ActiveSync Operation" refers to the process of synchronizing files from the handheld to the desktop or vice versa. This term is only applicable if the user is installing the product to a Pocket PC compatible/Pocket PC powered device.

2. Software License. LearningToGo hereby grants you a limited, non-exclusive, non-transferable, non-assignable license to use the Software. The license permits you to:
  - a) Use the Software on your terminal or workstation or handheld device;
  - b) Load the Software into your computer's temporary memory (RAM) or your handheld device's temporary memory (RAM/ROM);
  - c) Install the Software onto a permanent storage device (a hard drive) as detailed in the documentation;
  - d) Create printouts of output from the Software for your personal use only.
  - e) License is only issued to the user and will only be used once per each installation of the software.
3. Description of Rights and Limitations. The license granted hereunder does not permit you to:
  - a) Permit other individuals to use the Software except pursuant to the terms and conditions of this Agreement;



- b) Unless otherwise specified, you may not modify copy, distribute, transmit, display, perform, reproduce, publish, license, create derivative works from, transfer, or sell the Software.
  - c) Modify, translate, reverse engineer, decompile, disassemble, or create derivative works based on the Software;
  - d) Copy the Software, other than as specified above; rent, lease, grant a security interest in, or otherwise attempt to transfer rights to the Software; or
  - e) Remove or alter any proprietary notices, labels or documentation on the Software when creating permitted copies of the Software, or permitted printouts of the Software output.
  - f) No Unauthorized Reproduction. The Software is licensed and not sold to you, the end user, pursuant to the terms and conditions of this Agreement. You agree and acknowledge that LearningToGo and its licensors transfer no ownership interest in the Software, in the intellectual property in the Software, to you or anyone else under this Agreement or otherwise, and that LearningToGo and its licensors reserve all rights not expressly granted to you hereunder. Any reproduction or redistribution of the Software in violation of this Agreement is expressly prohibited by law, and may result in severe civil and criminal penalties. LearningToGo actively and aggressively enforces its intellectual property rights to the fullest extent of the law.
  - g) Export Restrictions. Use of the Software in territories where its contents are illegal is prohibited. You may not export or re-export any Software received under this Agreement except in full compliance with any applicable law. You are responsible for complying with any local laws in your jurisdiction that may impact your right to import, export or use the Software.
4. Submissions to LearningToGo. By transmitting any suggestions, information, material, or other content to LearningToGo, you:
- a) represent and warrant that such content does not infringe the intellectual property or proprietary rights of any third parties (including but not limited to patents, copyrights, trade secret, or trademark rights) and that you have all rights necessary to convey such content to LearningToGo, and
  - b) automatically grant to LearningToGo the royalty-free, perpetual, irrevocable, non-exclusive right and license to use, reproduce, modify, adapt, publish, translate, create derivative works from, distribute, redistribute, transmit, perform and display such content (in whole or part) worldwide and/or to incorporate it in other works in any form, media, or technology now known or later developed for the full term of any rights that may exist in such content. Further, LearningToGo is free to use any ideas, concepts, know-how, techniques, and suggestions contained in any content or communications you send for any purpose whatsoever, including but not limited to creating, manufacturing, and marketing products and/or services using such information.
5. Third Party Materials, Software or Services.
- a) Third Party Materials. You acknowledge and agree that the Software may feature materials or information provided by third parties. LearningToGo makes no representation with respect to, nor does it guarantee or endorse the quality, non-infringement, accuracy, completeness, timeliness, quality or reliability such third party materials or any other materials.



LearningToGo expressly disclaims responsibility and liability for all third-party provided materials contained on or accessed through the Software.

- b) Third Party Software or Services. You acknowledge that the Software may incorporate software provided to LearningToGo by third parties that was not written or developed by LearningToGo or that the Software as provided by LearningToGo or as configured by you may access or be used to access services provided by third parties not controlled by LearningToGo. Without in any way limiting the generality of the foregoing sections, and anything to the contrary in this Agreement notwithstanding, LearningToGo shall have no liability or responsibility for the operation or performance of the Third Party Software or Services and shall not be liable for any damages, costs, or expenses, direct or indirect, arising out of the performance or failure to perform of the Third Party Software or Services, or from any claims that the Third Party Software or Services or the use thereof infringes the copyright or other proprietary rights of any third party. LEARNINGTOGO MAKES NO WARRANTIES OF ANY KIND WHATSOEVER, EXPRESS OR IMPLIED OR STATUTORY, AND DISCLAIMS ALL WARRANTIES, OF MERCHANTABILITY, FITNESS FOR A PARTICULAR PURPOSE, AND NON-INFRINGEMENT IN CONNECTION WITH SUCH THIRD PARTY SOFTWARE OR SERVICES. You acknowledge and agree that your rights in such Third Party Software or Services may be subject to the terms (including the termination provisions thereof) of any license or other agreement, if any, pursuant to which LearningToGo has acquired the right to distribute or provide access to the Third Party Software or Services, and LearningToGo specifically reserves the right to modify or remove such Third Party Software or Services and to terminate all of your rights to such Third Party Software or Services under this Agreement at any time. You agree to cooperate with LearningToGo and to take all necessary actions for any such modification or removal of Third Party Software or Services by LearningToGo contemplated by the foregoing.
6. Term and Termination. This Agreement will take effect at the time you install, copying or otherwise begin using the Software. LearningToGo reserves the right at any time to deny you access to the Software or any portion thereof, and to terminate this Agreement at any time. This Agreement and the license granted hereunder will determinate automatically if you fail to comply with the limitations described herein. Upon termination, you must destroy all copies of the Software and any related documentation. LearningToGo reserves the right to modify, or upgrade the Software, or the markings, logos, information, or content relating thereto at any time, and your continued use of the Software or such replacement, modified or upgrade version shall be conditioned on acceptance of the terms of this Agreement or any superseding Agreement.
7. Linking. In the event that the Software at any time provides links to sites on the World Wide Web for your convenience in locating related information and services, you shall understand and accept the following. Such other sites are maintained by third parties over which LearningToGo exercises no control, and accordingly LearningToGo expressly disclaims any responsibility for the content, the accuracy of the information, and/or quality of products or services provided by or advertised on these third-party Web sites. LearningToGo has not reviewed such sites and is not responsible for the contents of such sites that may at some time become accessible by using the Software.
8. Prohibited Uses. The Software is not fault-tolerant and is not designed, manufactured or intended for use or resale as on-line control equipment in hazardous environments requiring fail-safe performance, such as in the



operation of nuclear facilities, aircraft navigation or communication systems, air traffic control, direct life support machines, or weapons systems, in which the failure of the Software could lead directly to death, personal injury, or severe physical or environmental damage. Accordingly, LearningToGo and its licensors prohibit use of the Software in connection with such activities, and specifically disclaim any express or implied warranty of fitness for such activities.

9. **Statistical Information.** The Software may enable LearningToGo to acquire statistical data and information concerning your usage of the Software, internet speed and de-installation of the Software. By installing, copying or otherwise using the Software, you hereby unconditionally consent to the transmission of the Statistical Information to LearningToGo. Nevertheless, no personal information that may be used to identify or relate to you personally is collected, thus only information that may be used for demographics of the LearningToGo's user base as a whole.
10. **Injunctive Relief.** User acknowledges that the Software contains LearningToGo's proprietary and confidential information, and that the disclosure of such information will give rise to irreparable injury to LearningToGo. Accordingly, LearningToGo may seek and obtain injunctive relief against the breach or threatened breach of this Agreement in addition to any other rights or remedies that may be available.
11. **Complete Agreement.** This Agreement represents the complete agreement between the parties concerning its subject matter. LearningToGo may modify this Agreement at any time. Your continued use of the Software following notice of any such modification will be conclusively deemed acceptance of the revised terms of this Agreement. If any such revision is unacceptable to you, you will terminate use of the Software immediately.
12. **Governing Law.** This Agreement has been made in and will be construed and enforced in accordance with the laws the United States of America, without regard to the conflict of law principles of any jurisdiction. User expressly agrees to the exclusive jurisdiction of the courts of the United States of America with respect to any claim or dispute arising from the use of the Software or arising from or relating to this Agreement.
13. **DISCLAIMER OF WARRANTY AND LIABILITY.** USER EXPRESSLY AGREES THAT USE OF THE SOFTWARE AND IS AT THE USER'S SOLE RISK. THE SOFTWARE IS PROVIDED ON AN "AS IS" BASIS AND WITH ALL ITS FAULTS WITHOUT WARRANTIES OF ANY KIND, EITHER EXPRESS OR IMPLIED OR STATUTORY, INCLUDING BUT NOT LIMITED TO ANY WARRANTIES OF TITLE, OF NON-INFRINGEMENT, OF QUIET ENJOYMENT, OF MERCHANTABILITY, OF LACK OF VIRUSES, OF YEAR 2000 COMPLIANT, OF ABILITY TO OPERATE ON AN UNINTERRUPTED BASIS, OF LACK OF NEGLIGENCE OR WORKMAN LIKE EFFORT, AND OF FITNESS FOR A PARTICULAR PURPOSE, RESULTS, OR OTHERWISE. IN ADDITION, WITH RESPECT TO THE USER'S OPERATING SYSTEM, SYSTEM COMPONENTS, SOFTWARE OR PROGRAMS, LEARNINGTOGO DISCLAIMS ANY WARRANTIES, EITHER EXPRESS OR IMPLIED OR STATUTORY, RELATING TO EITHER THE COMPATABILITY OF THE SOFTWARE OR ANY DAMAGE OR HARM THAT MAY ARISE FROM INSTALLING, COPYING OR OTHERWISE USING THE SOFTWARE. TO THE MAXIMUM EXTENT PERMITTED BY LAW, NEITHER LEARNINGTOGO, ITS OFFICERS, DIRECTORS, SHAREHOLDERS, SUBSIDIARIES, AFFILIATES, CONSULTANTS, AGENTS OR EMPLOYEES NOR ANY OTHER PARTY INVOLVED IN CREATING, PRODUCING, OR DELIVERING THE SOFTWARE, SHALL BE LIABLE FOR ANY CONSEQUENTIAL, DIRECT, INDIRECT, INCIDENTAL, SPECIAL, PUNITIVE OR OTHER DAMAGES WHATSOEVER (INCLUDING WITHOUT LIMITATION, DAMAGES FROM LOSS OF USE, DATA, PROFITS, BUSINESS



