MGS Karting

Users Guide for Nokia 92x0
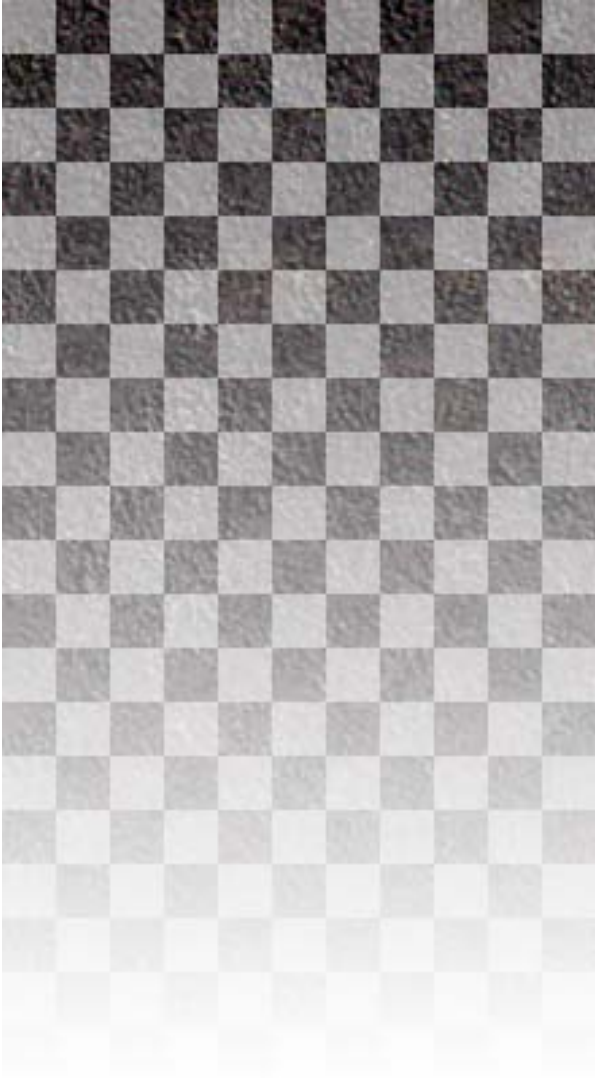
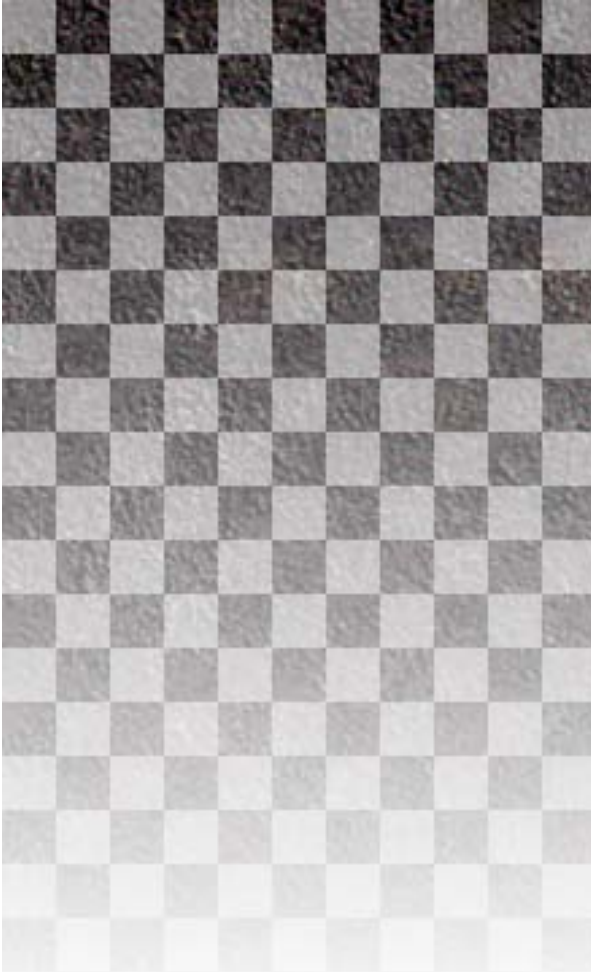# Index

Introduction

Thank you for playing MGS Karting, the first racing game from Noumena Productions. MGS Karting is created using MGS SDK, also from Noumena Productions.

