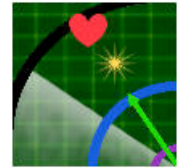


Love Radar v1.1 Supplementary User's Manual

Doc Rev 1.2



This document provides detailed instructions for the operation of Persistent Corporations' iPhone App, Love Radar. It is available for download at no charge from the company website, www.persistentcorporation.com



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1. App Functions & Uses

“Love Radar” is a multifunction App. When you first start the App, it begins in the default setting of Love Radar mode. There are two other major App functions, or App modes, you can pick from. Here is a description of each:

Love Radar - First and Default App Function

This App mode looks like a radar system, but it is actually a user-controlled simulation. By tilting the iPhone (or iPod Touch) you can change the force (or push strength) of the radar's blinking target (the yellow blip). This control can be conducted so it is not entirely obvious to a casual observer that the radar system is just a simulation. Thus the result is an unusual novelty. The intention is that you will practice and learn the radar's controls (the Game will help with this). Soon you will be able to push the blip around the screen as if the radar was behaving the way you would want to in order to compliment someone who is nearby. This other person can be a friend, spouse, lover, relative, or someone you don't know yet but want to. The result is that Love Radar can be used as a way to give a compliment, cause a smile, make someone giggle, or have a creative yet amusing excuse to talk to a new person. Learn to control it first. Then use it to simulate a radar system that has just detected your Love, Buddy, or Person of Interest (see settings for more options). It will lead to new conversations, show creativity and humor, and help you be more outgoing if you tend to be shy.

Radar Chase Game - Second App Function

The Radar Chase Game (or just “Chase Game”) is not only a fun game you will enjoy, but it will also help you master the Love Radar control system. With the Chase Game, you still control a radar blip in the same way as the novelty Love Radar App, but now there is a drone target to chase. The drone will fly about the radar screen as transit points are dropped in front of it. These points appear on the radar screen as blinking squares. Your goal is to pass through each transit point with your radar blip as fast as possible. If you are really good, you'll stay right on the heels of the chase drone, maybe

even beating it occasionally. The less time it takes you to pass through each transit point, the higher your score will be. You can set the number of transit points to be as low as 2, or as high as 360, and 10 choices in between, thus setting roughly how long each game will take. There are also 5 difficulty settings, which correspond precisely to the 5 sensitivity settings of the Radar Function.

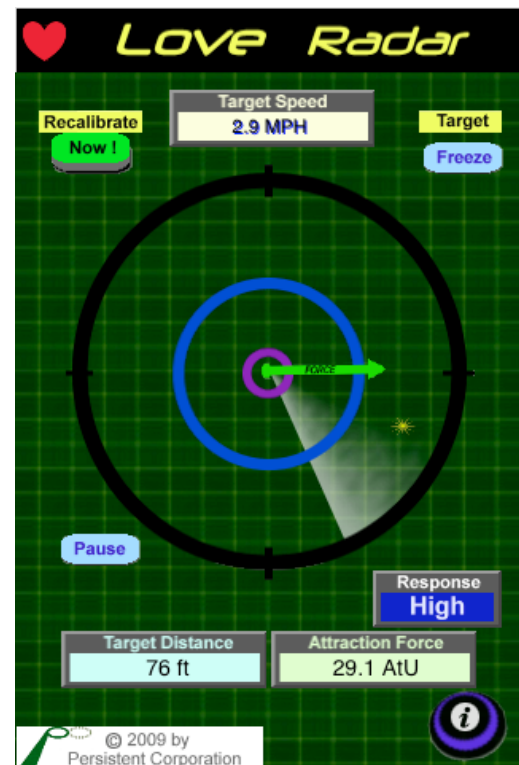
Radar Spinner - Third App Function

The Radar Spinner (or just “Spinner”) is a selection device for picking people or picking numbers at random. It uses the radar screen and turns it into a spinning arrow. You set the number of seats at the table, or the maximum number to pick (number range), then hit the “Spin” button and watch the arrow spin around like a game spinner. The behavior varies so that it is hard to predict where it will land until the arrow stops with a “click”. Set the Spinner to “show numbers” and it overlays numbers on the selection grid, especially helpful when picking random numbers or using the Spinner for board games. Press the “Show Seats” button and the numbers are hidden to reflect that you just want to point to someone (or something) sitting around the iPhone/iPod.

