All work and no play makes, well, Dave. But there’s nothing dull about your PDA, which is capable of some truly excellent fun. This includes not only practical fun, like the golf scorecard program that kicks off this chapter, but also classic boardgames like Monopoly, classic computer games like SimCity, and classic parlor games like pool. Whether you’ve got five minutes to kill while waiting for a taxi or five hours on a coast-to-coast flight, you’ll find plenty of entertainment on your PDA.

40 IntelliGolf

To the Links, Caddie!

Rick is not a golfer. Dave is not a golfer. So you’re probably thinking, “Right, like I’m going to take golf advice from two guys who don’t know a sand wedge from a sandwich.” Hey, it’s okay with us if you don’t try IntelliGolf—but you’ll be missing out on the coolest scorecard program in all of recorded golf history (which goes back more than ten years!).

Calling IntelliGolf a scorecard program belies its capabilities. While it can indeed keep score for up to five players per round, it can also track shots for every club, manage wagering games (such as skins, scramble, and point quota), and show you statistics and graphs based on your performance over time. It also enables you to download course information—hole par, handicap, and length—for over 18,000 courses, so you don’t have to input all that stuff manually before your round. Just download the course from the IntelliGolf web site, ActiveSync your PDA, and hit the links.

The Birdie Edition of IntelliGolf includes a Windows component (see Figure 4-1) that synchronizes with your PDA and gives you a more complete overview of your rounds, statistics, and so on. You can also print your scorecards and post them around the office for bragging rights (or some good-natured ribbing—“Look, Dave shot a 397!”).
Killer Tip

If you don’t need or want the Windows component, you can save $10 by purchasing IntelliGolf Par Edition, which includes only the Pocket PC software. All the other features are the same, and your data still gets backed up when you ActiveSync.

The latest version of IntelliGolf has one particularly advanced feature that merits attention. If you have a GPS receiver that works with your PDA, IntelliGolf can compute the exact distance from your location on the fairway to the green. Armed with that information, you can select the best club for your shot and, hopefully, shave some strokes from your score.

To use this IntelliGPS technology, you need two things: a GPS receiver that’s compatible with your PDA, and GPS coordinates for the course you’re playing. The latter are included with the course info you download from the IntelliGolf web site, though not all courses have been updated with the necessary GPS data. For those that
aren’t, you can record the coordinates yourself during your first round of play—then you’ll have them for all future rounds.

As for the GPS receiver, there are countless choices. If your PDA has a built-in (or even add-on) Bluetooth radio, your best bet is a Bluetooth GPS. That’s because it’s wireless, meaning you could leave the receiver strapped to your golf bag and still obtain coordinates on your PDA from up to 30 feet away. ALK, Belkin, Delorme, and Socket are among the GPS companies that offer Bluetooth receivers. They also offer wired solutions for non-Bluetooth PDAs.

FIND IT ON THE CD
IntelliGolf 7.0 Birdie Edition, $39.95
Karrier Communications
www.IntelliGolf.com

41 SimCity

Manage Your Own City
Dave’s definition of a fun game is one in which things “blow up real good.” Rick prefers thinking to carnage, hence his fondness for SimCity 2000—a thinking person’s game in the truest sense. You’ve probably heard of the eponymous desktop classic, which in the late ’80s just about ruined personal productivity with its highly addictive mix of city building and management. (City building and management? Sounds about as much fun as a root canal, but trust us when we say it’s thoroughly engaging. It wouldn’t be a classic otherwise.)
SimCity 2000 for Pocket PC is a licensed version of the original, meaning it looks and plays exactly the same. You start with an empty stretch of land; it’s up to you to build roads, power plants, residential areas, police and fire departments, and so on. In other words, you’re pretty much a deity. Once teeny little sim-citizens start moving into your mini-metropolis, you shift gears from god to mayor (same difference), working overtime to keep everyone happy. That means keeping taxes low while still generating enough revenue for new roads, more power plants, the occasional football stadium—get the idea?

**Killer Tip** If you just can’t make ends meet and don’t mind a little harmless cheating, type `imacheat` using the onscreen keyboard. You’ll instantly get an extra $500,000 in your city’s coffers. Want to see a nuclear meltdown? Type `buddamus`. Start a fire? Type `mrsoleary`.