MGS is an entertainment platform allowing high-performance entertainment titles to be made available for mobile handsets. To obtain the latest version of MGS and find more MGS games, please check out website at:

www.nmprod.com

Again, thank you for playing MGS Karting, we at Noumena hope you have as much fun playing the game as we have had creating it!

Installation

MGS Karting is a game created using the MGS Mobile entertainment engine, thus it requires the MGS console to run. If you do not have MGS installed, you can download the latest version from: www.nmprod.com.

Note: MGS Karting requires MGS version 1.9 or later. If you have an older version of MGS, you will need to update it before playing MGS Karting.

Minimal Requirement

1M or more MMC card space for software installation and 1.8M free memory for running the game.

To install MGS Karting:

1. Send MGS Karting and MGS to your phone using cable or infrared.
2. You will receive a message notifying you files have been received. Open these
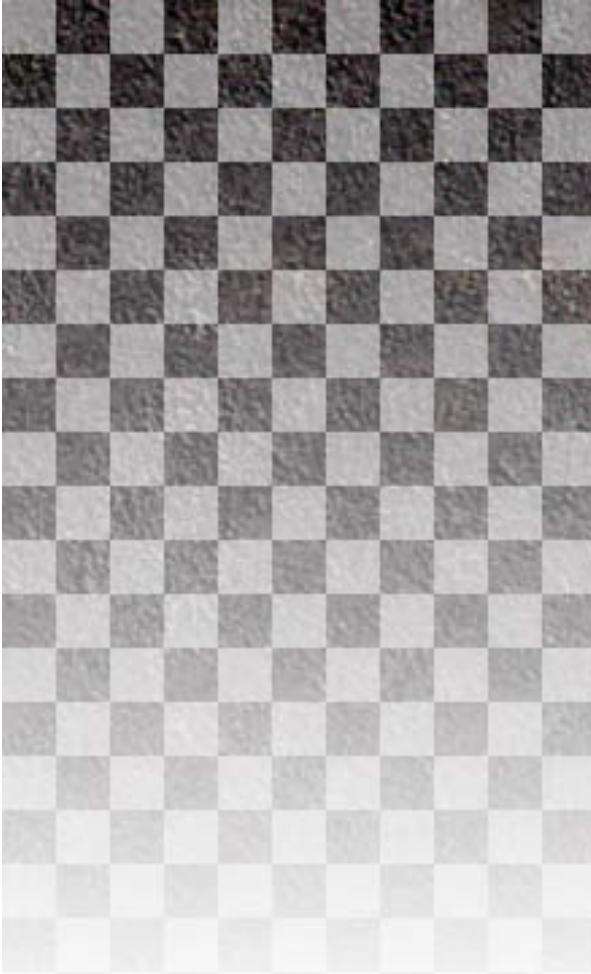
messages and choose install.

3. Upon successful installation of the files, you will find the MGS icon on your application list. Open MGS and choose MGS Karting to play!

Nokia 9210 users: 'Nokia Advanced Audio Support' is required. If you don't have it installed, install 'advancedaudiosupport.sis' comes with this package. Please close any unnecessary applications to make sure you have enough memory to run the game.

Unlock the demo

If you are playing the demo, upon starting the game you will be presented with a screen asking for the registration code. The demo is playable with limited game features: You will only get one kart, one character, and one racetrack.

There several methods to purchase the full version of the game:

Purchase on-line:

1. A credit card or other wired transfer method is required.
2. The IMEI code (a 15-digit number) for your cell phone is required. To obtain your IMEI code, dial *#06# on your phone.
3. Once purchase is made the unlock code will arrive by e-mail within the next 48 hours.