INFORMATION, PRIVACY, OR DAMAGES FROM BUSINESS INTERRUPTION, INJURY TO PERSON OR PROPERTY, OR FAILURE TO MEET ANY DUTY INCLUDING OF GOOD FAITH AND REASONABLE CARE, FOR NEGLIGENCE, OR FOR ANY PECUNIARY OR OTHER LOSS WHATSOEVER) ARISING OUT OF USE OF THE SOFTWARE OR INABILITY TO USE THE SOFTWARE OR OUT OF ANY BREACH OF ANY WARRANTY WHETHER IN AN ACTION BASED UPON CONTRACT, TORT, NEGLIGENCE, STRICT LIABILITY, OR OTHERWISE, ARISING OUT OF OR IN CONNECTION WITH THE USE OR PERFORMANCE OF THE SOFTWARE, REGARDLESS OF WHETHER LEARNINGTOGO OR ANY OTHER PARTY INVOLVED IN CREATING, PRODUCING OR DELIVERING THE SOFTWARE OR WAS ADVISED OF THE POSSIBILITY OF SUCH DAMAGES. THE USER ASSUMES THE FULL RISK OF USING THE SOFTWARE. NOTWITHSTANDING THE FOREGOING, THE TOTAL AMOUNT OF LEARNINGTOGO'S LIABILITY TO USER SHALL BE LIMITED TO THE AMOUNT THE USER HAS PAID FOR THE USE OF THE SOFTWARE, IF ANY.



## TABLE OF CONTENTS

<b>CHAPTER 1: INTRODUCTION .....</b>	<b>2</b>
1.1 PRODUCT FEATURES .....	2
1.2 ORDER INSTRUCTIONS .....	2
1.2.1 <i>Purchase</i> .....	2
1.2.2 <i>Registration</i> .....	2
1.2.3 <i>Enter License Key</i> .....	3
1.3 SYSTEM REQUIREMENTS .....	3
<b>CHAPTER 2: INSTALLATION INSTRUCTIONS .....</b>	<b>4</b>
<b>CHAPTER 3: UNINSTALLING THE SOFTWARE.....</b>	<b>5</b>
<b>CHAPTER 4: MAIN FUNCTIONALITIES .....</b>	<b>6</b>
4.1 MAIN SCREEN .....	6
4.2 NEW GAME SCREEN.....	6
4.2.1 <i>Rules of the Game</i> .....	7
4.2.2 <i>Game Types</i> .....	7
4.2.3 <i>Game Length</i> .....	9
4.3 SHOW WORD SCREEN .....	11
4.4 DRAWING BOARD SCREEN .....	12
4.4.1 <i>Pass Feature</i> .....	13
4.4.2 <i>Hint Feature</i> .....	13
4.4.3 <i>Got It</i> .....	14
4.5 SCOREBOARD SCREEN .....	14
4.6 STUDIO MODE .....	15
4.6.1 <i>Save Pictures</i> .....	17
4.7 GALLERY MODE .....	18
4.7.1 <i>Edit Pictures</i> .....	19
4.7.2 <i>Delete Pictures</i> .....	19
4.8 SETTINGS .....	20
4.8.1 <i>Category Settings</i> .....	20
4.8.2 <i>Definition Settings</i> .....	21
4.8.3 <i>Tone Settings</i> .....	21
4.8.4 <i>Timer Settings</i> .....	21
4.8.5 <i>Hint Settings</i> .....	22
4.8.6 <i>Scoring Settings</i> .....	23
4.9 HELP FEATURE .....	23
<b>CHAPTER 5: FREQUENTLY ASKED QUESTIONS.....</b>	<b>25</b>
<b>CHAPTER 6: CUSTOMER SUPPORT .....</b>	<b>26</b>
<b>GLOSSARY .....</b>	<b>27</b>

# Chapter 1: Introduction

## 1.1 Product Features

**Pixionary for Palm** – The classic game of quick-draw now in your handheld. Draw pictures for teammates to guess in three minutes or less. Features over 2,000 words to guess in 8 different categories.

- Features words in 8 different categories from animals to mythology.
- Play against other players or in teams through the Game section or practice your drawing skills in the Studio section.
- Lookup the definition of the word before and after drawing with its Definition feature.
- Access hints on demand with the Hint feature.
- Customize the type of hints for your gaming convenience – show either first letter or the number of letters of the word.
- Customize drawing time from a minimum of 30 seconds to a maximum of 3 minutes.
- Features 3 game types – team play, free-for-all and round robin.
- Customize the length of your games – play by number of rounds or by a race a certain number of points.
- Store pictures on your handheld through the Save feature – view saved pictures anytime.
- Includes an Undo feature with erase your latest strokes and actions.
- Supports sounds with enable and disable functions.
- Supports high resolution, greyscale and colored handheld devices.
- Supports Palm OS 3.5 and higher.

## 1.2 Order Instructions

### 1.2.1 Purchase

To purchase Pixionary for Palm, visit our website. You will also find other LearningToGo educational products that may interest you or best help you with your needs.

### 1.2.2 Registration

The shareware version of Pixionary for Palm allows you to use this for a maximum of 10 days. To continue using after the 10-day trial, you need to purchase a license key. The license key is based on your HotSync name. When purchasing a license key, please provide the correct HotSync name of your Palm device. [Click here](#) to know more about the HotSync name.

When you register, you will get FREE future minor updates, discounted purchases on major upgrades, special offers, and first-priority customer support.

[Click here](#) to go to our website to purchase a license key.



### 1.2.3 Enter License Key

When you receive the license key, please follow these steps to enter them to your installation of Pixionary for Palm:

1. Launch Pixionary for Palm in your handheld.
2. In the Main screen, bring up the Menu by tapping the Menu button located in the graffiti area.
3. Then tap on 'Options', 'Register' and then tap on 'Enter key'.
4. In the next screen, please verify your HotSync name.
5. Then enter the license key in the space provided.
6. Tap 'OK' button.

That's all. You can now use Pixionary for Palm without limitations.

**Tip:** If you encountered difficulties when entering the license key, please don't hesitate to contact our customer support team. You need to provide us the following information:

1. HotSync name as seen in the Registration screen;
2. the e-mail address you provided when you purchased the license key, and
3. the hex-value of your HotSync name
  - To obtain the hex-value, tap on your HotSync name within the Registration screen of Pixionary for Palm.

## 1.3 System Requirements

To install and run Pixionary for Palm on your handheld device, you must meet the following the minimum requirements:

- **For Windows users**
  - **Desktop PC**
    - Windows 98 or Windows ME or Windows 2000 or Windows XP
    - Pentium class
    - 16MB free hard disk space
    - 32MB of available memory
    - Palm Desktop software for Windows (latest version)
    - HotSync Manager for Windows (latest version)
- **For Mac users**
  - **Apple Macintosh**
    - PowerPC processor
    - Mac OS X (version 10.1.2 or higher)  
Or  
Mac OS 9.x with 12 MB of available memory
    - 16 MB Free hard disk space
    - Palm Desktop software for Mac (latest version)
    - HotSync Manager for Mac (latest version)
- **Palm device**
  - **Palm compatible device**
    - at least Palm OS 3.5
    - 2.0MB of storage RAM
    - 512KB of dynamic RAM



## Chapter 2: Installation Instructions

To install Pixionary for Palm, please follow these instructions:

**Step 1:** Download Pixionary for Palm from our website. This manual is typically bundled with the installer in a zip file. In case you haven't downloaded it, [click here](#) to go to our download page.

**Step 2:** If you have downloaded a zip file (.ZIP file for Windows or .SIT file for Mac), extract its contents to a folder. Take note of the folder location, you will need to access the files to install them to your Palm device.

**Tip:** You will need a zip file extraction software to extract the files. You can obtain any of the popular zip extraction software. For Windows, you can use WinZip from [www.winzip.com](http://www.winzip.com). For Mac, you can use StuffIT from [www.stuffit.com](http://www.stuffit.com).

**Step 3:** Double-click on the following file, **Pixionary.prc** and **PIXI - Data.pdb** to install them to your Palm device.

The Palm Install Tool will flag the files for installation during the next HotSync operation.

The **PixSav.pdb** file is optional in the installation. This file consists of drawings we have included in the application.

**Optional Step:** If you want to install the software in an expansion card, you need to change the destination within the Palm Install Tool. To change the destination, click on the 'Change Destination' button located directly below the list of files.

In the 'Change Destination' screen, select the files you wanted to place in your expansion card. After you have selected them, click on 'OK'.

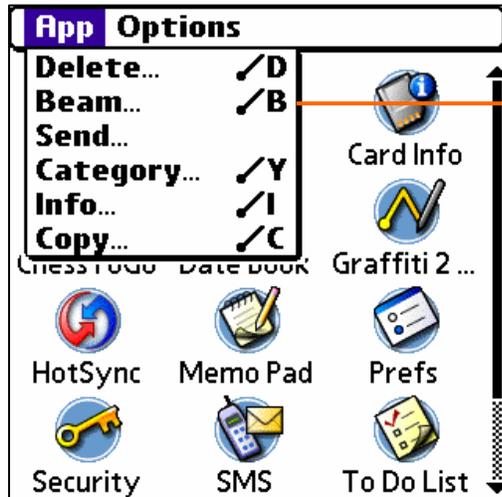
**Tip:** An expansion card is a memory storage device that allows you to store files. An expansion card comes in different sizes, from 32MB to 128MB. There are three common types of expansion card: Secure Digital Card (SD Card), CompactFlash Card (CF Card), and Memory Stick (MS). Depending on your device, you may have one of the three types, please refer to your device's manual for more information on the supported expansion card type.

**Step 4:** Perform the HotSync operation for your device. This step transfers all files to your Palm device or to your selected expansion card. Please be patient with the operation, it may take a while to complete the transfer due to its size.