If things are humming along nicely (or even if they’re not), you can put on the god shoes again and see how your city deals with a “natural” disaster: fire, flood, and maybe a visit from good old Godzilla. Mwa ha ha ha! (Don’t be afraid to indulge your god complex—you can always rebuild after a catastrophe.)

All this should come as good news to SimCity fans (and simulation fans in general). Now for the bad news. Because the game has to squish into your PDAs relatively small screen, you don’t get to see as much of your city at a time, so you wind up scrolling around quite a bit—which kills some of the fun. Even so, SimCity 2000 looks great and remains just as fun today as it was a decade ago.

**FIND IT ON THE CD**

SimCity 2000, $29.95
Zio Interactive
www.ziointeractive.com
Merriam-Webster Crossword Challenge

Big Book of Crosswords—In Your Little PDA

One of the reasons we’re so fond of reading books on our PDAs (see Chapter 3) is convenience: it’s a lot easier to fit a PDA in your pocket than a copy of Stephen King’s latest hardcover. Same goes for crossword puzzles: we love doing them, but who wants to carry around a big book of ’em? (Sure, there’s always the newspaper, but it gives you just one puzzle, and then you wind up with ink on your fingers, plus they’re impossible to open when you’re packed into a coach seat, and there’s never a pen around when you need one...sigh. Oh, don’t get us wrong, we love newspapers, especially ones with Dave Barry, but...where were we?)

Merriam-Webster Crossword Challenge packs several hundred puzzles into your PDA and wraps them in an attractive, easy-to-use interface. Tap any square to see the “across” clue for that word; tap it again to see the “down” clue. You enter letters using an in-game keyboard, not the same one you use to enter other data.

The game lets you play at three different skill levels. The puzzles themselves don’t change; rather, each level includes a different number of hints (tap the question-mark icon to reveal the highlighted letter) and “verifies” (used to see if the letter in the selected square is correct—if not, it gets erased). The Easy level gives you ten verifies and five hints, Medium gives you five verifies and three hints, and Hard makes you figure out the puzzle the old-fashioned way.
Killer Tip  We normally advise people to stay away from software that comes on memory cards, as you usually get less than what you pay for. One exception is Mobile Digital Media's Merriam-Webster Crossword Puzzles & Word Challenges (www.gomdm.com), which includes not only Crossword Challenge, but also three other great word games: Link Letters, Text Twist (one of Rick's personal favorites—see "A Game That Boggles the Mind," later in this chapter), and WhatWord. This foursome would cost you about $60 if purchased separately—the card sells for $30 and keeps your PDA's memory free for other stuff. Such a deal!

Until Crossword Challenge came along, we'd forgotten how much fun crossword puzzles can be. In fact, we'd be remiss if we didn't mention another terrific title: Stand Alone's Crossword Puzzles for Pocket PC (www.standalone.com). It costs $5 more than Crossword Challenge, but it has one important additional feature: it works with puzzles you can download from newspaper web sites across the country. Thus, you not only get a bunch of crosswords from the guy who writes them for the Washington Post, you get access to a virtually unlimited supply of extras. Check out the demo—it's on the CD!

FIND IT ON THE CD
Merriam-Webster Crossword Challenge, $14.95
Hexacto
www.hexacto.com

Find More Software Online
This book is just the tip of the proverbial iceberg. There are thousands of programs available for Pocket PC handhelds, and many of them can be found at Handango (www.handango.com). This site sells Pocket PC software directly, meaning you use a credit card to pay for a program, download it to your PC, and then install it on your PDA. We also recommend visiting PocketGear (www.pocketgear.com), another vast repository of Pocket PC software. If you're looking for something that's not in this book (impossible, we know!), you're likely to find it at one of these two online stores.
Can’t We All Just Get Mahjong?

The traditional game of mahjong is played with four people seated around a square table, with dozens of ceramic tiles in the middle. Okay, how do you turn that into something you play on your PDA? In the case of The Emperor’s Mahjong, you change the rules a bit. (Hey, he’s the Emperor, he can do what he wants!)

The game works like this: you’re presented with a board containing dozens of tiles. You have six minutes in which to clear at least 100 tiles from the board, which is done by tapping identical pairs (or pairs belonging to like families). Needless to say, this is a bit different from traditional mahjong, which has more in common with gin rummy. Okay, so maybe the Emperor had a little too much sake in classifying this a mahjong game. It’s still pretty fun—try the demo and see for yourself.