You can purchase MGS Karting from the following websites:
www.handango.com
www.softwaremarket.com
www.my-symbian.com
www.mobile2day.de

Purchase in retail shops

Only available in the People's Republic of
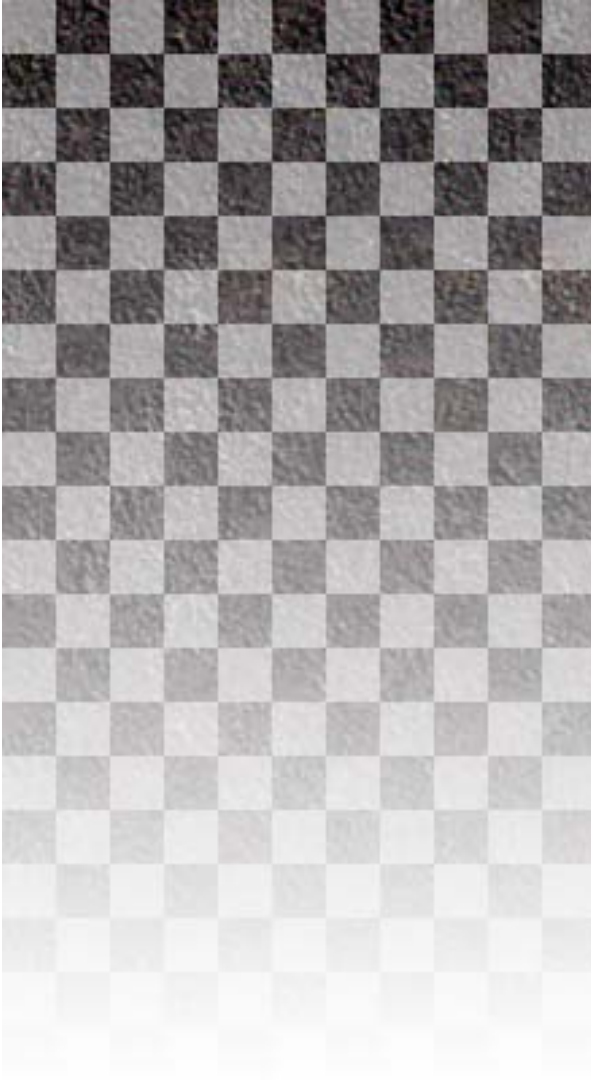
China at present.

Please go to any dealer shop and ask for MGS software.

Other purchasing methods

Noumena Productions is currently looking for other ways to distribute our products. You will soon be able to download our games directly to your phone. To be notified when this option of purchase becomes available please visit our website and sign up for MGS Newsletter.

Unlock the demo

Once you have purchased the game and received the unlock code, simply enter it in the registration screen and you now have the full version of the game!

Start playing

Navigating game menus

You can use UP and DOWN keys to navigate menu items.
Press the SPACE key to activate the selected item.
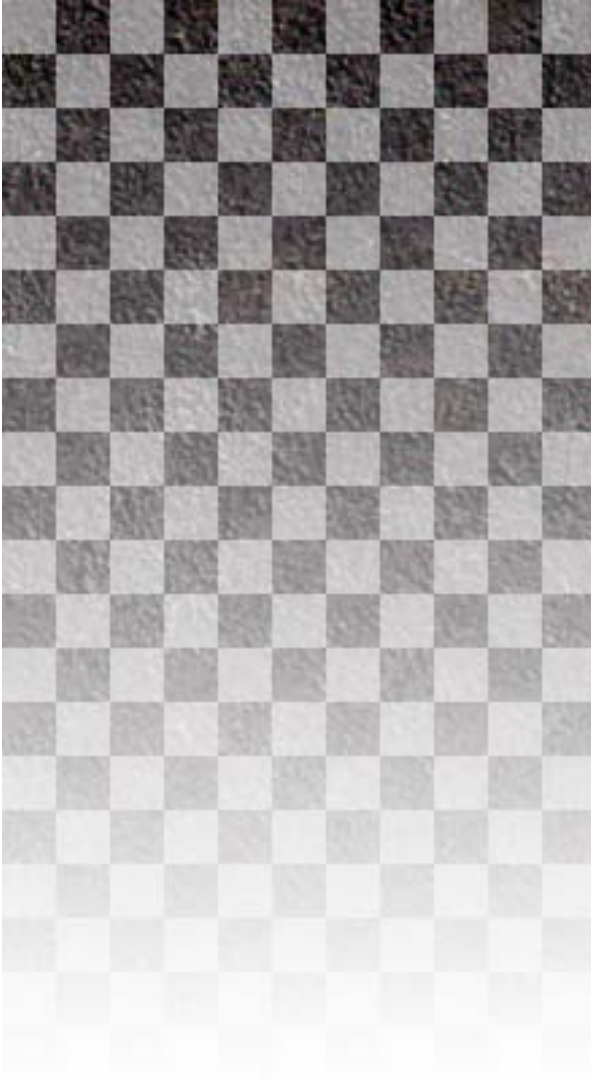You can also use the function keys on the right side to the screen.

