

A MGS Powered Original Game

Developed and published by Noumena Innovations (BVI) Ltd.

MGS MVR Pool 2 (V1.00)

3D Pool Game for Series 60 Devices



Target Series 60 Devices

Nokia: 7650, 3650, 3660, 6600, N-gage, N-gage QD

Sendo: Sendo X

Siemens: SX-1

Installation

Hardware and software requirement

MVR Pool 2 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 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

You may have received **MVR Pool 2** on a compact disc provided by your phone provider or downloaded the game from the internet. Please follow the following instructions to install the game to your phone:

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. **MVR Pool 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

MVR Pool 2 is a shareware and can be downloaded as a free playable demo. The demo mode is limited to only 10 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 **MVR Pool 2**. (You can usually obtain the IMEI code of your phone by typing ***#06#** on your phone in dial mode. In **MVR Pool 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. Enter the registration key in the REGISTER interface of **MVR Pool 2**

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 *MVR Pool 2* from the internet

MVR Pool 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

Thank you!

Playing *MVR Pool 2*

Game modes

Several famous pool games have been combined into **MVR Pool 2**: 9 Ball, 15 Ball, Free Drop (customer rule), Snooker, Do or Die, Time Match and Break Match. You can view these game rules by selecting “Game Help” in the main User Interface (UI) of the game.

Start the game

Start MGS (the **M** on your desktop), and MVR Pool 2 will be listed for play (below).



Select 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 helps, view high scores 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 or the '5' key to highlight items you would like to select. Then use the joystick, the '5' key or the Right Soft Key (RSK) to confirm your selection.

- To start Single Player games

Go to **Start Game > Single Player > Game Mode**

- To start Multi-Player games

Two players can play on one handset



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

Two players to play via Bluetooth

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

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

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

- To start Test Your Skills games

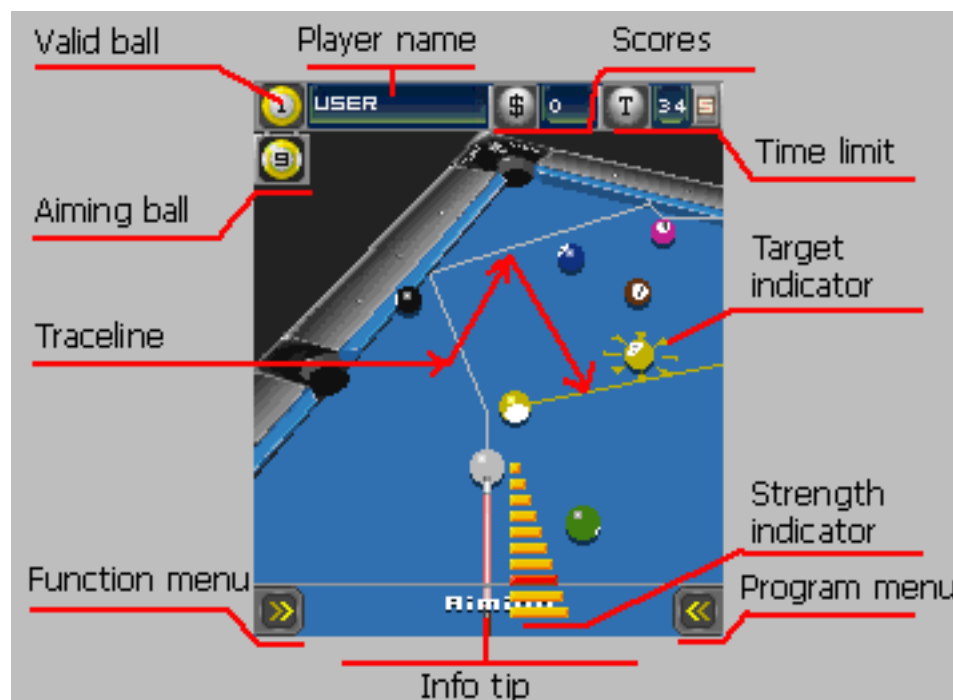
Go to **Start Game > Test Your Skills > Do or Die**

Go to **Start Game > Test Your Skills > Time Match**

Go to **Start Game > Test Your Skills > Break Match**

Game play

During game play, you will see a screen similar to the one below.



Use the joystick or navigation pad to change the direction of the cue stick and your aim.



Hint: While adjusting the direction of the cue stick, you can hold down '4' to refine your aim.

In order to strike the cue ball with the stick, push and hold down the joystick or navigation pad in order to pull the stick back. Once the cue stick reaches the appropriate distance or power (as shown by the Strength Indicator), releasing the joystick or navigation pad will allow the stick to strike the cue ball.

Hint: You can adjust your views by selecting '9' to zoom-in or '8' to zoom-out.

Function menu



During a game, the Function Menu dialog will appear by pushing the Left Soft Key (LSK). The Function Menu dialog allows you to change the hitting position of the cue ball (**Hitpos**), set the maximum power of your shots (**Power**) and view scores and other statistics (**Stat**).

Hint: The Function Menu dialog can also be opened and closed by using the numeric keys on your phone keypad. '1' is for Hitpos, '2' is for Power, and '3' is for Stat



Program menu

During a game, the Program Menu dialog will appear by pushing the Right Soft Key (RSK). The Program Menu allows you to quit the game (**Quit**), change game options (**Opts**) and pause the game (**Pause**).

Hint: The '7' key will also open a dialog with similar options as the Program Menu.



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
Main UI	Left/Right	Menu selection
	JS	Enter selected menu item
Start Game UI	Up/Down	Menu selection
	LSK / JS	Enter selected menu item
	RSK	Back
Options UI	Up/Down	Menu selection
	Left/Right or JS	Function configure
	Numeric keys	Name input via T9 input
	LSK	Save the options
	RSK	Cancel option setting
High Scores UI	LSK	Clear all records
	RSK	Back
Register UI	Numeric keys	Input register code via T9 input
	LSK	Check register code
	RSK	Back
Instructions UI	Up/Down	Menu selection
	LSK	Enter selected menu item
	RSK	Back
Game Help	Up/Down	Scroll help text



	LSK	Next page
	RSK	Back
Multiplayer UI	Up/Down	Menu selection
	LSK	Enter selected menu item
	RSK	Back if selecting menu -or- Cancel if establishing connection
Game Mode UI	Up/Down	Menu selection
	LSK	Enter selected menu item
	RSK	Back

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UI	Key name	Description
Gaming UI(Play UI)	Left/Right	Adjust azimuth
	Up	Aim state: adjust elevation
		Place cue ball: move cue ball forward
	Down	Aim state: adjust elevation
		Place cue ball: move cue ball backward
	JS	Aim state: Hit ball
		Place cue ball: Place cue ball location
		Menu selecting state:
		Function menu: popup relative dialog
		Program menu: execute relative function
	LSK	Dialog state: End dialogs
		Aim state: Popup function menu
		Menu selecting state: terminate this state
	RSK	Dialog state: End dialogs
		Aim state: Pop-up program menu
		Menu selecting state: terminate this state
	Numeric-1	Dialog state: Cancel dialogs.
		Open / Close hit-position dialog
		Open / Close power-percentage dialog
		Open / Close statistics dialog
		Hold this key down while using the JS to refine aim
		Reserved (except on N-gage, it is Confirm)
		Reserved
		Pause the game manually
	Numeric-8	Zoom out
	Numeric-9	Zoom in
	Numeric-0	Reserved



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 **MVR Pool 2**.

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

