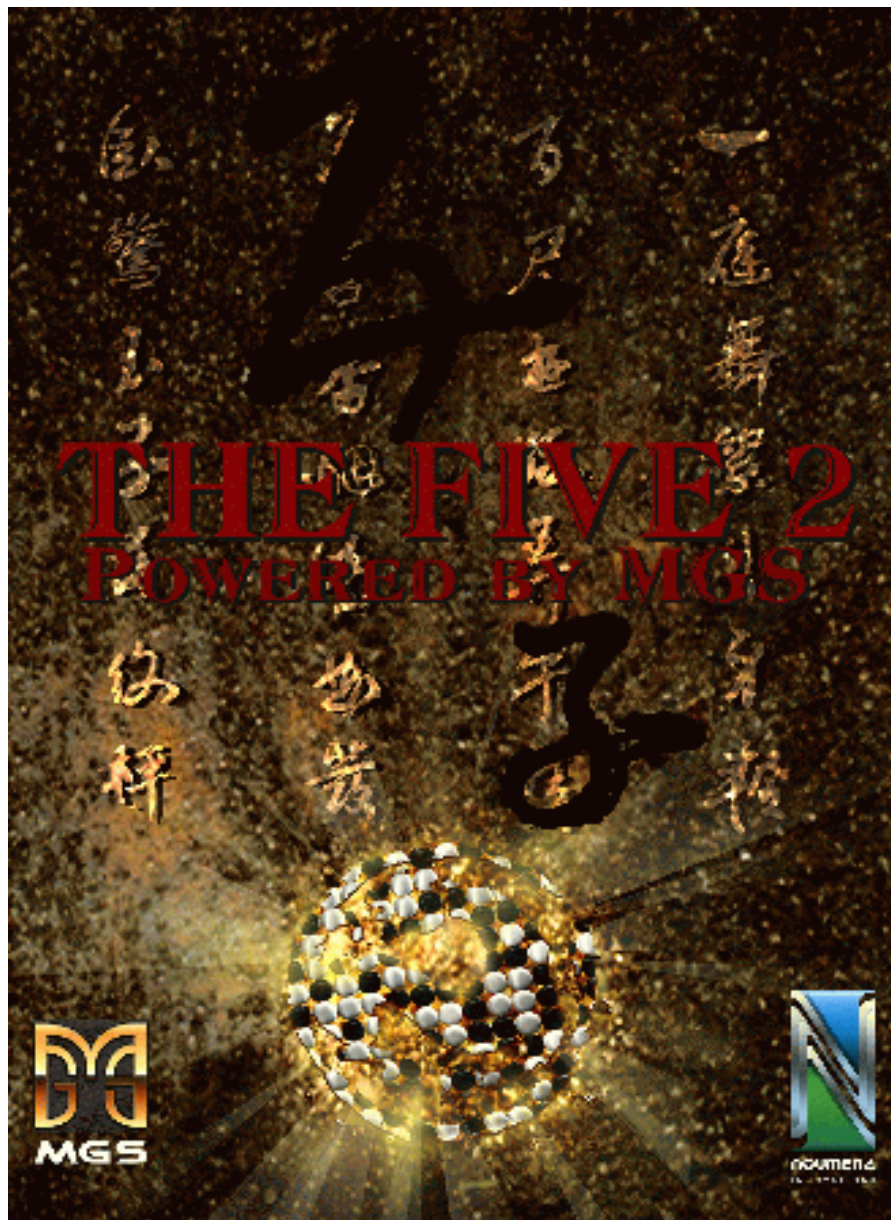




An Original MGS Powered Game

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

# MGS The Five 2 for Series 60 (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 The Five 2** 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 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](http://www.nmprod.com)

[www.handango.com](http://www.handango.com)

[www.softwaremarket.nokia.com](http://www.softwaremarket.nokia.com)

[www.symbos.com](http://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 **The Five 2** 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 *The Five 2*" 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. **The Five 2** 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

**The Five 2** is a shareware and can be downloaded as a free playable demo. The demo mode is limited to only 20 moves 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 game features, unlimited play time and multiplayer games.

Please follow these instructions to purchase the game:

1. Purchase the game from [www.nmprod.com](http://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 **The Five 2**. (You can usually obtain the IMEI code of your phone by typing **\*#06#** on your phone in dial mode. In **The Five 2**, 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 registration code, select **OK (Left Soft Key)**.

**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](mailto:support@nmprod.com).**





If you have downloaded the full version of *The Five 2* from the internet

**MGS The Five 2** 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](mailto:support@nmprod.com)

Thank you!