Start a race!

MGS Karting offers many game modes, such as Tournaments, Extreme Tournaments, and Time Attack. For now, let's just jump into the race the quickest way there is: Enter a quick race!

To start a quick race:

1. From the Main Menu: Choose **QUICK RACE**.
2. A Quick Race will immediately throw you into a race with your kart, driver,

and track randomly chosen. Now pause the game by pressing the function key named **PAUSE** and read the next section on how to control your kart.

Note: If you have only the demo version of the MGS Karting, Quick Race will be the only game mode available, and you will always be playing the same track with the same kart and driver. Please refer to the UNLOCK THE DEMO section of this document on how to purchase the full version of MGS Karting.

Controlling your kart

MGS Karting for Nokia 92x0 has two control themes. A left-handed and a right-handed version of control themes are provided.

To change the control theme of the game:

1. From the **MAIN MENU**, use the joystick and select **OPTIONS**.
2. From the **OPTIONS** menu, under **CONTROL**, you will see three buttons: **1** and **2**.
3. Select the control theme you would like to use for the game.

Note: Control theme 2 is the left-handed version of control. But the buttons in theme 1 are also can be used.
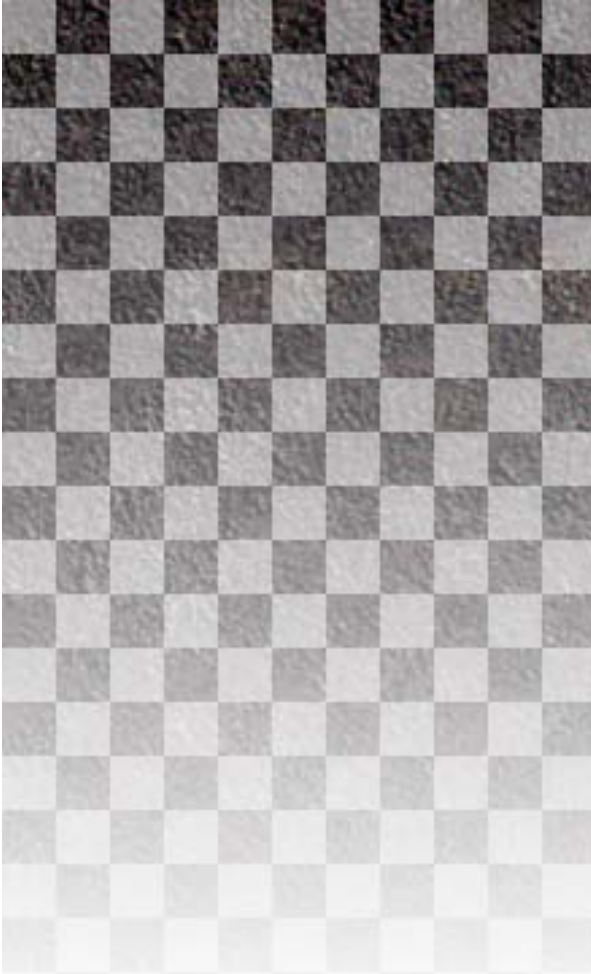
Game Modes

Single Extreme Race

Extreme race is, you guessed it: EXTREME. You are allowed to use weapons of all sorts to beat your opponents to the finish line. This is the place where the characters' **LUCK** rating comes into play.

