Mahjong Puzzle
for
Nokia Series 60

Quick Player Guide

Document
Version 1.00

Warning: You should only install software that coincides with your Nokia 7650/3650 language version. **The installation and use of any other language version software not coinciding with your phone's language version may bring about unexpected results.** Failure to adhere is at your sole risk. We and/or Nokia disclaims any liability whatsoever for non-compliance with this warning.

1 Introduction

Mahjong Puzzle for Nokia Series 60 is a classic puzzle game for all people in any age. It uses the traditional Chinese tiles as the board but *Mahjong Puzzle* is also playable by western people. (Western tiles can be chosen)

The aim of the game is to match exposed tiles in pairs (the same tiles) within the time limit in each level.

Some rules have to be followed and will be detailed in Section 6.

Features:

- Chinese and Western tiles can be chosen
- 4 game modes of different board size: Training, Easy, Normal and Hard
- Excellent audio quality and you can choose either sound effect or playing background music
- Hi-score scheme for different game modes

2 System Requirements

- Nokia 7650 or 3650, minimum 420k storage, 450K free memory to run
- A PC desktop with Nokia 7650/3650 PC Suite installed (optional)
- Infra-Red/Bluetooth connection between your PC and the Nokia 7650/3650

The **MJPuzzleNS60_100_EN.SIS** application has been tested on Nokia 7650 (English) with software versions 3.12 and 3.16

Note:

We are using the full version throughout the document. If you are installing the Trial version, the filename is **MJPuzzleNS60_100_Trial7d_EN.SIS**
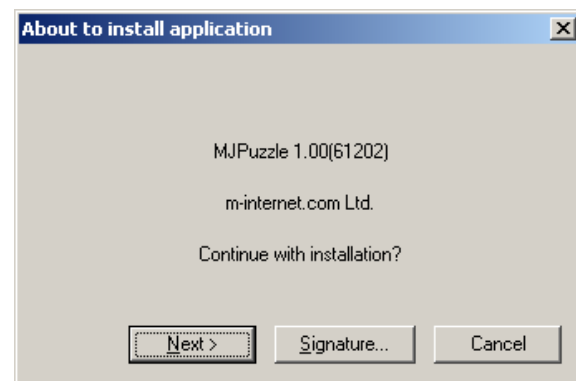
3 Installation

3.1 Using PC Suite for Nokia 7650/3650

a) Download the file **MJPuzzleNS60_100_EN.SIS** to your desktop PC

b) Connect your Nokia 7650/3650 to the PC using Infra-Red/Bluetooth (refer to your Nokia 7650/3650 manual)

c) Start PC Suite for Nokia 7650/3650

d) Click on "Tools -> Install device software" and select the downloaded file **MJPuzzleNS60_100_EN.SIS**. Click "Open" and the following screen will pop up to start the installation
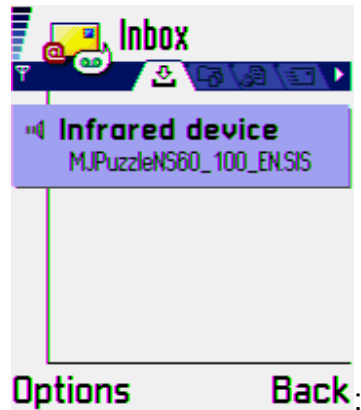
e) When you see the above screen, just click "Install anyway" to continue the installation

f) The following screen will pop up. Click "Next" to continue

g) You will see another "Select disk" screen, just click "Next" to continue.

h) Then you will see another "Please read..." screen which displays the license agreement for you to read. You can either click "Yes" to accept it and proceed with the installation OR click "No" to abort the installation.

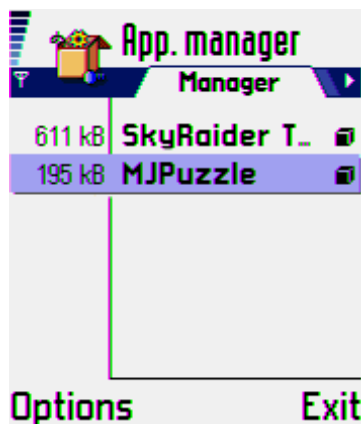### *3.2* *Using Infra-Red/Bluetooth Connection*

Alternatively, you can directly "beam" the **MJPuzzleNS60_100_EN.SIS** to your Nokia 7650/3650 via Infra-Red or Bluetooth. It will be stored as a New Message in the inbox of your Nokia 7650/3650.