## Chapter 3: Uninstalling the software

To uninstall Pixionary for Palm, kindly check the instructions below.



**Step 1:** Tap on the menu bar. You should see two (2) main menu items: App and Options. Choose **App** then tap **Delete**.

**Step 2:** Highlight the application you want to remove then tap **Delete**.

To completely uninstall Pixionary for Palm, remove the following files:

- Pixionary
- PixSav



**Step 3:** You will be asked to confirm the removal of the application.

Tap the desired button.

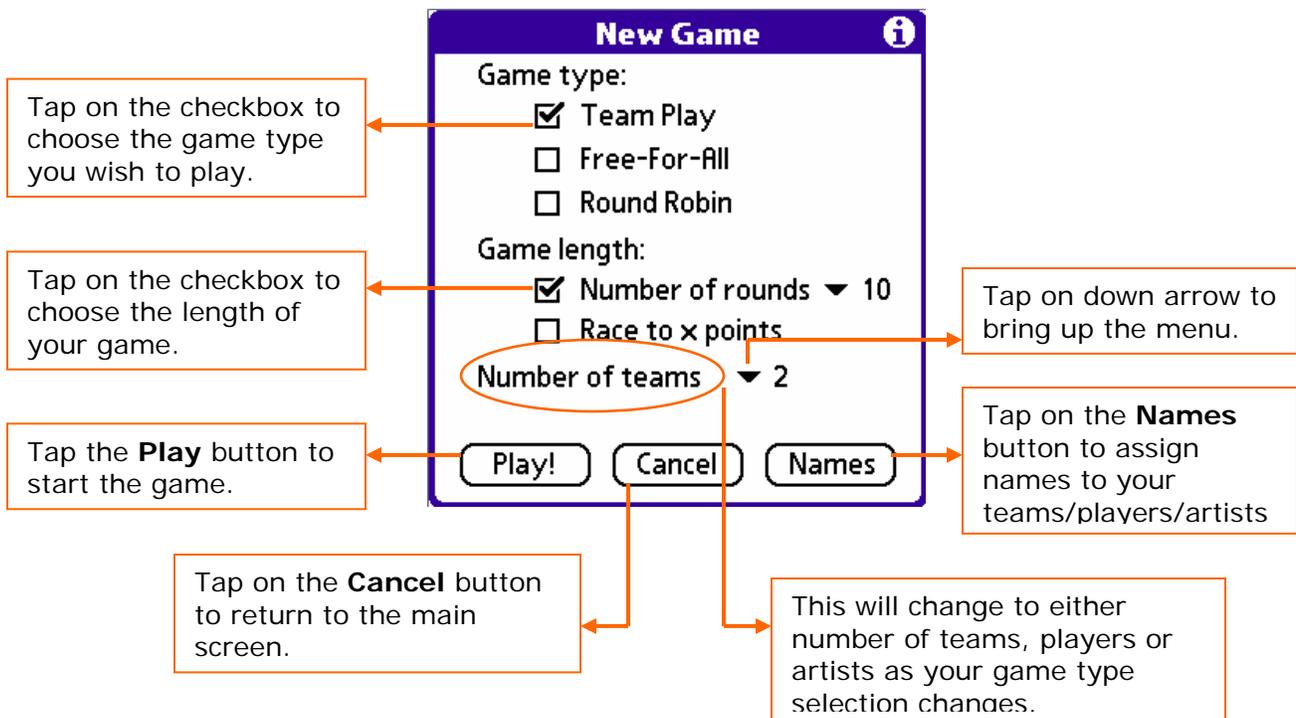


# Chapter 4: Main Functionalities

## 4.1 Main Screen



## 4.2 New Game Screen



### 4.2.1 Rules of the Game

The object of the game is to identify, through sketched clues, as many words as necessary to obtain the most points at the end of the game. Sketches may NOT include letters, numbers or the # symbol.

The artist is given a word and has few seconds to examine the word to be played. The timer is activated as soon as the player taps on the **Draw** button. The artist then begins drawing clues for the team. The artist may not use verbal or physical communication to teammates during the round. Sketching and guessing continue until the word is identified or time is up.

The guesser can choose to ask for a hint from the artist. To get the clue, the artist should tap on the **Hint** button.

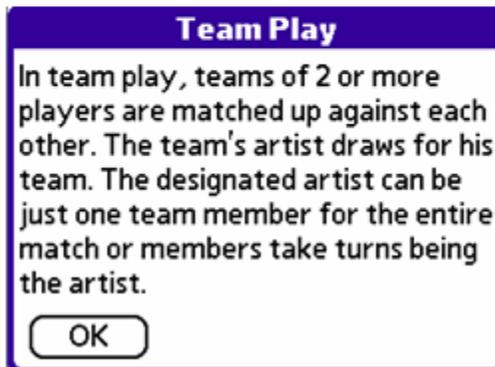
Further rules vary depending on the game type used. Each game type is further explained below.

### 4.2.2 Game Types



Tapping on the checkbox will show a pop-up with a short explanation of the game type.

Tap on the **OK** button to continue.



#### 4.2.2.1 Team Play

In Team Play, teams of 2 or more players are matched up against each other. The team's artist draws for his team. You can identify teams by assigning a team name. Tap the **Name** button to assign names to the teams.

The designated artist can be just one member for the entire match or members take turns being the artist.

Team 1's artist is given a word and has few seconds to examine it. The timer is activated as soon as the artist taps on the **Draw** button. The artist then begins drawing clues for his team.

If Team 1 guesses correctly, Team 1 is awarded the points. If a word is not identified in the time limit, the team will not be awarded any points.

Next, Team 2 will play and so on.

Depending on your settings for the scoring, the use of the Hint feature may lower the points awarded to half (5 points). When a team correctly guesses a word with no use of the **Hint** feature, they are awarded the full 10 points.

The team with the most points at the end of the game wins.

In this game type, you can have a minimum of 2 teams to a maximum of 5 teams.

#### 4.2.2.2 Free-For-All

In the Free-For-All game option, one designated artist draws for all players. If any of the players gets the correct answer, the artist assigns the points to that player.

You can have 2 to 5 players in the game not including the artist. Tap the **Name** button to assign a name to each player.

The artist is given a word and has few seconds to examine it. The timer is activated as soon as the artist taps on the **Draw** button. The artist then begins drawing clues until one of the players can correctly guess the word.

In this game option, all players must agree to get a hint before the artist tap the **Hint** button, which will show the hint.

Depending on your settings for the scoring, the use of the Hint feature may lower the points awarded to half (5 points). If the word was correctly guessed without the use of the Hint feature, they are awarded the full 10 points.

Whoever guesses the word correctly will be awarded the points. The player with the most points at the end of the game wins.

#### 4.2.2.3 Round Robin

The Round Robin game type is similar to Free-For-All. But in this mode, all players take turns being the artist.



In this game option, you can have 3 to 5 artists in the game. Tap the **Name** button to assign a name to each artist.

The artist is given a word and has few seconds to examine it. The timer is activated as soon as the artist taps on the **Draw** button. The artist then begins drawing clues until one of the other players can correctly guess the word.

In this game option, all players must agree to get a hint before the artist can show the hint.

Depending on your settings for the scoring, the use of the Hint feature may lower the points awarded to half (5 points). If the word was correctly guessed without the use of the Hint feature, they are awarded the full 10 points.

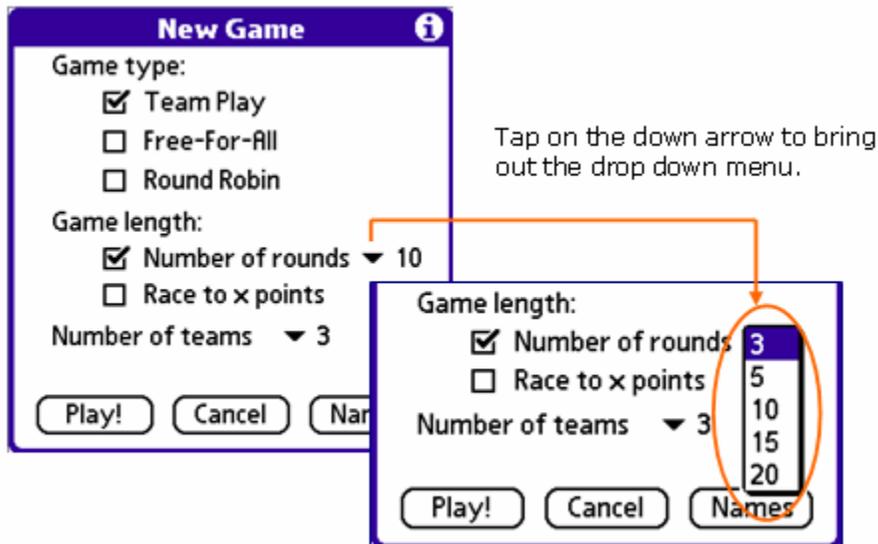
If any of the players gets the correct answer, both that player and the artist get points for that round. If the word is not guessed before time runs out, no points are awarded.

The artist with the most points at the end of the game wins.

### 4.2.3 Game Length

You can choose to customize the game length by the number of round to be played or by a race to a certain number of points.