Single Time Attack Race

Single Time Attack Race is the normal race,

you race against seven other opponents. There are not any weapons in this mode, so the characters' **LUCK** properties are not effect.

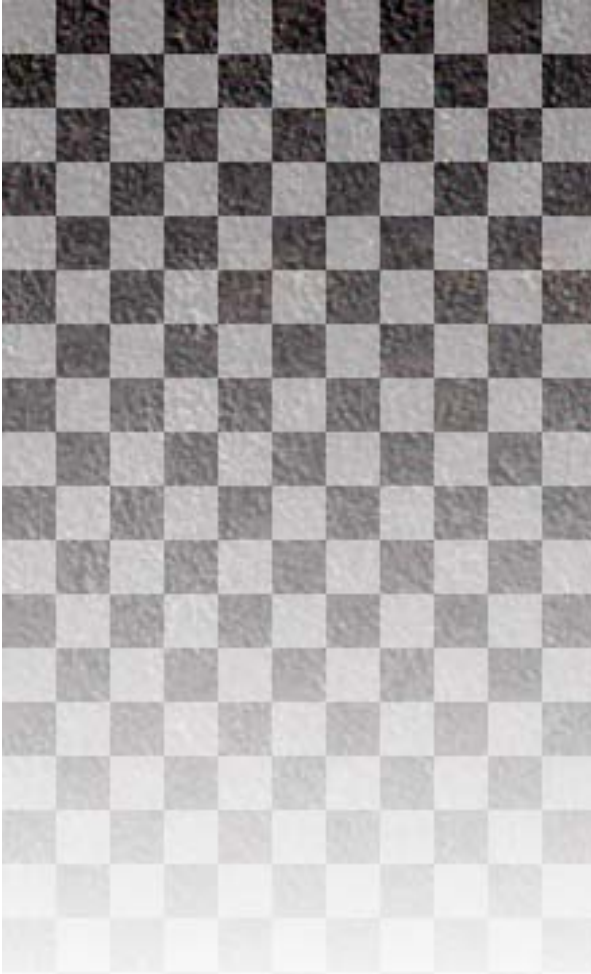**Tournament Games**

You probably have finished your first race by now. You can now try all of the game modes in MGS Karting. Once you have some experience and feeling of the game, we would recommend you to enter a tournament race, where you will compete for Tournament cups in a series of challenging races.

In MGS Karting, there are six Tournaments: In each tournament, your goal is to be ranked #1 and win the cup. Each cup consists of several tracks. Upon finishing each race, you will be given a certain amount of points based on your performance. At the end of all the races, the driver with the most points wins the cup. If you win all of the cups, you will be the winner of the Tournament!

To demonstrate how to play a tournament, we will enter MGS tournament now:

1. From the Main Menu, choose **START GAME**.
2. From the Game Selection Menu, choose **New Tournament**.
3. You're now in the Cup Selection Menu. Choose the Pharaoh cup and select **NEXT**.
4. You are now in the Kart Selection Menu. Browse through all the kart and see how each of them has a different performance rating in: Maximum speed, Acceleration, and Handling. Choose a kart and select **NEXT**.
5. You are now in the Driver Selection Menu. Browse through all the drivers, pay attention to each of their ability ratings (For more information on each character, please see the **Characters** section of this manual). Choose a Driver, when you click on **NEXT**, the race begins!
6. After the race, you will be debriefed on the current standings of the cup based

on the results of the race.

Important: Once a kart and driver have been chosen, you cannot change them during the duration of the tournament.