Killer Tip

Interested in a more traditional mahjong game? Check out Four Winds Mah Jong (www.4windsmj.com), in which you play against three computer opponents and utilize standard mahjong rules. Try the demo—it’s on the CD!

FIND IT ON THE CD

The Emperor’s Mahjong, $14.95
Hexacto
www.hexacto.com
Honey, I Shrank Trivial Pursuit!

Most people have a love/hate relationship with Trivial Pursuit, the 1980s trivia game that once and for all separated the smart people from, well, Dave. Actually, Rick’s no champ when it comes to trivia, either, but he’ll blow you off the tennis court, so there.

Handmark’s Trivial Pursuit re-creates the beloved game on your PDA, allowing you to play it anywhere, anytime, with up to five other players. This version includes over 1,600 multiple-choice and true-false questions (some covering very recent events, such as the SARS epidemic) in six familiar categories: Arts and Entertainment, History, Sports and Leisure, Science and Nature, People and Places, and Wildcard. The goal remains the same: answer questions correctly to fill your game piece with wedges and prove you’re the smartest one in the group.

If you’d rather dispense with the game board and just test your trivia knowledge, Trivial Pursuit offers a Flash mode in which you answer questions in order to move up the rungs of a ladder. The first player to reach the top and answer the final question correctly wins the game. Regardless of which mode you choose, Trivial Pursuit serves up the occasional “trivia fact,” an informative bit of info related to the question you just answered.

**Killer Tip** Tap the magnifying-glass icon to zoom in on the game board. Tap it again to zoom out and see the entire board. Tap the little dancing-i icons to see additional gameplay tips.

**FIND IT ON THE CD**

Trivial Pursuit, $29.99
Handmark
www.handmark.com
Battleship, Scrabble, and Yahtzee

Scrabble, Yahtzee, Battleship—It’s Like the ’70s All Over Again

Back in the ’70s, cable TV didn’t exist, VCRs were an expensive luxury item, and the Internet wasn’t even known as the Internet. (It was called the Arpanet, and it was used primarily to connect government and university mainframe computers. There’s your trivia for the day.) Small wonder boardgames were so popular—there was nothing else to do!

Fortunately, many of these games are just as fun today as they were decades ago—and now you don’t need a kitchen table (or even other players) to play them. Classics like Scrabble, Yahtzee, and Battleship are available for your PDA, and they’re not just clones, either—they’re licensed versions of the originals, so they look and play just like you remember. Take a look:
You can play any of these games solo (with one or more computer opponents, depending on the game) or with other people. In fact, all three games support play via infrared, meaning if you have, say, Battleship on your PDA and you’re sitting across from someone who has Battleship on his PDA, you can play head-to-head on your respective devices. After you complete your turn, you tap a button to beam your move to the other person, where it’s reflected on his screen. He makes his move, beams it to you, and so the game progresses. Of course, you can also take turns on the same PDA—it’s just not as cool and geeky.

**Killer Tip** These three games are great diversions for kids old enough to understand the rules. Each one requires at least a little bit of brain power (Scrabble in particular), as opposed to the usual blast-everything-in-sight games kids usually play. And because they’re fun for adults as well, they’re ideal for the whole family. This message brought to you by Parker Brothers. (Just kidding.)

**FIND IT ON THE CD**

- Battleship, $19.99
- Scrabble, $29.99
- Yahtzee, $19.99
- Handmark
  - [www.handmark.com](http://www.handmark.com)
Get Ready for Vegas, Baby

Hey, is that a casino in your pocket? It is if you’re carrying All Mobile Casino in your pocket. This collection of 11 gambling games—American Roulette, European Roulette, Baccarat (“Welcome back, Mr. Bond”), Blackjack, 6:5 Blackjack, Caribbean Poker, Video Poker, Pai Gow Poker, Casino War, Sic Bo (a popular Chinese dice game), and Slots—features beautiful graphics and nifty sound effects. Best of all, you’ll never lose more than $15. Let’s see Caesar’s Palace match that bet!