Open the New Message and the installation will start automatically. During the installation, you will be prompted to read the license agreement. You can choose to accept it and proceed with the installation OR reject it to abort the installation.
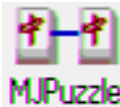
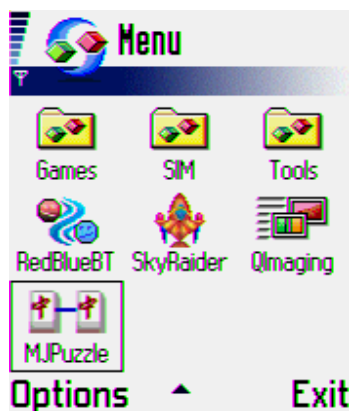## 4 Removing *Mahjong Puzzle*

Once installed, an entry called "MJPuzzle" will be listed in the Applications Manager program under the "Tools" folder. Select this entry and use "Options->Remove" to remove the MJPuzzle application.
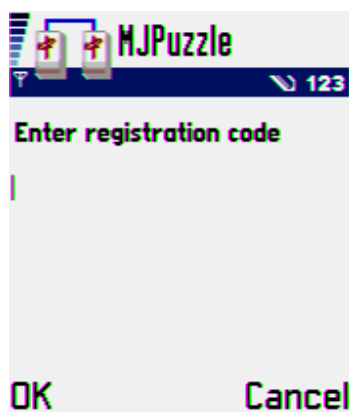
5 Starting Mahjong Puzzle

Press the Application Launch icon . In the Application menu, navigate to the icon and press joystick button to start the game.

If it is the first time to run the **Mahjong Puzzle**, registration code is required:

Note:

Trial version does not require registration code, and certain limitation is applied to the trial version. Please refer to Readme1st.txt

For full version, your registration code is generated based on the IMEI (a unique serial number on the GSM phone) of your Nokia phone. You have to supply the IMEI to m-internet.com Ltd. to generate the registration code only for your device. Pressing ***#06#** on your phone keypad to get the IMEI and send email to support@m-internet.com for assistance. Make sure you can only install one copy in one device only for each license use!

6 How to play

6.1 Rules of the game

The objective of the game is to match exposed tile in pair if its left, right, up, down edge is not touching another tile (except both same tiles next to each other), and the routing to match tiles cannot be more than 3 straight lines maximum.

The following are some examples of what are the correct and incorrect matching cases for your reference.

The number in red color next to the routing path indicates the number of lines to route the matching tile pair. Successful matching tile pair must be maximum 3 straight lines in their path.
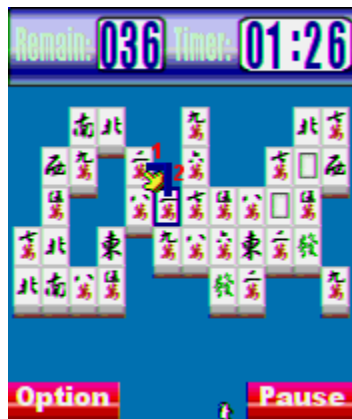
Correct matching cases:

The pair of tiles can be matched as it takes only 1 straight line path and both are next to each other.

The pair of tiles ![tile] can be matched as it takes 3 straight lines path and the matching pair has no blocking tiles

The pair of tiles ![tile] can be matched as it takes 2 straight lines path and the matching pair has no blocking tiles

The pair of tiles ![tile] can be matched as it takes 2 straight lines path and the matching pair has no blocking tiles
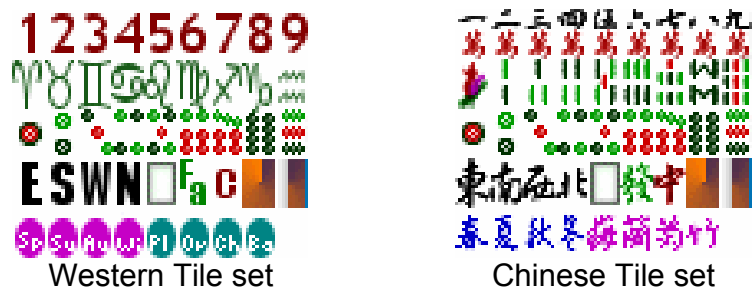
Incorrect matching cases:

It is not possible to match this pair of tiles because it takes 4 straight lines path which violates the max. 3 straight line path for matching tiles, even the matching path is cleared

The pair of tile cannot be matched because both tiles are blocked by other tiles and there is no matching path

6.2 Tile sets

You can choose either Chinese tile set or Western tile in "Settings" -> "Tiles", western tile set is more easily for non-Chinese people to be familiar with the appearance of the tiles.

Western Tile set   Chinese Tile set

6.3 Game levels

There are totally 4 game difficulty level you can choose in "Settings":

- Training: 12x5 board size, no time limit
- Easy: 12x5 board size, 3 minutes per session
- Normal: 14x7 board size, 4 minutes per session
- Hard: 16x9 board size, 6 minutes per session

In Training level, -2 seconds if one pair matches
In other levels, +2 seconds if one pair matches

6.4 Controls

Use joystick to select tile, press joystick button to confirm tile selection.

6.5 Settings

Game level

Refer to Section 6.3

Tiles

Chinese or Western tile set.

Audio

Sound effect or Background music: if you enable Background music, there will have no sound effect during play.

Volume

Adjust the audio volume.

7   Contact, Support and Questions

Please regularly visit website http://m-internet.com for further update.

Email Enquiry:

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