



# ANTIMATTER™

For Apple iPhone & iPod Touch

# INSTRUCTION MANUAL

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## GAMEPLAY



The goal in Antimatter is simple: turn all of the blue lines to red.

You control a piece of Antimatter by swiping on the screen. There are blue Cosmic Strings floating around the screen, and when you bump a Cosmic String with the Antimatter it will toggle red. When all of the Cosmic Strings are red you will win that level.

In the upper-left corner is the Energy Meter. Every time you bump a Cosmic String you get more energy, but the game will end if you run out of energy. Each time you bump the same Cosmic String you'll get less and less energy from it.

There are various Powerups in the game (see below), and new types of powerups appear as you go to higher and higher levels. Powerups will float around the screen for a while, but they will eventually go away and new powerups will appear. Some powerups are beneficial and some are not.

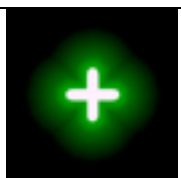
As you get to higher levels there will be more and more Cosmic Strings, so the difficulty increases. The faster you complete a level the more Bonus points you get.

# THE POWERUPS

There are many kinds of Powerups in Antimatter. Here is the full list of them:

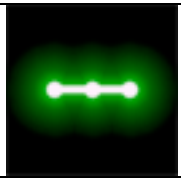
## BUMPERS:

Bumpers will bounce droplets, and different bumpers have different bounce characteristics. Some bumpers absorb some of the impact energy, thus, the droplet does not bounce much. Other bumpers are very powerful and will bounce the droplets without hardly any loss in momentum.



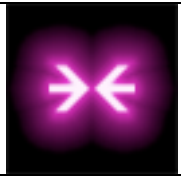
### **BONUS TIME**

Time powerup adds 1000 points to the current Bonus Timer.



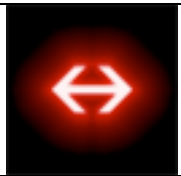
### **SPLITTER**

This will cause some of the Cosmic Strings to split in half. This is a bad powerup to get because it simply increases the number of Cosmic Strings on the screen.



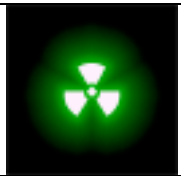
### **SHRINKER**

Causes all of the Cosmic Strings on the current level to shrink.



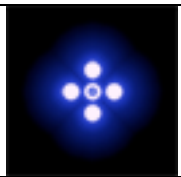
### **EXPANDER**

Causes all of the Cosmic Strings on the screen to be able to grow larger.



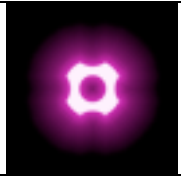
### **ENERGY**

This gives you full energy in the Energy Meter.



### **HALF ENERGY**

Cuts your Energy Meter in half.



### **GRAVETOID**

Causes a Gravetoid to appear on the screen. A Gravetoid is an object that will gravitationally attract the Antimatter. These make it difficult to control the Antimatter, but they only last for a short amount of time.



### **ELIMINATOR**

This is the best powerup to get because it causes Cosmic Strings to be eliminated when you touch them, so it is useful for clearing the screen of lots of Cosmic Strings. This powerup only lasts a few seconds, and when you eliminate Cosmic Strings you do not get any energy, so it is dangerous to use this when you're low on Energy.

## **THE BONUS ROUND**



In the Bonus Round you have 30 seconds to get as many points as you can. At the top of the screen is a particle emitter, and you simply touch the screen to attract the

particles. On the sides of the screen will randomly appear a particle collector. Your goal is to get the particles into the collector. Each particle gives you 1 point.

## **SAVING THE GAME**

If you are in the middle of a game and the iPhone rings or you quit out for any other reason, don't worry, you can always restore the game and continue where you left off. Your progress always gets saved automatically, so the next time you run Antimatter you simply select PLAY GAME and then RESUME GAME.

## **TECHNICAL SUPPORT**

First check our Antimatter for iPhone support page at:

**[www.pangeasoft.net/iphone/antimatter/support.html](http://www.pangeasoft.net/iphone/antimatter/support.html)**

If you cannot find the solution to your problem there, then please send email to:

**[support@pangeasoft.net](mailto:support@pangeasoft.net)**