

An Original MGS Powered Game, 2004

Developed and published by Noumena Innovations (BVI) Ltd.

MGS Power Dart (V1.00)





Target Series 60 Devices

Nokia: 6630 6680 6681 6682 N70

Installation

Hardware and software requirement

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

1. 900KB of free memory in the phone or the memory card (such as MMC).
2. MGS (Magic Games Station) Version 2.1 or later.

As an added bonus, your game package will include our newly upgraded MGS version 2.X which allows you to go online and challenge other players from around the world to your favorite games! Once you have successfully registered, you can login, download and play a multitude of MGS online games for free! Note: you will be responsible for data usage fees as charged by your service provider.

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 www.handango.com (Credit card is required).
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 **Start Game > Single Player > Game Settings**

- To start Multi-Player games

Two players can play on one handset

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

Two players to play via Bluetooth

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



Go to **Start Game > Multiplayer > Bluetooth Join > Finding Server > Game Settings**

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
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	Quit
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