Speaking of Vegas, there’s nothing like a little blackjack practice before you hit the tables. All Mobile Casino’s version is gorgeous, allowing you to play up to three hands simultaneously from a six-deck chute (perfect for practicing your card counting). It also has a voice feature that announces your card total and says things like “bust” and “blackjack.” (If you get tired of the voice feature, turn it off by tapping Tools | Options, then unchecking the Voices box.)
What’s interesting about All Mobile Casino is the way it simulates the Vegas experience. At the outset, you create a player and give yourself a monetary stake. This can be as much or as little as you like, but your “virtual wallet” stays with you as you move from one game to another. When you go broke, that’s it—you’re done. You can always create another player, of course, but having a set limit makes you a more careful gambler—and makes the game seem more realistic. All Mobile Casino also includes built-in help screens for all the games, so fear not if you’re not up to speed on the rules of Sic Bo or Pai Gow Poker.

The only lemon in the bunch is slots. All Mobile Casino includes three spiffy-looking machines, but they all seem to have the same problem: you never, ever win. The first slot always comes up the same, and the third one frequently does. Obviously, there’s a bug in the software. We’ve alerted the developers, so hopefully it will be fixed by the time you read this. That’s us, always looking out for you, our beloved reader.
Killer Tip  Free Pocket PC games are few and far between, and free ones of the caliber of Drive-Thru Poker (www.portable-games.com) are rare indeed. This polished, colorful video-poker variant stakes you with $100 and gives you 20 hands in which to break the bank or go bust. After you place your bet, you’re dealt five cards, any of which can be kept or discarded. You need to end up with at least a pair of jacks to push, better to win. Before you toss your discards, you can halve your bet (if your hand is looking particularly weak) or double it (if it’s a strong one). A wild card helps keep things interesting. You can find Drive-Thru Poker on the CD!

FIND IT ON THE CD
All Mobile Casino, $14.95
BinaryFish
www.binaryfish.com

ChessGenius
Hone Your Chess Skills
Whether you’re serious about chess or you just enjoy the occasional casual game, there’s no better Pocket PC simulation than ChessGenius. The game caters to novices and experts alike and includes 40 different play levels. You can play solo against the computer, play against another person (either on the same PDA or via infrared, assuming your opponent also has ChessGenius installed on his or her PDA), or sit back and watch the computer play itself.

If you’re an utter novice like Rick, you’ll appreciate ChessGenius’s ten beginner levels, in which the game makes deliberate mistakes. It can offer hints regarding your
next move and, in Tutor mode, warn you if you’ve made a bad move. You can even “take it back” and try to make a better move. Once your skills improve, you can switch to the “blitz” levels—timed games in which you have anywhere from 1 to 120 minutes to play the entire match.

**Killer Tip** Keep to the center of the board. Occupy it if you can, attack it if your opponent has it. Pawns make excellent soldiers in the war for the center.

In short, ChessGenius has just about every feature you could want in a chess game, and then some. On the other hand, if you’ve always found chess a bit dull or slow-moving, have we got an alternative for you. Rook’s Revenge (www.astraware.com) presents you with a colorful, but fairly traditional-looking, chess board. Instead of making moves one at a time, your goal is to make them as quickly as possible. You’re still limited to the legal moves of each piece, but you don’t have to wait for your opponent to make a move before you make your next one. It’s like chess on steroids—terrific, addicting, fast-paced fun. Check out the demo on the CD!

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**FIND IT ON THE CD**

ChessGenius, $25
Lang Software
www.chessgenius.com

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### Backgammon

#### Ever Wonder Why There’s No Frontgammon?

We love backgammon. It’s like checkers for grown-ups. Handmark’s Backgammon offers just about everything you could want in a PDA version of the game, including one- and two-player competition, a doubling cube, hints and statistics, and a choice of board designs (wooden, marble, and classic).

In case you’re not familiar with the finer points of backgammon, Handmark includes a thorough instruction manual that’s accessible right in the game (tap Info | Instructions). If you want to take back a bad move, tap Game | Undo Move. Need a hint? Tap Game | Hint. Yes, Backgammon is pretty easy to operate. Our work here is done. Go forth and gammon.
Killer Tip Moving your pieces in Backgammon can seem a little confusing at first. After you roll the dice, the one on the left represents your first move. If you want your first move to be the die on the right, tap either die to swap their positions. Now tap the piece you want to move.

FIND IT ON THE CD
Backgammon, $14.99
Handmark
www.handmark.com

49 Billiard Master
Shoot Some Stick
You don’t have to be a big fan of pool—or even billiards—to enjoy Billiard Master, a way-cool game that lets you play rounds of 8-ball and 9-ball against a human or computer opponent. Sure, your PDA’s stylus makes for an awfully small cue stick, but at least you don’t have to stand around a smoky bar waiting for a table (unless you enjoy that sort of thing).

