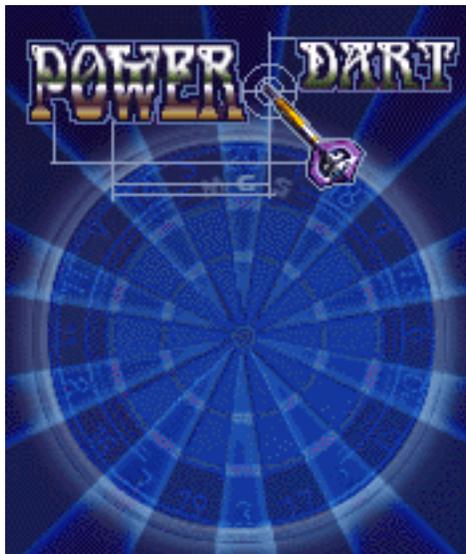An Original MGS Powered Game, 2004

Developed and published by Noumena Innovations (BVI) Ltd.

MGS Power Dart (V1.00)

Target Series 60 Devices

Nokia: 7610, 6600, 3660, 3650, N-gage, N-gage QD

Sendo: Sendo X

Siemens: SX-1

Installation

Hardware and software requirement

MGS Power Dart requires the following hardware and software to be played properly:

1. 700K of free memory in the phone or the memory card (such as MMC).

2. MGS (Magic Games Station) Version 1.96 or later.

NOTE: MGS should be provided along with the game. If this is not the case, the latest version of MGS can be downloaded from the following websites:

www.nmprod.com

www.handango.com

www.softwaremarket.nokia.com

www.symbos.com

Note: If you are synchronizing the game from your PC, be sure to delete the SMS message in the phone containing the game files after installation. The installation files occupy memory and are not needed after installation.

Install the game

If you have received *Power Dart* on a compact disc provided by your phone provider or downloaded the game from the internet, then follow the installation instructions below.   If the full version game is provided to you e.g. on your MMC, then you may go directly to the "Playing *Power Dart*" section.

STEP ONE: Transfer the MGS and game files (*.sis files) from the PC to your phone via IrDA or Bluetooth.

STEP TWO: In your Messages/Inbox, open the *.sis files to launch the installer. Follow the instructions that are automatically prompted during the installation.

STEP THREE: Once the installation is successfully completed, you will see a large red **M** symbol (for MGS) on your desktop. Launching it will bring you to the MGS game list menu. *Power Dart* can be launched from there.

Note: Memory card e.g. MMC installation is supported, but MGS and the game should be installed in the same driver/location.

How to register and play the full game

Power Dart is a shareware and can be downloaded as a free playable demo. The demo mode is limited to only 6 shots for each single player game. The demo version of the game is provided free so you can see and try the game before making a purchase.

The full version of the game will feature all games, unlimited play time and multiplayer games.

Please follow these instructions to purchase the game:

1. Purchase the game from (Credit card is required).

   www.handango.com

   www.softwaremarket.nokia.com

   www.symbos.com

2. On the purchasing form, fill in the IMEI code of your phone. (The IMEI code is the hardware identification code of your phone and is used to generate the unlock code for *Power Dart*. (You can usually obtain the IMEI code of your phone by typing *#06# on your phone in dial mode. In *Power Dart*, the IMEI automatically appears in the REGISTER interface.)

3. Please provide a valid e-mail address. The registration key will be sent to this address within 24 business hours.

4. Enter the registration key in the REGISTER interface of *Power Dart.*

Note: Please keep your registration code in a safe place. If you lose the registration code and need a reinstallation of the game, please contact Noumena customer support at support@nmprod.com.

If you have downloaded the full version of *Power Dart* from the internet

Power Dart is not free. If you have downloaded the full version without making a purchase, it is likely you are playing a pirated version of the game. Mobile software companies are often small companies and need your support to continue bringing quality entertainment to your favorite mobile devices. If you suspect you have downloaded a pirated copy of the game, please notify us by contacting:

support@nmprod.com

Thank you!

Playing *Power Dart*

Start the game

From the desktop of your phone, you will see the following *Power Dart* icon:

Highlight this and press the navigation pad or joystick down to launch the game.