2. Control

In Radar or Game mode, the control is essentially identical. You start out holding your iPhone (or iPod Touch) flat face up (parallel to the ground, as if laying on a table). Then you tilt your iPhone to trigger a Force on the blinking yellow target (the blip). The target will move according to the force you summon, the force will tend to point “down hill” as you tilt the device. The green arrow that appears with sufficient tilting indicates the force direction and strength. At first the response may be tricky, because the target does not respond directly to the tilt, but rather to the force you create and change. This indirect control is the key to allowing someone else to see you use the Radar while keeping up the illusion of real detection. There are three buttons (two in Game mode) that can help further. “Pause” puts everything on hold. “Recalibrate Now” does two things at once when you press it. First, it redefines the current orientation to be that which will be completely level (i.e. the new no-change orientation). In doing so, it also immediately cuts the force down sharply which may help you gain control of (or slow) the target. Also, you should know that the App initially sets the level at startup (that is, the no-change orientation is set to how you are holding it at the beginning). That means if you are holding the iPhone/iPod at an angle when you start the App (or later when you press “Recalibrate”), that orientation becomes the no-change orientation. Advanced users may do this on purpose because they want the no-change point at a more natural slight tilt (for example). But if you are having trouble finding the no-change orientation, hold the device the way you want level to be and then press Recalibrate. That should reset it.

Finally, there is the “Target Freeze” button (Radar mode only). This button stops the target from travelling from its current position, yet the radar keeps functioning. Use this button once the target is where you want it, or to help you set the force precisely before resuming target acquisition.



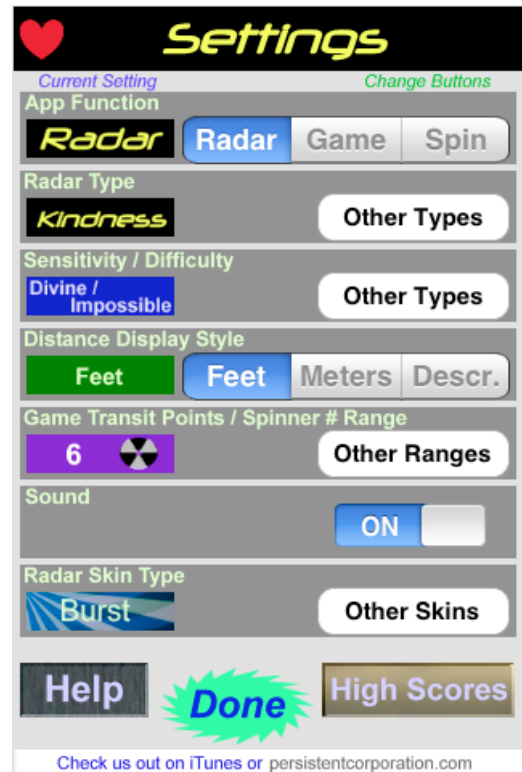
In Radar mode there is also an indicator for “Attraction Force”. You may notice that this force can be made to go up or go down. As it goes up, the size of the target blip will get larger. If it goes down, the target gets smaller. It is otherwise not important for the control of the radar. We have left the method of controlling attraction force as a puzzle, or challenge, for you to try to figure out while in

Radar mode. Note that the attraction force is still used in the Game mode, but only reflected in the size of the target (i.e. It is subtle and not critical to game play).

3. Settings Screen

The settings screen is accessed by pressing the button, or knob, labeled with an “i” at the bottom right corner of any primary App screen. Pressing it will bring up many choices for changing Love Radar’s behavior and look. It is the key to why we call Love Radar an *Ultra Configurable App*. At the Setting screen’s top is where you change the App Function between the Radar, Game and Spinner modes. Next you can change the “Radar Type”. This has the effect of changing the App’s title, or appearance to others. There are 8 choices of title. Thus Love Radar can appear to have one of 24 different App Titles (ex: “Buddy Radar”, “Next Love Spinner”, etc.).