Billiard Master includes a practice mode so you can get a feel for the controls, which are generally quite easy. For your break, you can tap and drag the cue ball anywhere below the scratch line (or just leave it in the center). Now it’s time to line up your shot. By default, Billiard Master’s hint mode is on (visit the Options menu if you want to turn it off), meaning you see a line representing the exact trajectory of your ball based on the position of the cue stick. Tap and drag the stick to line up your shot.
Use the white left/right arrows to finesse the aim. You can also adjust where you strike the ball—just tap and drag the crosshairs inside the green circle, located above the aim arrows. You can even change the angle at which you strike the cue ball. Tap and drag the little line to the right of the white ball.

Finally, decide how hard you want to hit the ball. Tap anywhere inside the power meter (just above the Shot button), then drag up and down until it’s set at the desired strength. Tap Shot and watch the balls dance! Needless to say, you’ll probably want to spend some time practicing before you challenge the computer—or that surly looking guy with a tattoo—to a game.

Not familiar with the rules of 8-ball and/or 9-ball? Tap Billiard Master’s Help option for instructions on both. Now you’re ready to rack ‘em up!

**Killer Tip** Dragging the cue stick is fine for lining up the basic direction of your shot, but you’ll notice you can’t always position it precisely where you want. Thus, take full advantage of the aiming arrows, which make hairline adjustments to the shot angle. And there’s no shame in leaving the hint line on: you have to make some concessions to the fact that this isn’t a real table—you can’t lean down to make sure you have the perfect angle.

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**FIND IT ON THE CD**

Billiard Master, $19.95

DigYs

www.digys.com

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**50 Text Twist**

**A Game That Boggles the Mind**

If you look at the letters GEVAAS and immediately see “savage,” you’re sure to enjoy Text Twist, an elegant variation on Boggle and one of Rick’s all-time favorite games. The premise is simple: you’re given six scrambled letters and two minutes in which to build as many words as possible. To score the maximum number of points and move on to the next level, you have to unscramble the six-letter word.
Text Twist has over 10,000 words in its dictionary, so you’re not likely to run out anytime soon. If you get stuck while trying to build your words, you can tap the Twist button to reshuffle the letters. If you’re really good, you’ll get all the possible words before time runs out, and earn bonus points (and bragging rights) in the process.

**Killer Tip** Astraware is responsible for some of the most popular PDA games on the planet. Ever heard of Bejeweled? The PDA version comes from Astraware. We also highly recommend BookWorm, Bounce Out, Insaniquarium, and especially Word Mojo, which is like Scrabble with a twist. You can download demos of these and other excellent Astraware games from the company’s web site.

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**PocketConquest**

**What’s Life Without a Little Risk?**

What family doesn’t have fond memories of sitting around the Risk board, vying for global domination and ultimately getting into a huge fight? The only fight you can get into with PocketConquest is with your Pocket PC, but that doesn’t make it any less satisfying. This Risk clone captures all the fun of the boardgame. Just try not to whip your PDA at a brick wall if you get frustrated by unfriendly dice.
At the outset, you and up to seven computer players (only one human can participate, alas) divvy up the world’s countries, then place your troops as strategically as possible. While there’s strength in numbers, there’s also the random element that comes from “rolling the dice.” If you have eight troops and you’re attacking a country with three, you’re likely to capture it—but there’s always the possibility you’ll lose. Let the insanity begin.

**Killer Tip**  
Want to play PocketConquest on your PC? You can, only it’s called Conquest for Windows. It sells for $20, just like the Pocket PC version, but you can buy the two together for $30. Visit the developer’s web site for details.

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**Chopper Alley**

**Indulge Your Inner Jan-Michael Vincent**

Jan-Michael Vincent...star of the cheesy ’80s action show *Airwolf*...remember? The souped-up helicopter? The feathered hair? Ernest Borgnine? Dave still has posters taped to the walls of his bedroom.