The program will lead you into the main User Interface (UI) where you can start the game, change options, view the score sheet, view instructions, or exit the program. If the program has not been registered, you can not view the high scores in the main UI. Use the joystick/navigation pad to highlight items you would like to select. Then use the joystick to confirm your selection.

- To start Single Player games

    Go to **New Game** > **Single Player** > **Game Settings**

- To start Multi-Player games

    Two players can play on one handset

    Go to **New Game** > **Multiplayer Game** > **Local Game** > **Game Settings**

    Two players to play via Bluetooth

    Go to **New Game** > **Multiplayer** > **Bluetooth Host** > Waiting for Opponent > **Game Settings**

Go to **New Game** > **Multiplayer** > **Bluetooth Join** > Finding Server > Waiting for Opponent > Play

Note: If you want to host a Bluetooth game, please remember to enable the Bluetooth connection before starting MGS.

Game settings

Before the start of each game, the Game Settings UI will appear to allow the player to set the Game Mode, In/Out Rule and Sound. The Game Modes available are: 501 (default), 301, 401, 601, 701, 801, and 901.   There are 4 game rules: Single In/Single Out (SI/SO), Single In/Double Out (SI/DO), Double In/Single Out (DI/SO) and Double In/Double Out (DI/DO).

Use the joystick to highlight items you would like to select.   Then click the joystick left or right to change the selection. Press the joystick to confirm the selection.

Game play

Once the game is started, a Game Play UI similar to the one below will appear.

Use the joystick to change the direction of the dart.   When the dart direction is acceptable, press the joystick down and a blue position indicator will move vertically from the bottom of the screen.   When this indicator reaches the desired spot on the dart board, release the joystick and the dart will be thrown to that spot. Once the player has thrown three darts, turn will change to the opponent and vice-versa. Scores will be automatically calculated.

Rules of '01' games*

This popular tournament game is played by subtracting each dart from the starting score e.g. 501, 301, 401, 601, etc. until the player reaches exactly zero. If a player goes past zero, it is then counted as a "Bust" and the score reverts to the score at the start of the round. For example, if a player needs a 22 to finish the game and hits a 10, 6, and 15 (total is 31), then the score goes back to 22 for the next round.

In/Out rules
- Double In – A double must be hit before points are subtracted from the total score.
- Double Out – A double must be hit to end the game.
- Double In and Double Out – A double is required to start and end the game.
- Single In/Out – For ease of game play, we provide the single in and single out rules which are not a standard rule.

Note: If the game needs a double out and your score reached 1, this will be an automatic "Bust".

Control key definitions

JS: Joy Stick

LSK: Left Soft Key

RSK: Right Soft Key

UI	Key Name	Description
Main UI New Game UI Multiplayer UI	Up/Down	Select menu item
	JS	Confirm the selected menu item
High scores UI	RSK	Back
Instructions UI	LSK	Page down / Next page
	RSK	Back
Register UI	LSK	Check the register code
	RSK	Cancel the register process
Settings UI & Game Settings UI	Up/Down with JS	Select menu item
	Left/Right with JS	Configure settings
	Numeric keys	Name input via T9 input
	LSK	Go to Play UI
	RSK	Back
Game Play UI	Left/Right with JS	Change direction of the current dart
	JS	Press: Position indicator will appear Release: Throw the dart
	RSK	Quit

Making a Phone Call

If you want to make or receive a phone call or do something else, just switch out of the game by selecting the RSK which brings you to the Program Menu. The Program Menu allows you to pause the game. You need not quit the game or the MGS. After that, you can resume your game just by running MGS again. You will find that the game has remained where you switched off.

Note: You cannot return to where you have left the game if you start up another application such as another MGS game.

Trouble shooting

If you ever encounter a 'kernel-3' error when you attempt to start the game, it could mean that your phone memory is running low. If so, we suggest that you close all applications that are not in use and try again. If the problem persists, then restarting your phone should eliminate the problem.

Uninstall

To remove the game from your phone's memory, go to **Control Panel > Storage Manager**. Select **Uninstall** and choose *Power Dart*.

How to Contact us

If you have any problems with the game or you have some suggestions, you can send us an E-mail to the following address:

support@nmprod.com

or you can visit our website:

www.nmprod.com