## Playing *The Five 2*

### Introduction

The Five 2 is a chess game based on the ancient Chinese board game Wu-Zi. The goal of the game is to line up five of your chess pieces in a line before your opponent does. The game is presented with five interchangeable background themes. Multiple difficulty levels and an Undo button will allow novices as well as veterans enjoy the game. 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 **The Five 2** icon:



THE FIVE 2

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, P2P, 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)

Go to the **One Player** UI > select **Rule: Free-style** or **Rule: Standard** > select **Phone First** or **You First** > select **Easy, Normal** or **Hard Level** > select **Start (left soft key)**





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

Go to the **Two Players** UI > select **Rule: Free-style** or **Rule: Standard** > select **Time Per Round** > select **Start (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** > select **Start (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 (top right).





(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).



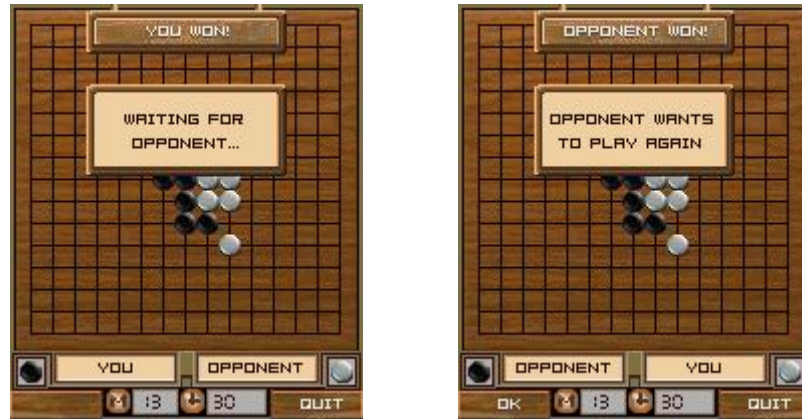
(Host Player)



(Client Player)

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

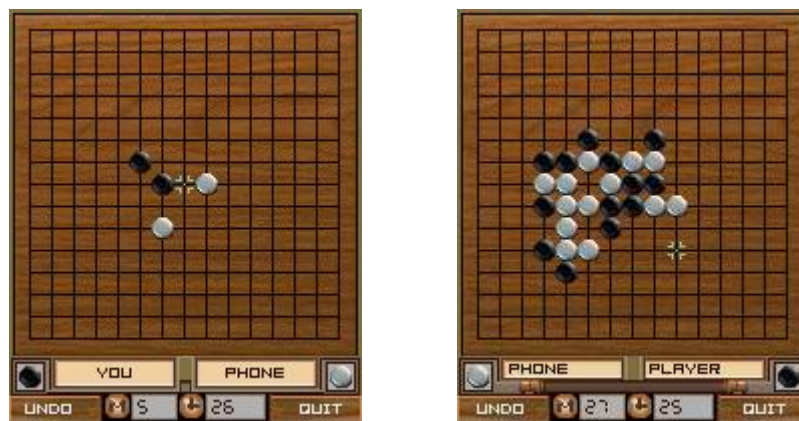
When the game is over, if a player wants to play again, he can select **NEW** to invite the other player. After he invites the other player, a waiting notice will appear (bottom left).



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

When the game starts, a game board will appear with each player having two pieces on the board. If you are the starting player, use the navigation pad or joystick to move the cursor and push down to place your piece. You can reverse your move by using the **Undo (Left Soft Key)** button.



A player must place a piece within the time indicated by the countdown timer at the bottom of the screen. When the time expires, the player will forfeit the turn.





## Game rules

Standard rules:

- Standard rule requires a row of exactly five stones for a win. Rows of six or more do not count.
- The rule of three and three bars a move that forms two open rows of three stones at the same time (rows not blocked by an opponent's stone/piece at either end). However, this rule can be broken if making two rows of three is the only way to prevent an opponent from making a row of five.
- The rule of four and four bars a move that forms two rows of four stones (open or not) at the same time.

Free-style rule:

Free-style rule is not restricted by any of the rules in Standard rule.

## Game settings

You can change the game settings by selecting the Options UI (See UI above right). The Options UI will allow you to turn Audio on/off, select board Theme, enter the Score Board and Register the game. There are five different board themes to choose from: Tradition, Butterfly, Fruit, Card and Universe. Use the joystick to highlight items you would like to select. Then 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 Two Players UI Bluetooth UI	Left/Right with JS	Menu selection
	Up/Down with JS	Select menu item
	Press JS	Configure settings
	LSK	Go to Play UI
	RSK	Quit
Options UI	Left/Right with JS	Menu selection
	Up/Down with JS	Select menu item
	Press JS	Configure settings
	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	Place a stone/piece
	Numeric keys	Name input via T9 input
	LSK	Undo 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