Anyway, Chopper Alley is a helicopter-combat simulation reminiscent of the PC classic *Comanche*. (See, Jan-Michael Vincent flew a helicopter in the show, and Chopper Alley is a helicopter sim—get it? Yeah, it was a bit of a stretch. Dave’s idea. Bad Dave!) You get to pilot six different choppers in 25 different missions—and the graphics must be seen to be believed.
These grayscale screenshots don't do the game justice, but check 'em out anyway:

Killer Tip  In the game's Options menu, you can adjust various graphics settings that make a big difference in how the game looks. For instance, we prefer the landscape screen orientation, which rotates the game 90 degrees for “widescreen” play. (When you do this, the d-pad controls change accordingly. What was previously left is now up, and so on.) And if your Pocket PC has a relatively fast processor, set the Draw Distance and Image Quality levels to Very High. (If these actions cause the game to slow down too much, you may have to drop them down again. Experiment until you find the ideal settings.)

When you start the game, you'll need to select which helicopter you want to fly—each model has different attributes that can affect mission success—and your weapons loadout. The number of weapons you can carry depends on the number of pylons attached to the helicopter. This number ranges from two to eight—and there's one chopper that has no pylons at all. Instead, it carries passengers—useful for those search-and-rescue missions.

Once in flight, tap the bar at the right-hand side of the screen to adjust your altitude. You can also tap the Strafe control to move your aircraft left and right while still facing the same direction (unlike the standard left/right controls, which rotate the helicopter).

Happy carpet-bombing!
**Killer Tip**  At press time, Handango ([www.handango.com](http://www.handango.com)) was offering a special bundle—Chopper Alley Classic Collection—for just $4.99. You're probably thinking it's a stripped-down version or something, but it actually comes with four more missions than the Zio version.

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**FIND IT ON THE CD**
Chopper Alley, $19
Zio Interactive
[www.ziointeractive.com](http://www.ziointeractive.com)

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**53 Darxide EMP**

**Outer Space Adventures**

As Chopper Alley proves, a Game Boy has nothing on your Pocket PC when it comes to action games. Of course, Chopper Alley is all about helicopters. If you prefer to blow things up in space rather than on the ground, don't miss Darxide EMP. It reminds us of the classic PC games Elite and X-Wing, shoehorned into a Pocket PC.

![Image of Darxide EMP game scene]

The game is a pretty straightforward arcade shooter. Blast everything in sight—asteroids, alien ships, and so on—while collecting weapons upgrades and energy crystals and rescuing stranded miners. Your Pocket PC's d-pad is used to control your ship—the voice-record button fires your selected weapon, though you can change any of the button settings in the game's Options menu.

**Killer Tip**  If you enjoy this kind of outer-space adventure, we also recommend Anthelion ([www.pdamill.com](http://www.pdamill.com)), Interstellar Flames ([www.xengames.com](http://www.xengames.com)), and RocketElite ([www.rocketelite.com](http://www.rocketelite.com)). They're not only fun, they're ideal for making your non-PDA-carrying friends jealous.
As ideas go, PDA Playground can’t be beat. It turns your handheld into a miniature game room, complete with six minigames and activities for kids aged 3–7. We’ve long been fans of this idea, as a PDA can be the perfect diversion for long car rides and other patience-draining situations. The software cleverly “locks out” all buttons and icons, so there’s no way your kids can accidentally erase data or switch to another program. In fact, you can add other third-party programs to PDA Playground’s kid-friendly interface, so the little ones aren’t limited to the software’s six modules.

Speaking of which, PDA Playground’s games are a mixed bag—but in a good way. Draw provides a paintbrush, color palette, eraser, fill tool, and spray paint, all for use on blank “paper.” Paint (see Figure 4-2) sports the same tools, but offers 26 coloring-book pages with things like cats and teddy bears. ScratchOff requires kids to scribble all over the screen, thereby revealing one of the aforementioned pictures.

**FIGURE 4-2** No crayons required for Paint, one of PDA Playground’s six kid games. It lets your little one play with a digital coloring book.
FollowMe is a nice Simon-like memory game that uses animals, while PuzzlePath is a clever take on those old arrange-the-tiles games, except that here there's an animated little person you have to guide around a path. Finally, there's Match, a Concentration-style memory game we didn't think much of at first, but Rick's daughter Sarah has fun with it.

**Killer Tip**  Don't forget that to get out of PDA Playground, or even to ActiveSync your PDA, you must first exit the program.

**FIND IT ON THE CD**

PDA Playground, $19.95
DataViz
www.datavis.com