

3D MotoRacer



User Menu for Nokia S60(7650,3650)

Digital-Red

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Introduction of the game

Steering motorcycles is a welcomed sport, which tests the player's physical strength, patience, will power and steering skills completely. Digital-Red now displays this sport on Nokia7650/3650 with vivid 3D picture and real manipulation sense, which makes you feel the racing interest whenever and wherever.

In the game, we provide you with 6 kinds of motorcycles with different performance and several characteristic motordromes. Choosing different motorcycles in according to different motordrome will be the best way to help you keep ahead of other players in the game. It is possible that you will list into the top players and create your own record.

There is also a tournament mode in the game. Only when you enter into the top3 can you challenge the next motordrome. If you are excellent enough, you can leave your name at Famous Hall.

Game Menu

1. Cover:

When choosing entering into the game, the following picture will appear. Pressing any key to enter the game.



2. The main menu:

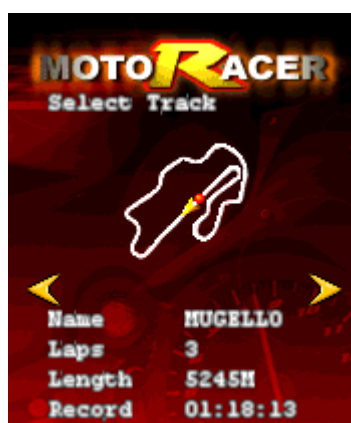
Entering the main menu, you can push navigation key upward or downward to choose Single Race, Tournament, Setting, Top Racer and Exit and press navigation key to enter the submenu or exit.



3. Single Race:

After beginning the game, you can choose different motorcycles by pushing navigation key left or right and press it to confirm. Different motorcycles have different speed and turning performance, so you should be careful to choose it and bring the motorcycle's performance into full play.

After choosing the motorcycle, choose the corresponding motordrom and press navigation key to enter the game.



4. Tournament:

Choose New Tour to begin a new tournament and Continue Tour to finish the unfinished tournament.

Choosing Tour Rank and pressing navigation key can lead you into the interface of tournament rank, where you can look at the current rank. And in Famous Hall you can find the previous racers who have gained

excellent record in the tournament.

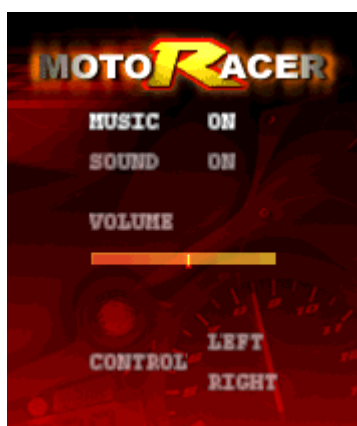


5. Setting:

In volume setting, you can push navigation left or right to regulate the volume, open or close the background music or sound effect.

In control setting, you can choose CONTROL firstly and press navigation key to activate it, then press the key you want to set in according to the clues on the screen.

In this menu, you can push navigation key upward or downward to switch the setting items, and press left or right option key to return the main menu.



4. Top Racer:

In this menu you will find the top 3 of racers who ever race in this motordrome. You can push navigation key left or right to look at different motordrome. Press any other key to return the main menu.



Game Interface

a) Small Map

In the left down part of the screen you can find a small map, which is used to indicate the racer's location, so he can observe the foregoing motordrome conditions.

b) Speed Panel

The right down corner is racer's current speed and gear.

c) Racer Location

The right up corner appears the current location of racer.

d) Current Cycle

the left up corner is the current cycle number.

Operation

a) Gear Up

Push forward the navigation key. During the game, it will be auto transmission, all you should do is putting the gear at 1 when you are ready.

b) Turning

Push the navigation key left or right.

c) Exit

If you want to exit, you can press right option key. There will be a confirmation box springing out. Pressing left option key and you will exit.



The clew to the game

The racing car with good turning function should be used on the motordrome with more bends. Thus you can make use of the turning function best.

The declining turning will heavily affect the speed of racer, so you should try your best to maintain a minimum declining angle.

Try your best not to knock down the motor ahead of you, which will decrease your speed to a relative low degree.

The questions and answers to the game

The game is made up of two files. One is the SIS installment file and the other is the explanation file. It is hoped that you read this explanation before installing software. Of course you are reading now. And SIS installment file refer to Nokia mobile phone menu how to install software please.

1. Installing software

The software is a SIS standard file. You can install it into your device through PC, and also you can upload the file to your 7650/3650 devices and install it in File Management. After installing, there will be a game icon on Other desktop, which means you have succeeded in installing software. However, you can begin the game right now. The software will remind you of entering into software register number, which we have stated in the last item, please refer to it.

2. Other unknown problems

In the progress of using software, if you fall across the problems we have never encountered, we hope sincerely that you feed back to Digital-Red so that we can modify it accordingly. Of course, due to the limitation of location, we are unable to service and debug for you face to face. Therefore it is expected that you tell us the detail information about the conditions and environment when the problem occurs. By this means we can recur the problem. The problem referring table.

<http://www.worldup.com/support/SupportForm.htm>

3. Obtaining OS software edition of device

In order to judge your problem, there are two ways when referring software edition. One is software way: there is an option about this device in the Control Panel. Open it and the edition number of this product OS is just at the end of the file (seeing the picture). The other way is dialing *#0000# directly and get OS edition number.

4. Problems when running

EMS memory is not big enough: if it is hinted that space is not big enough when running, please close some opened and not used

applications to spare part of space for software.

Calls and messages during the game: during the game, if EMS memory is enough, the calls will not affect running of the game. You can play the game during the calls or continue the game after the calls. However, even if the memory is not enough, the calls and messages will not be affected and the game will be interrupted

Service Announcement

Thank you for your support on the products of Digital-Red, and we will try our best to service for you. We will provide the support of service after sale through INTERNET. Before inquiring, please confirm that you have done in accordance with the operation steps stated in the menu and the running circumstance is accord with the software needs. If you have any technical question besides our product, please tell us the detail information in order that we can solve it for you in the shortest time. Thanks again for your supports on Digital-Red product in due edition. The following are our web sites of service online:

English support of service

online: <http://www.worldup.com/support/SupportForm.htm>

Chinese support of service

online: <http://www.worldup.com/cn/support/supportform.htm>

E-Mail: Support@worldup.com