“Sensitivity / Difficulty” setting changes control sensitivity when in Radar or Game mode. Even though the setting produces the same effect in either mode, when in Game mode you might consider this to be the difficulty setting. By example, the choice of High/Beginner (setting #1) is given because a High sensitivity is easiest for beginners. It also means you’ll be able to tilt the iPhone more without over steering. But as you get better, you’ll want to increase the sensitivity for a more effective radar simulation (or a higher game score). Note that “Intervention” and “Divine” sensitivity will introduce phantom forces on the target, making the Radar and Game more challenging (or perhaps more useful!).



Changing distance type affects the style of displaying target distance. This only applies to Radar mode since this is the only mode that shows a target distance. Units can be set as showing feet with miles per hour on target speed, meters and kilometers per hour, or word phrase descriptions of distance and speed that have no real units (ex: “at the target” and “not moving”).

The setting for “Game Transit Points / Spinner # Range” is used in several ways. In the Game mode, it sets how many transit points you must pass through before the game is completed. In the Spinner mode, it defines how many seats the Spinner creates, or the largest number on the Spinner (the lowest is always “1”). It has no effect in Radar mode.

Sound on/off switch allows you to disable all sound effects.

There are 8 choices for Radar Skin Type, which are shared by all three App Modes. These include:

- Burst - A patterned sun burst and spiral overlay
- Clouds - A late day (or morning) view of the sky
- Daisy - A green filtered close-up of a flower
- Fire - A stylized color filtered view through flames
- Grid - An authentic radar screen grid
- Hearts - A simulated view of cartoon hearts rising up in a purpled sky
- Metallic - A skin to simulate that the radar is mounted on a metal box
- Night - An pre-dawn or post-dusk starry night sky with the moon visible

4. Love Radar App

The purpose of this App function is for you to simulate a detection of another person with your iPhone or iPod. It is a social tool, or social game, depending on how you use it. The App can be quickly customized to suit your specific tactic or goal. The idea is that you are empowered to be creative. It can set you up to be romantic, funny, charming, or just give you an good excuse to start a conversation and give a compliment. To be most effective, you should practice using it. Change the Radar type to be one appropriate for your intentions. Set the Radar Type to “Next Love”, “Love” or “Person of Interest” Radar when using it to meet new people, for example. “True Love” or “Buddy” settings work well for a fun introduction to those you know. Experiment with different methods and simulated revelations (“I found you! See, look at my phone....”). You might also set the Skin Type to suit your style or desired impact. Practice in either Radar mode or Game mode to become skilled and convincing at the controls. See if you can figure out the secret way to control the Attraction Force. Here’s a hint, it can go as low as 1 AtUs (Attraction force Units), or as high as 100. The more skilled you become as controlling the radar, the more effective you will be at using it as a social tool or novelty for creative introductions.

Another way to think of this App is like a magician might look at his magic hat. The hat is not actually magic; it has secret compartments and capabilities that allow the skilled magician to present effective tricks. The best magicians will practice using the hat, and even practice the dialog that goes along with each trick using the hat. The magician learns to appreciate the hat the more effective he (or she) becomes with the hat tricks. Love Radar is similar. It is a tool that simulates a sort of fantasy, because there is no device that can actually detect love, or buddies and such. But a skilled user of Love Radar can be as impressive as the magician. They can make the App behave as they wish, or use phantom forces to simulate a randomized, or mystical effect. If you use Love Radar in a particularly interesting way, please let us know about it so we can share you experience with others. Contact information can be found at our company website, www.persistentcorporation.com

5. Radar Chase Game App

Object of the Game: Pass your yellow target blip through each transit point as quickly as possible. Passing through the transit point means you have tagged it. Transit points are marked as blinking squares. The chase drone, which appears as a blinking heart, will show you the way. Once you have tagged the last transit point, the game ends.

Scoring: The value of tagging a transit point starts at 1,000 points and quickly falls over time until you tag it. Putting the game on a higher difficulty setting slows this rate of decline. That means a skilled player will be able to get their highest scores on the highest difficulty setting they can handle. You get points for each tagged transit point, depending on how fast you tag it, until you have tagged the last one. A Game setting determines the number of transit points you are to tag, and high scores are kept for each game length. You can check high scores from the button on the bottom of the Settings screen.