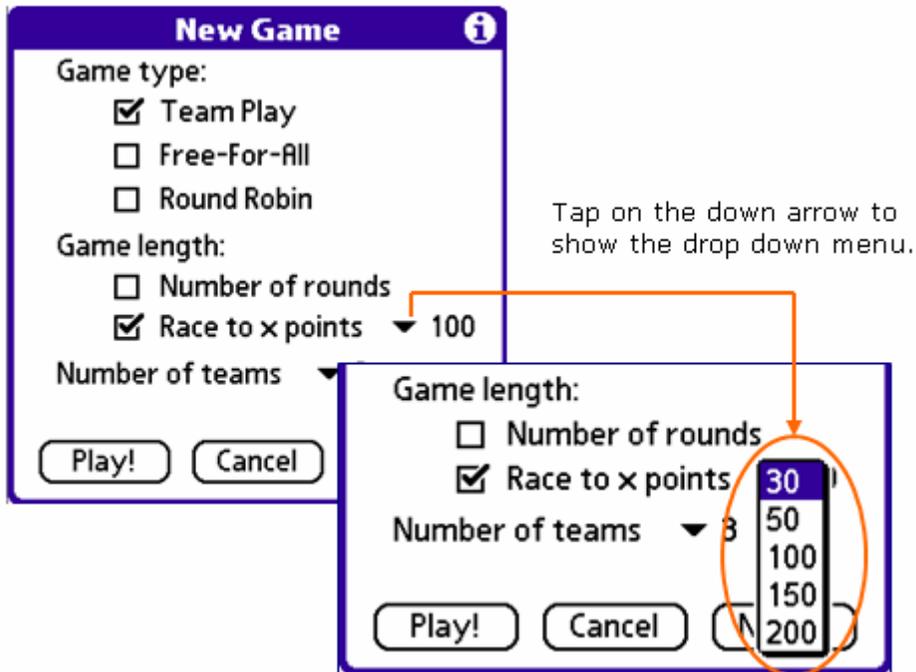
#### 4.2.3.1 Number of rounds



If you play by number of rounds, you can play a minimum of 3 rounds to a maximum of 20 rounds. Just tap the number of rounds you wish to play and then tap on the **Play** button to begin the round.



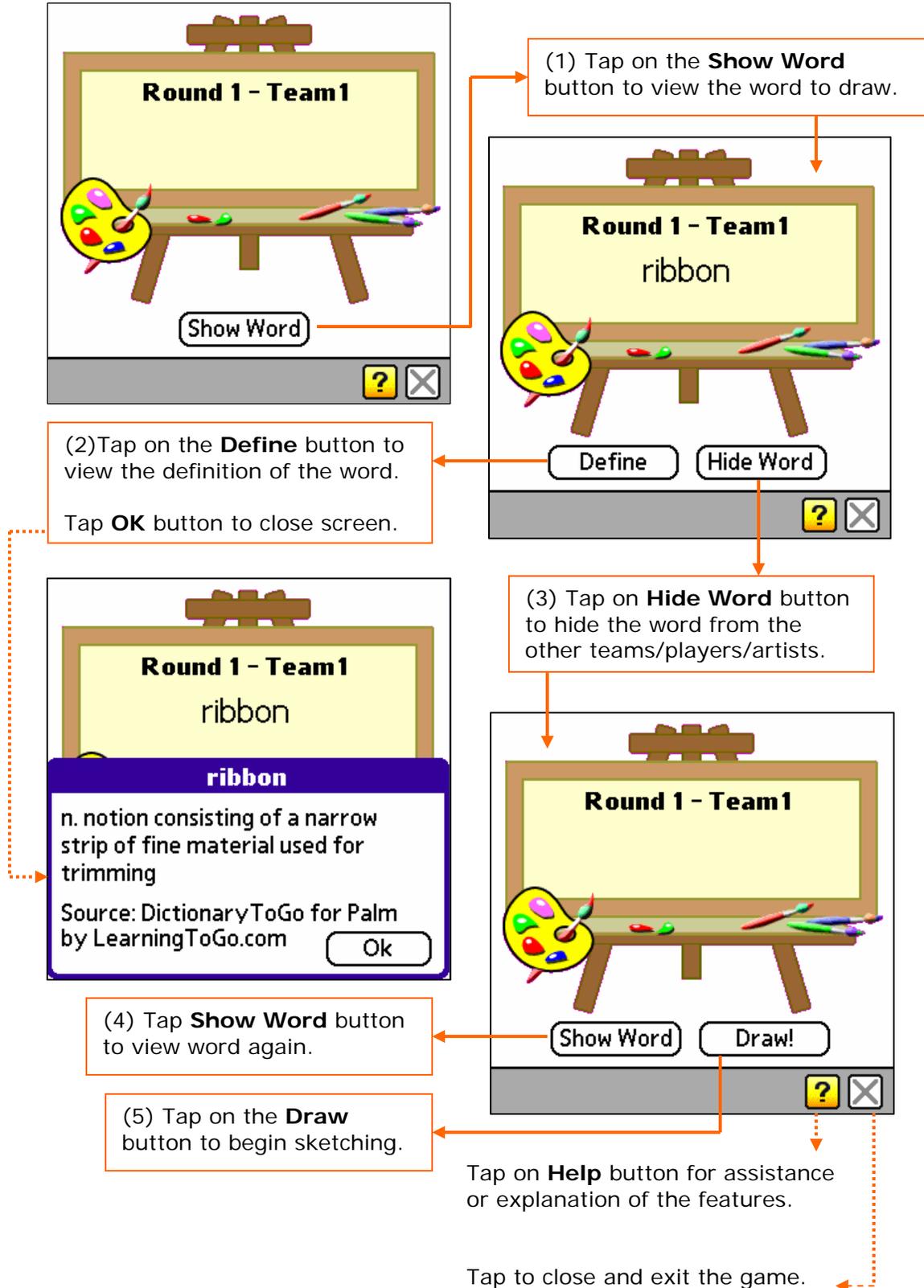
#### 4.2.3.2 Race to X points



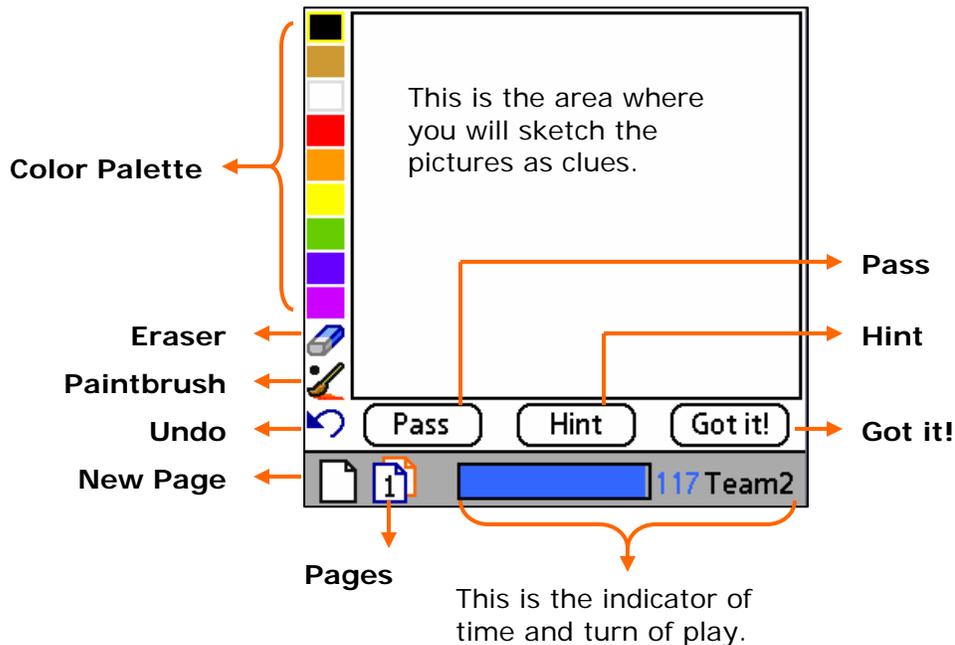
If you play a race to a certain number of points, you can play to a minimum of 30 points to a maximum of 200 points. Just tap the number of points you wish to race to and then tap on the **Play** button to begin the round.



### 4.3 Show Word Screen



## 4.4 Drawing Board Screen

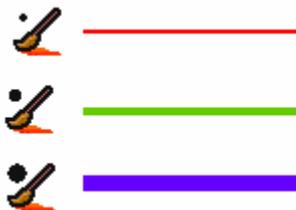


**Color Palette** – You can find this on the left side of the screen. Pixionary for Palm provides you a selection of 9 colored squares to use in your picture: black, brown, white, red, orange, yellow, green, blue and purple. Whichever color you are currently using is highlighted in yellow. Tap any of these colored squares to draw using that color.

**Eraser** - This will allow you erase a specific part of your picture.

**Paintbrush** - Tapping this will allow you choose the size of your paintbrush. You will notice a small black dot on the upper left side on this button. This indicates the current size of your brush. There are three brush sizes available. Tap this button until the black dot shows the brush size you want.

Here are the brush sizes:



**Undo** - This button will show after every first action made during the round. You can only undo the latest action. Once that is undone, the Undo button will disappear until a new action is made.



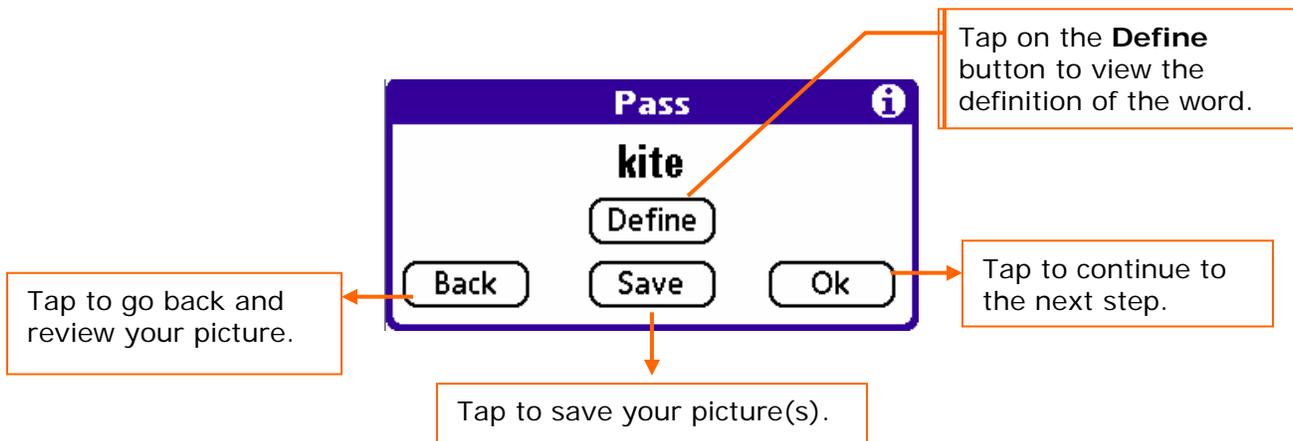
**New Page** - Tap this to clear the drawing area or erase an entire picture on the drawing area. This will give you a clean drawing area.

