



Quickstart Guide

Game Screens



Name of the current level

Your score

Next Level will advance you to the next level

Replay Level allows you to replay the current level

Tap StartOver twice to start from the beginning

Highscores will open the highscore table

Settings will display the settings screen

Pickup floating away

Collector (the ball you pull to collect drops)

Shield Indicator



Top: Shield level

Bottom: Pull strength

Drops & Pickups

Drop

The objective of the game is to collect as much drops as possible. Each drop gives you some points and maybe a pickup. Drops change their direction when you tilt your device. But remember tilting your device will cost you points (*easy mode*) or shield

Fire

Don't touch the fire. Whenever you pick it up, you will lose a portion of your shields. Fire does hardly react when you tilt your device

Magic Drop

Looks like a regular Drop, but it flickers in the game. As regular Drops it reacts when you tilt your phone, might give you a pickup and ups the score or shield.

Star

Those are the moneymakers. They give you huge amounts of credit, and if your shield drops below 45% it will give you back up to 55% of your maximum shield capacity.

When you play medium or hard, you wouldn't want to miss a star as it will cost you 20% of your shield.

Credits (Drops)

This pickup will grant you extra points

Health (Drops)

This pickup will reload your shields a bit

Shield (Magic Drops)

This pickup will increase the maximum shield power

Double (Magic Drops)

This will call for assistance in the form of another collector you can control with a second finger

Speed (Magi Drops)

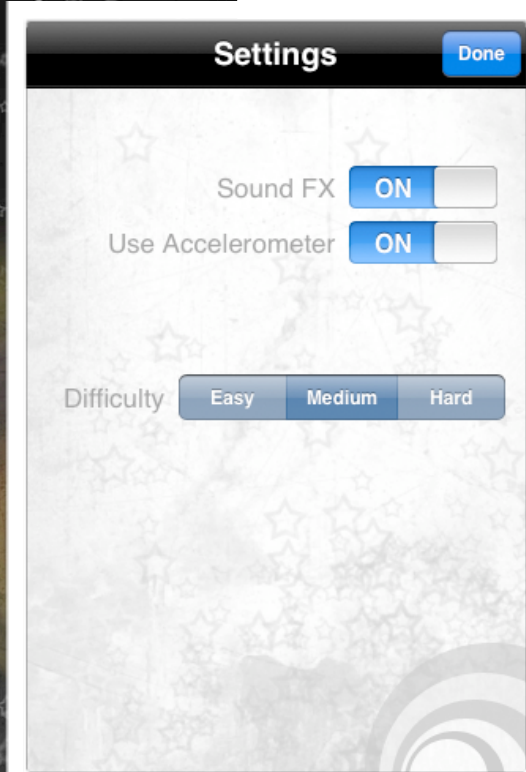
This pickup will increase the pull strength making the collector follow your movements more accurate

Black Hole (Magi Drops)

This pickup will suck everything around to the point where it was collected



Options & Gameplay



Sound FX

Turns on/off the game soundeffects.

Btw. you can listen to your music on your iPhone or iPod touch while you play

Accelerometer

Turns on/off the tilt feature of the game. If the accelerometer is off, you can play in landscape mode

Difficulty

Change the difficulty whenever you like. Changing the difficulty will change some game aspects and decrease/increase the points you get and the shield impact of fire

Move around your **finger** on the screen to pull the collector

Double tap the score to **pause** the game

Tilt your iPhone / iPod touch to accelerate the Drops to one side of the screen (fire and stars are not effected). Do not tilt to mouch or you will loose points (*easy mode*) or shield.

Shake your phone to generate a burst blasting away all pickable items. Each blast costs you 2% of your shield (*medium and hard only*) and 5000 Points. You can only call for a blast if you have more than 5000 Points.

When you collect a drop that contains a special **pickup** you will see it's symbol floating away