Game Flow: When you select the Game mode, you begin with the Game waiting for you to press the Game “Start” button. As soon as you press this, the Game proceeds in real time. Note that you can move your target blip to any position on the screen you want before pressing Start. Once you press start, you will find the drone (the heart) start at the top of the radar, and the first transit point (a square) will appear in a random location. The drone will accelerate towards the transit point, trying to tag it before you do. You use the radar controls to either beat the drone, or tag the transit point as fast as possible. Try to keep good control over your target blip while you do this so that you can more easily change direction to tag the next point. As soon as the drone tags its transit point, the next one will appear, and so on. If the drone is more than two transit points ahead of you, it will wait until you tag your next transit point before creating the next new one. In such a case, there will be as many as 3 transit points on the radar screen. The next transit point you are to tag is always the one that is shown as the largest, so you don’t have to memorize the order they were placed on the screen. At any time you can press one of three buttons. “Pause” and “Recalibrate” have been explained already

in section 2 (Control). The “Abort” button allows you to quit the current game and start over. When you’ve tagged the last transit point, a pop-up window will appear announcing the game is over and advising if you have set a new top score for the current game length.

Settings: There are two primary settings that affect the Game play itself. The difficulty setting affects the sensitivity of the controls. Harder settings are the more sensitive ones. The two hardest settings also introduce the phantom force, which is a random outside force that will push your target blip usually in an undesired direction and strength. The setting for Game Transit Points determines the number of transit points to tag in a single game, which is equivalent to setting the game length. Note that there are 12 choices ranging from 2 to 360, which is a setting shared by the Spinner range. Skin type and Radar Type apply in the Game mode, but only affect the look of the game.

Playing the game will provide great practice for becoming an effective Love Radar controller. However, some will come to enjoy the Game most directly, as it is fun, addictive, simple to learn, but hard to master. Since there is such a wide range of game lengths, it can be an ideal game choice when you are waiting with nothing else to do for just a brief period.

6. Spinner App

The Spinner mode is rather straightforward. It turns your radar into a game spinner. You can customize it to show numbers, or not, and for different number ranges. As a result, it is useful in a variety of ways. Place it in the middle of a table and it can be used to pick a person sitting around it. Place it in a circle of objects, and it can pick one for you at random. Set the display to show numbers and the Spinner become a traditional game spinner for board games. Use it is for picking numbers at random, or making random selections of any kind. The spinner can be used in games that normally use a single die (4, 6, 8, 10... sided). Spinners can also be used as a social tool in discussions or party conversations. For example, they can be used to decide who is to speak next when taking turns at random. Sometimes it is fun to have the option of making a random choice. The Spinner function empowers you with a tool for that.

7. Tips

Imagine a scenario for how you might use the Love Radar and then practice controlling it to simulate the results that match this scenario. For example, if you know you are meeting your spouse and that you will likely approach each other head on, try to get the radar to show a the target approaching the center point slowly. If there is anyone next to you when this happens live, they may be most impressed, as will be your spouse. When you center the target, press “Target Freeze” so it stops moving. Then hold up the iPhone/iPod to show them the result. “You are here! See?” Watch as they laugh, or smile at the compliment.

Another approach is to just play the Game mode. It’s a fun distraction, and it will develop your control skills. After some time, it may inspire you to use the Radar mode, or perhaps you will just appreciate it for itself.

In either case, start out on the easiest setting and practice. In Radar mode, use the “Target Freeze” button often until you become more skilled. If control seems unusually difficult, try also “Recalibrate Now” to either reset a perfect level, or even just to gain better control by zeroing the force on your target.

The key to expert control is to focus on the green force arrow. This is what is directly affecting your target’s movement. Your tilting action changes this force. For example, if the target is heading north and you want it to stop, tilt your device in such a way so as to point the force arrow slightly south. The blip will then slow to a stop. If you then tilt back so that the arrow disappears (indicating zero force), the blip will remain stationary. If you don’t zero it, the blip will follow any force that is still present.

8. More Help

More information and suggestions can be found on iTunes or our company website: www.persistentcorporation.com. If you have good suggestions or interesting experiences to share, please forward them to us and we'll post it for others to see. We hope you enjoy Love Radar and thank you for your purchase.