**Pages** - In each round, you are given two (2) pages to use for drawing. Tap on this button to view the other page. This button will change to indicate the current page you are viewing.

Beside the Pages button you will find indicator for time and turn of play. This will tell you how much time you have left to complete your picture. You will also see in this area the name of the team, player or artist currently playing in the round.

#### 4.4.1 Pass Feature

**Pass** button – Tap this if you want to give up and pass to the other team. Once you tap this button, a pop-up screen will show:



#### 4.4.2 Hint Feature

**Hint** button – Tap this to view the hint for the current round. The hint shown will either be the first letter of the word or the number of letters in the word. You can customize your hints through the Settings section.

**Hint: M** → When the hint indicates a letter, this means that the word starts with the letter shown.

**Hint: 9** → When the hint indicates a number, this means that the word is composed of that number of letters.

For example:

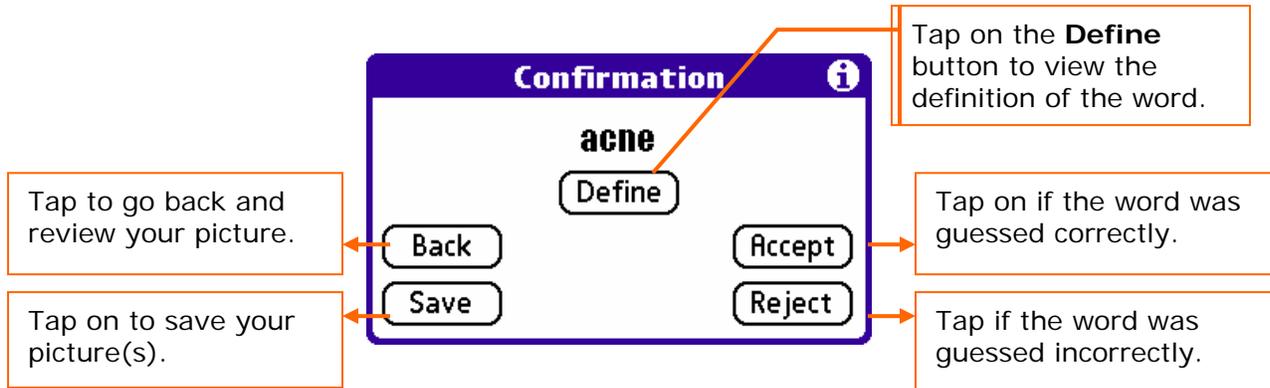
"Hint: A" means that the word starts with the letter A such as **apple** or **ankle**.

"Hint: 7" means that the word has seven (7) letters such as **pendant** or **rainbow**.



### 4.4.3 Got It

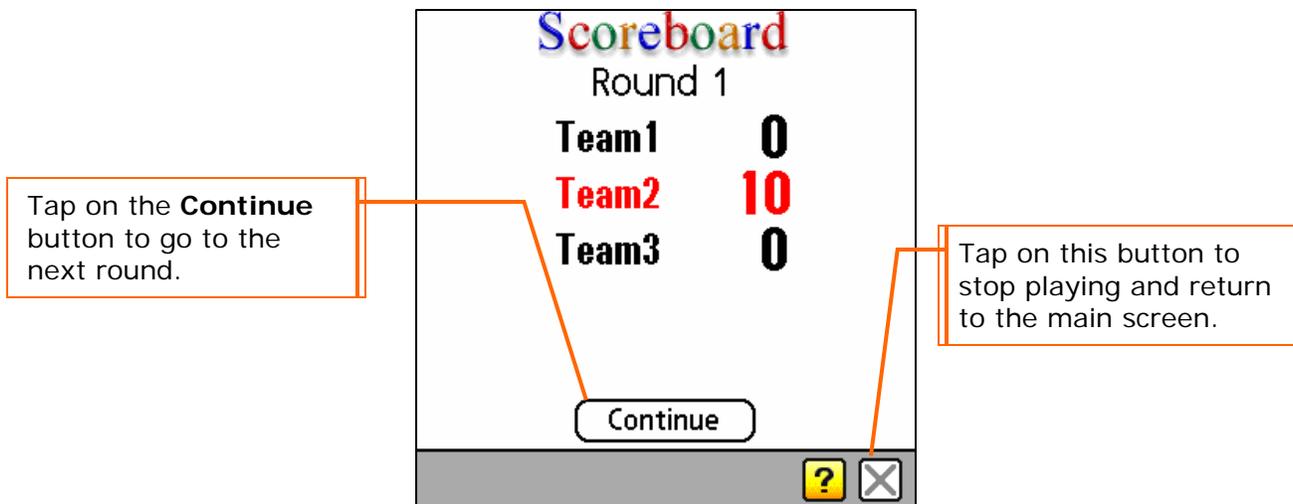
**Got It** button - Once the word is guessed, tap on this button. You will then be shown a pop-up screen with several options:



If the word guessed was not correct, no points will be awarded to any team, player or artist.

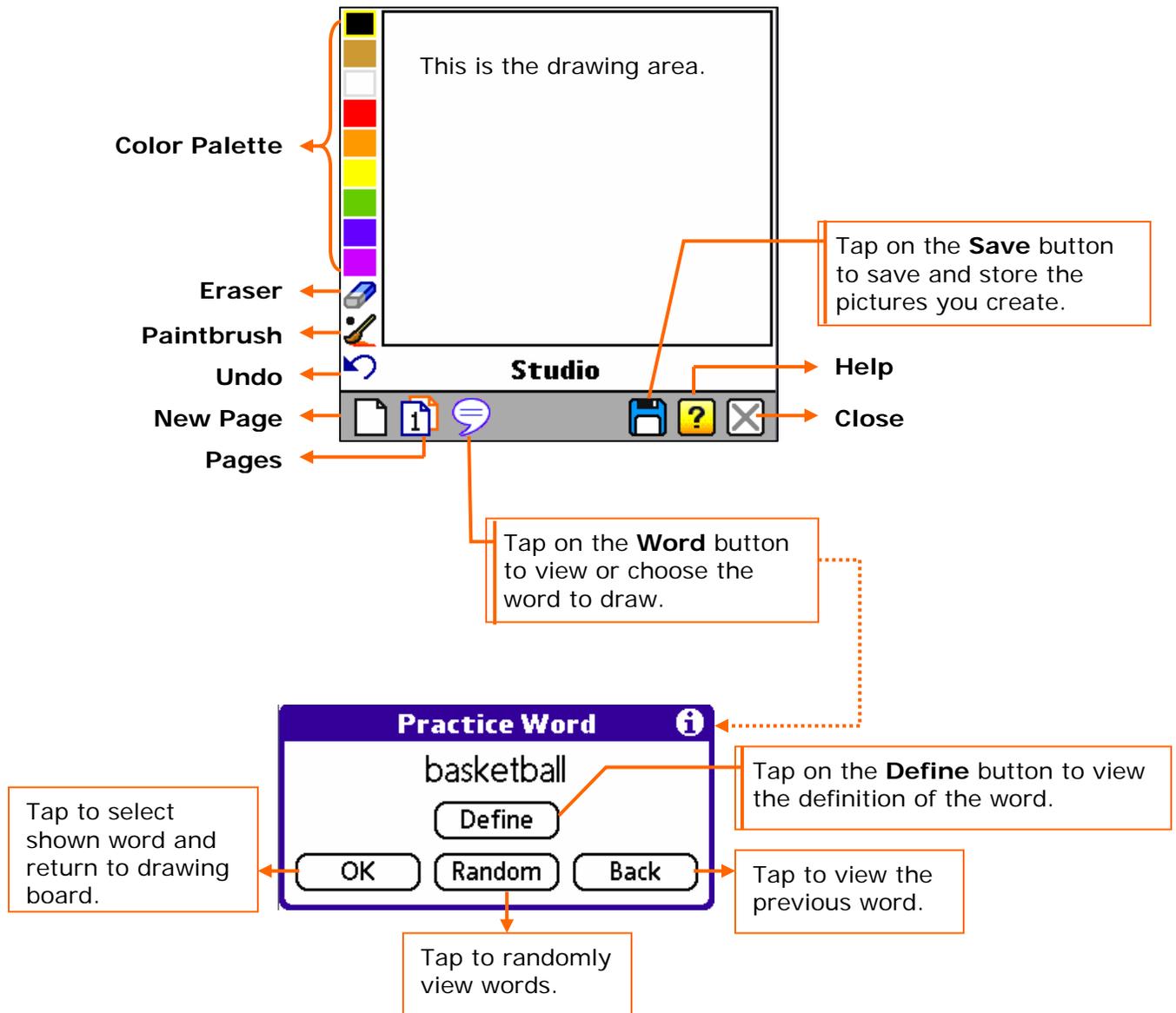
## 4.5 Scoreboard Screen

After each round, you will see the scoreboard where the points will be displayed per team, player or artist.



## 4.6 Studio Mode

In the Studio section of the application, you can practice sketching pictures. Here, you can choose the word to draw and save the pictures you create.



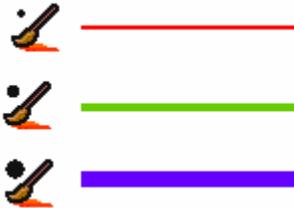
**Color Palette** – You can find this on the left side of the screen. Pixionary for Palm provides you a selection of 9 colored squares to use in your picture: black, brown, white, red, orange, yellow, green, blue and purple. Whichever color you are currently using is highlighted in yellow. Tap any of these colored squares to draw using that color.

**Eraser** - This will allow you erase a specific part of your picture.



**Paintbrush** - Tapping this will allow you choose the size of your paintbrush. You will notice a small black dot on the upper left side on this button. This indicates the current size of your brush. There are three brush sizes available. Tap this button until the black dot shows the brush size you want.

Here are the brush sizes:



**Undo** - This button will show after every first action made during the round. You can only undo the latest action. Once that is undone, the Undo button will disappear until a new action is made.

**New Page** - Tap this to clear the drawing area or erase an entire picture on the drawing area. This will give you a clean drawing area.

