An Original MGS Powered Game

Developed and published by Noumena Innovations (BVI) Ltd. 2004

MGS Treasure Mine for Series 60 (V1.25)

Target Series 60 Devices

Nokia: 6630 6680 6681 6682 N70

Installation

Hardware and software requirement

MGS Treasure Mine requires the following hardware and software to be played properly:

1. 300KB 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 **Treasure Mine** 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 *Treasure Mine*" 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. *Treasure Mine* 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

Treasure Mine is a shareware and can be downloaded as a free playable demo. The demo mode is limited to only Easy game mode for single-player and two-player games, and can only join Bluetooth games. 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 game features, unlimited play time and multiplayer games.

Please follow these instructions to purchase the game:

1. Purchase the game from www.nmprod.com or the websites mentioned previously (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 *Treasure Mine*. (You can usually obtain the IMEI code of your phone by typing *#06# on your phone in dial mode. In *Treasure Mine*, 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. In the game's Options user interface, selecting Register will lead you to the registration user interface.   After you have entered the correct registration code, the game will be automatically registered.

Important: 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 *Treasure Mine* from the internet

MGS Treasure Mine 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 *Treasure Mine*

Introduction

MGS Treasure Mine is a puzzle game with two play modes. The single player mode is similar to "Minesweeper" in Microsoft Windows whereby a player needs to determine the location of mines hidden randomly throughout a minefield. For the two-player mode, rather than avoid mines, the goal of the game is to uncover more treasures than your opponent. The game is presented with many cool animations and two difficulty levels. Two players can challenge each other through Bluetooth or on one handset.

Start the game

Once you have entered the game list menu, you will see the following **Treasure Mine** icon:

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

The One Player User Interface (UI) will be the starting screen. Use the navigation pad or joystick to scroll right or left to see Two Players, Bluetooth, Credits and Options UIs. Then use the joystick to select, change or confirm your selection.

- To start a One Player game (See UI below left)

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Go to the **One Player** UI > select **EASY GAME** or **HARD GAME >** select **OK (Left Soft Key)**

- To start a Two Players game on one handset (See UI above right)

   Go to the **Two Players** UI > select **9× 9 GAME** or **16× 16 GAME** > select **OK (Left Soft Key)**

- To start a Two Players game using two handsets via Bluetooth (See UI below left)

   Go to the **Bluetooth** UI > select **HOST A GAME** or **JOIN A GAME** > select **OK (Left Soft Key)**

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

After the Bluetooth game is started, the hosting player will see a pop-up dialogue (bottom left). The hosting player can then configure the settings of the game. Meanwhile, the client player will see a waiting notice (bottom right).

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(Host Player)

(Client Player)

Once the hosting player configures the game, press the **OK** button. The hosting player will then wait for the client player to respond (bottom left).

(Host Player)

(Client Player)

The client player will then receive the game settings (top right) and can accept by selecting **OK**.   Then the game starts.

When the game is over, if a player wants to play again, he can select **NEW** to invite the other player. After he invites the other player, a waiting notice will appear (bottom left).

The invited player will receive a notice that the other player wants to play again (top right). Selecting **OK** will start a new game.

Game play

(Single player game)   (Two-player game)

Single-player game

The single-player game is similar to "Minesweeper" in Microsoft Windows. When the game starts, use the navigation pad or joystick to move the cursor and **push down** to 'dig' the piece of field (to reveal the grid). A number clue may appear to describe how many mines are adjacent to the grid.   A player wins by opening all the non-mined grids. When a player digs up a mine, the game is lost. Use the **MARK (Left Soft Key)** button to flag a mined grid or place a question mark to be revisited later.

Multi-player game

In the multi-player game, a player's goal is to uncover more than half of the total treasures hidden in the field. If a player finds a treasure, it will appear in the same color as the treasure under his name (see above right screenshot). Finding a treasure will allow the player to continue. A player must make a dig within the time indicated by the timer (at the bottom of the screen).   When the time expires, the system will randomly dig at an empty piece of field (if there is any) automatically, and the turn will revert to the other player.

Game settings

You can change the game settings by selecting the Options UI. The Options UI will allow you to turn Audio on/off, enter the Score Board and Register the game. Use the joystick to highlight items you want to select. Press the joystick to change and confirm the selection.

Control key definitions

JS: Joy Stick, LSK: Left Soft Key, RSK: Right Soft Key

UI	Key Name	Description
Enter UI	Any key	Press any key to start
One Player UI	Left/Right with JS	Menu selection
Two Players UI	Up/Down with JS	Select menu item
Bluetooth UI	LSK / Press JS	Go to Play UI
Options UI	RSK	Quit
High Scores UI	LSK	Clear all records
	RSK	Back to Options UI
Register UI	LSK	Check register code
	RSK	Back to Options UI
	Numeric keys	Code input via T9 input
Game Play UI	Left/Right/Up/Down with JS	Move the cursor
	Press JS	Dig a piece of field
	Numeric keys	Name input via T9 input
	LSK	Mark if One player game Or Voice Chat if Bluetooth game Or Start a new game when the game is over
	RSK	Quit to One Player UI