**Pages** - In each round, you are given two (2) pages to use for drawing. Tap on this button to view the other page. This button will change to indicate the current page you are viewing.

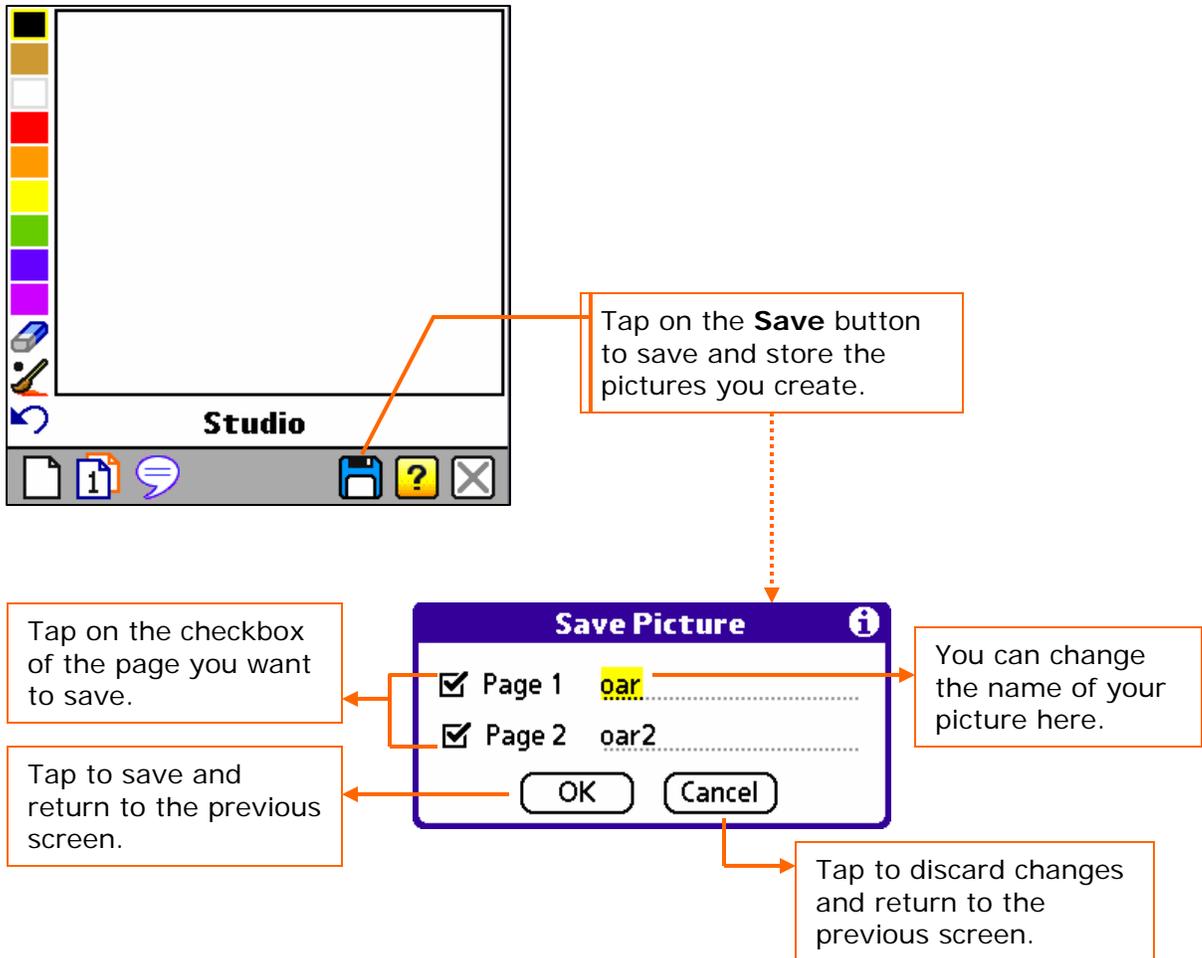
**Help** – Tap this button for assistance or explanation of the features.

**Close** – Tap this button to close Studio mode and return to the main screen.



### 4.6.1 Save Pictures

Pixionary for Palm allows you to save the pictures you create. You can save pictures during the game or through the Studio section.



Take note that Pixionary only shows the pages that have pictures on them whenever you try to save a picture. If Page 2 is blank, the application will automatically discard this page.

To save both pages, make sure that the boxes are checked. To save only one of the pages, uncheck the box beside the page you do not want saved.

You can customize the names of your pictures by entering your desired name on the space provided. The default file name is the word of your drawing.

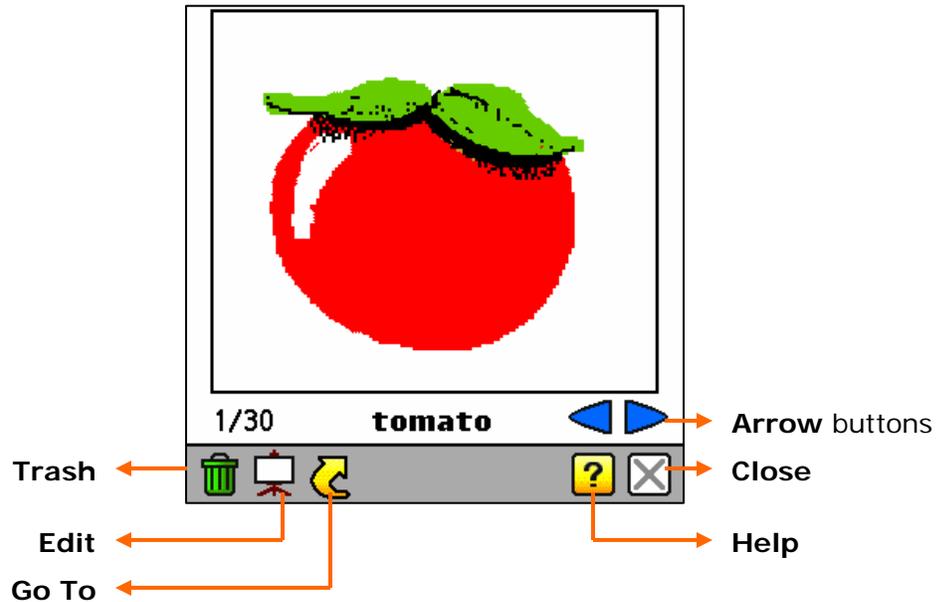
Tap on the **OK** button to save your pictures. You will see a confirmation pop-up after saving your picture(s), tap on the OK button to continue.

Tap on the **Cancel** button to discard any changes made and return to the previous screen.

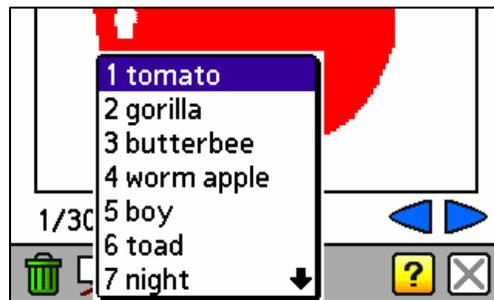


## 4.7 Gallery Mode

You can access previously saved pictures in the Gallery section of the application.



**Go To** button – Tap to jump directly to a specific picture. Tapping this will show a list of saved pictures. Tap on name of the saved picture to view it.



**Trash** button – Tap this to delete the picture currently viewed.

**Arrow** buttons – You can use these buttons to scan through the saved pictures. Tap on the arrow right button to go to next picture. Tap on the arrow left button to view the previous picture.

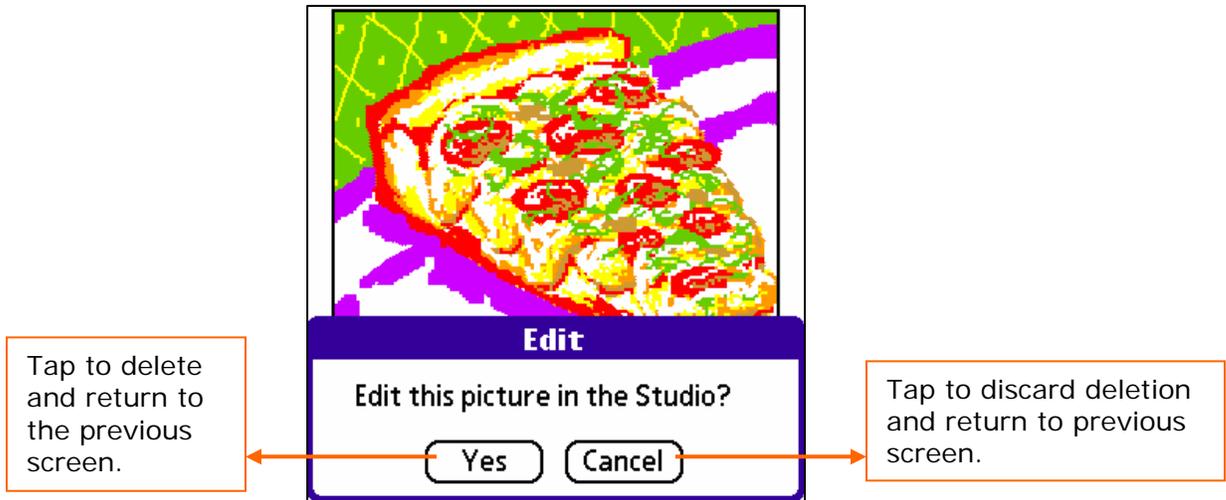
**Help** – Tap this button for assistance or explanation of the features.

**Close** – Tap this button to close Gallery mode and return to the main screen.



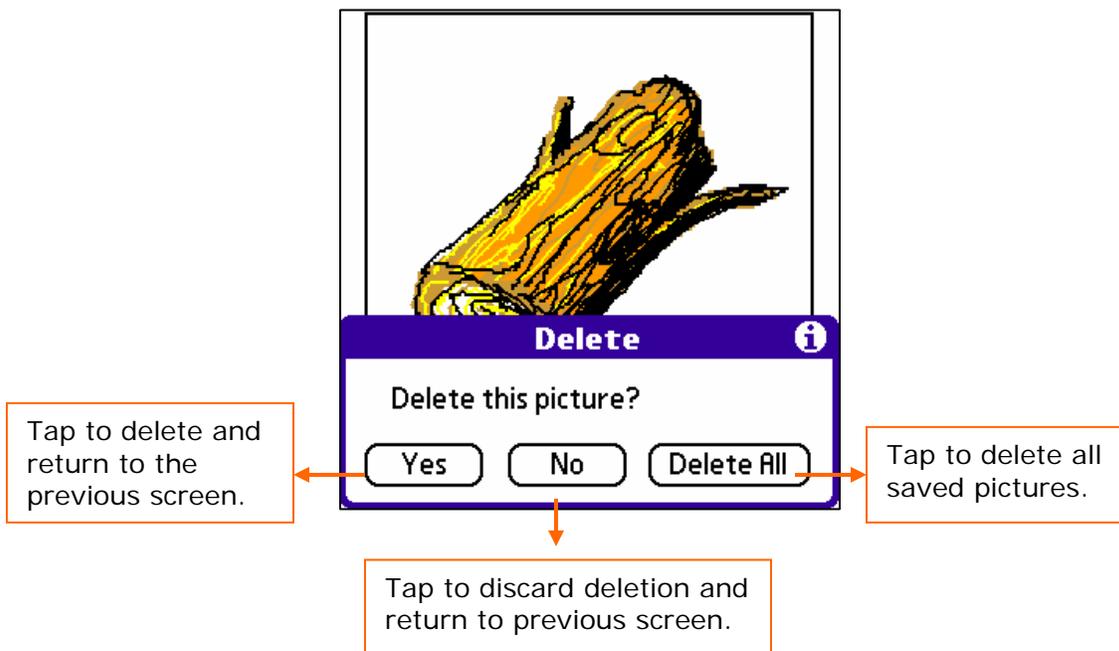
### 4.7.1 Edit Pictures

To edit a saved picture, view the picture and tap on the Edit button (  ). You will be asked to confirm this action.

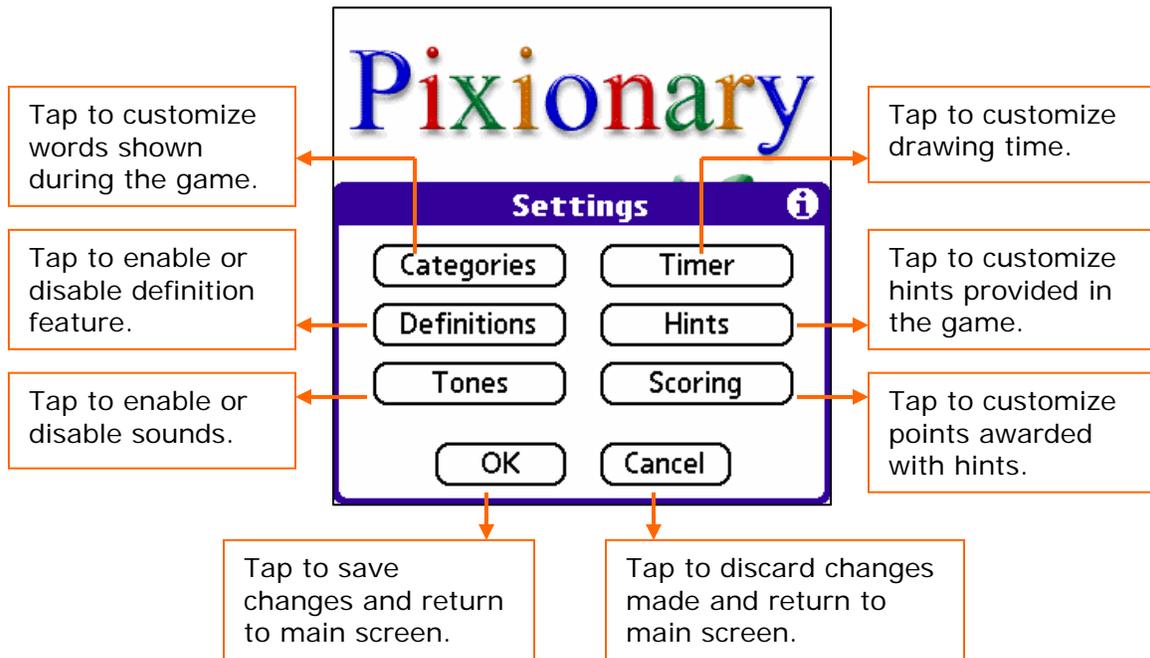


### 4.7.2 Delete Pictures

To delete a saved picture, view the picture and tap on the Trash button. You will be asked to confirm the deletion.



## 4.8 Settings



### 4.8.1 Category Settings

The words used in Pixionary are grouped according to category. To customize the words given during your games, you would need to customize these categories. As a default, all categories are selected.

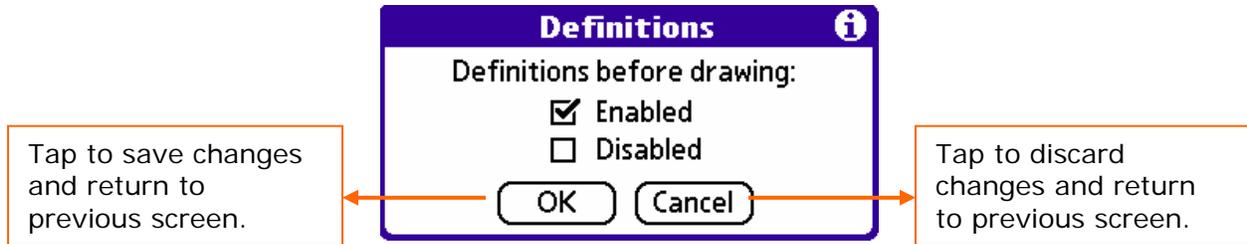


Check the categories you want to include in your word list for your games. Uncheck the categories you want to exclude.



### 4.8.2 Definition Settings

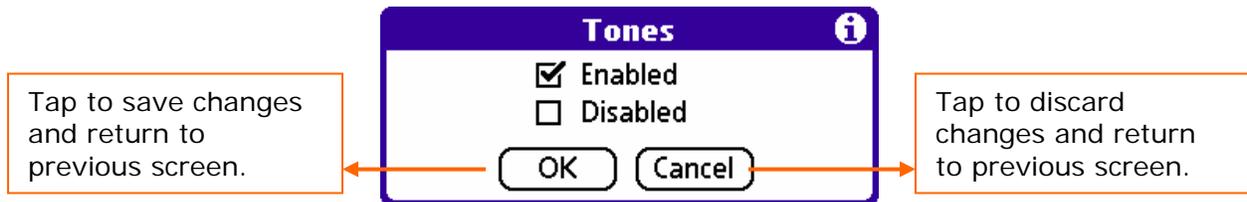
Pixionary allows you to view the definition of a word before and after a round. The default setting is enabled.



Tap on the checkbox beside **Enabled** to activate this feature. Tap on the checkbox beside **Disabled** to deactivate this feature.

### 4.8.3 Tone Settings

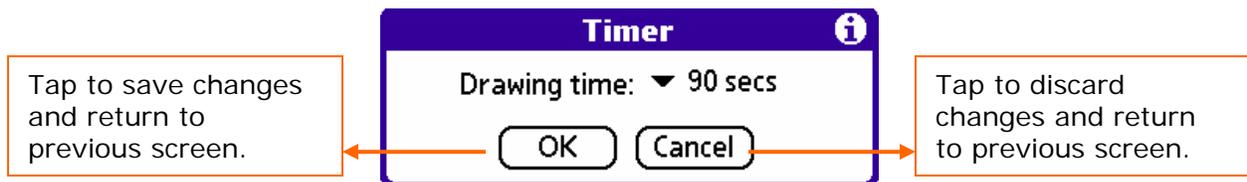
Pixionary allows you to enable or disable sounds. The default setting is enabled.



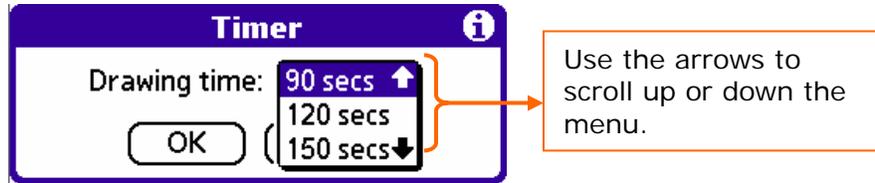
Tap on the checkbox beside **Enabled** to activate this feature. Tap on the checkbox beside **Disabled** to deactivate this feature.

### 4.8.4 Timer Settings

Pixionary allows you customize the timer for drawing from a minimum of 30 seconds to a maximum of 180 seconds or 3 minutes. The default setting for this is 90 seconds.



Tap on the drop down menu to view the list of available timer settings. It starts at 30 seconds, incremented every 30 seconds until 180 seconds.

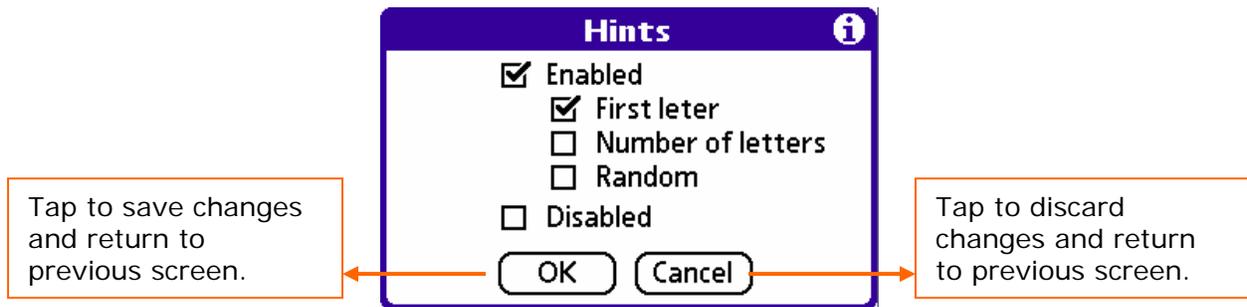


#### 4.8.5 Hint Settings

Pixionary allows you to customize the hints provided during your games. You can choose from either:

- First Letter – players would be given the first letter of the word as a hint.
- Number of Letters – players would be given the number of letters in the word as a hint.
- Random – a combination of the First Letter hint and the Number of Letters hint.

You can also choose to disable the Hints feature. The default setting is enabled with First Letter hints.



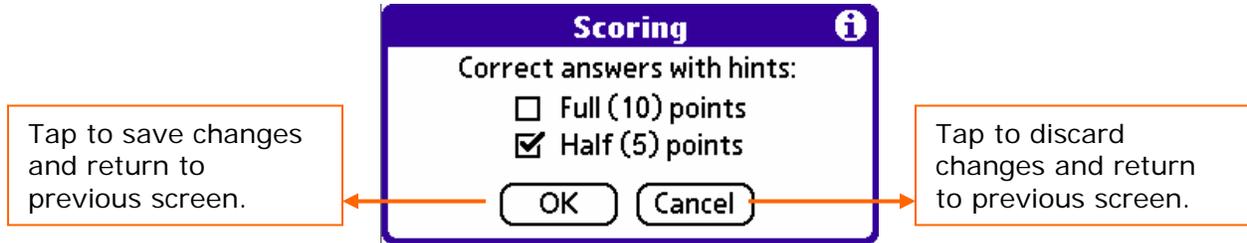
Tap on the checkbox beside **Enabled** and then your choice for the hint setting to activate this feature.

Tap on the checkbox beside **Disabled** to deactivate this feature.



#### 4.8.6 Scoring Settings

You can customize the points awarded to answers made with the use of the Hint function. As a default, only 5 points are awarded.

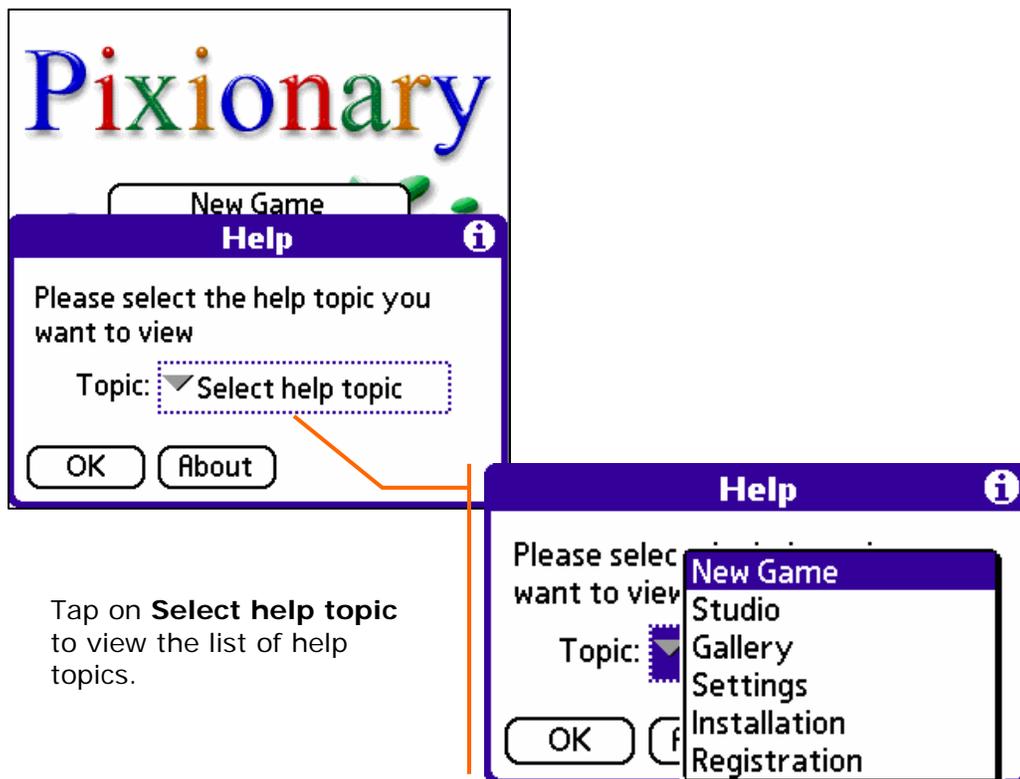


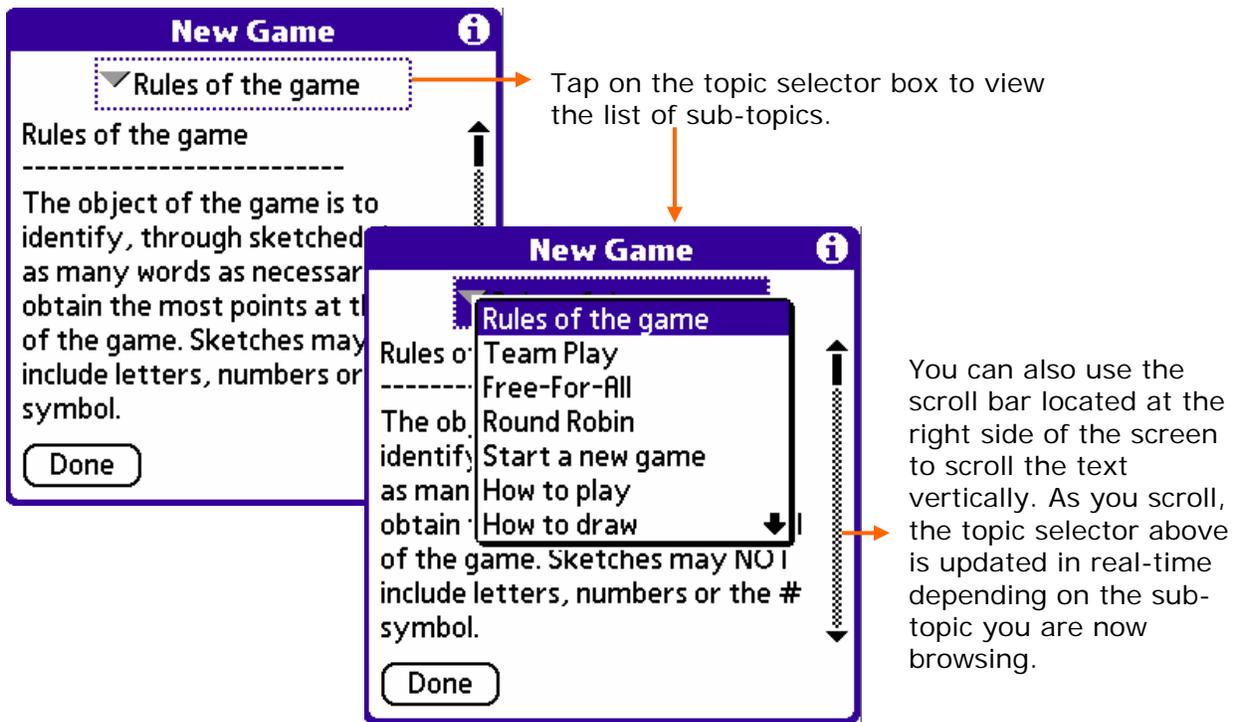
If you want to award the full 10 points when using the hint feature, tap on the checkbox beside "Full (10) points".

Tap on the checkbox beside "Half (5) points" to award only 5 points whenever the hint feature is used.

#### 4.9 Help Feature

You can access the Help Index by tapping on the Help button found on the main screen. Here you will find all the answers to all topics found in the application.





Each section of this application is also provided with their own Help section. To view this section, just tap on the Help icon ( ⓘ ) or bring up the main toolbar and then tap **Options**, then choose **Help**.



## Chapter 5: Frequently Asked Questions

- ***I recently purchased the Pixionary for Palm but I don't have the license key yet.***

**Answer:** Please allow us up to forty-eight (48) hours to process your registration.

If it has been over forty-eight (48) hours since your purchase, please let us know and we will send you your license key in the soonest possible time.

- ***I purchased Pixionary for Palm, but the license key "author" does not work.***

**Answer:** "Author" is not your license key. Your license key will be e-mailed to your within forty-eight (48) hours from the date of purchase.

- ***I purchased Pixionary for Palm today, but I don't know how to claim my FREE Ebooks.***

**Answer:** The instructions on claiming your FREE Ebooks is included in the license key e-mail, which will be sent within forty-eight (48) hours from your date of your purchase.

- ***I just purchased and downloaded your product and it is asking me to register the product as if it was a trial version.***

**Answer:** Newly registered users of the Pixionary for Palm will be sent license keys to have unlimited access to the software. Please allow us up to forty-eight (48) hours to process this.

- ***My registration key doesn't work.***

**Answer:** The registration key or license key is based on the on your HotSync name. Please send us the correct HotSync name for us to revise your license key.

To verify the correct HotSync name, please follow these steps:

- Launch Pixionary for Palm in your palm device.
- Bring up the menu by tapping on title bar or through the menu button found on the Graffiti area.
- Tap on **Options**, **Register**, then **Enter key**.
- On the next window, your HotSync name is labeled "HotSync name".

- ***I gave you a wrong HotSync name. How can I correct it?***

**Answer:** We should be able to affect the changes on your license key as soon as we get more information. Kindly send us the hex value of your HotSync name and we will correct it from our end.



## Chapter 6: Customer Support

If you need assistance during installation, registration, or when using Pixionary for Palm, please don't hesitate to contact our customer support staff. We can only provide customer support through e-mail.

Please send us a detailed description of the assistance you require and any specific difficulty you have encountered.



## Glossary

- License Key – refers to the unique key issued to a user who has paid for the registration of his installed software copy. This is needed to run **Pixionary for Palm** when the trial version expires.
- HotSync Name - refers to the name given by the owner or name of the HotSync account on the handheld used during HotSync process. This term is only applicable if the user is installing the product to a Palm compatible/Palm powered device.
- HotSync/ActiveSync Operation - refers to the process of synchronizing files from the handheld to the desktop or vice versa. This term is only applicable if the user is installing the product to a Palm compatible/Palm powered device.
- Hex Value – refers to the hex representation of the Hotsync name.