Note: If you quit a Tournament without finishing it, you can continue it by selecting **Start Game → Continue Tournament**.

Choose a kart:

After you have decided the race to enter, you will be allowed to choose a kart for your next race. There are six different karts in MGS Karting, each with different performance ratings.

Maximum speed: Maximum top speed of the kart.
Acceleration: Acceleration rate of the kart.
Handling: Turning rate of the kart.
Breaks: How fast the kart is able to stop.

Choose driver:

After you have chosen a kart for the next race, the next step would be to choose a driver. There are eight characters to choose from in MGS Karting. Each of these characters has different ratings that will affect how your kart would perform in the race.
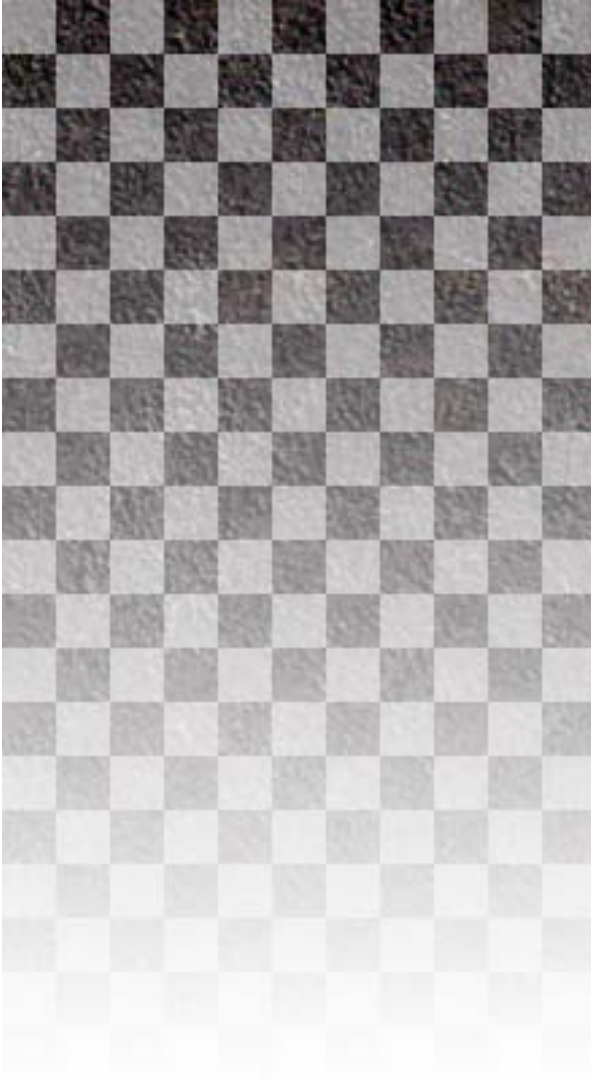
Weight: How much the character weights, the heavier the driver the slower the maximum speed.
Bravery: Brave characters are able to accelerate their karts faster.
Power: Power of the character determines how hard he can turn his kart.
Luck: Characters with a better luck rating are more likely to get powerful items in

MGS Extreme racing. Luck has no effect in time trial races.

Items

If you ever get tired of the normal races, then enter MGS Extreme Race. In extreme tournament tracks, you will be allowed to pick up special items and use them to your advantage: call down lightning strikes on your opponents, or fire a missile in their behind, you are encouraged to do what ever it takes to win.

Whenever you encounter this item on the racetrack, running over it before someone else will allow you to pick up the item stored within. What item you obtain is determined by your luck: Each character has a different lucky modifier. If you plan to relay on items to win, then choosing a lucky character would be wise.

Only one item is allowed at any given time. Once you have an item you will see its icon in the lower-left corner of the screen. You can press the (**Action**) key to use the item. If you pick up another item before using the one you currently own, the new item will replace the old one.

Each item has a slightly different way to use, for example the banana is dropped on the ground, the missile is fired upwards and homes in on the nearest target. To learn to use each item effectively, the best way is to practice and only with experience these items will become truly lethal.
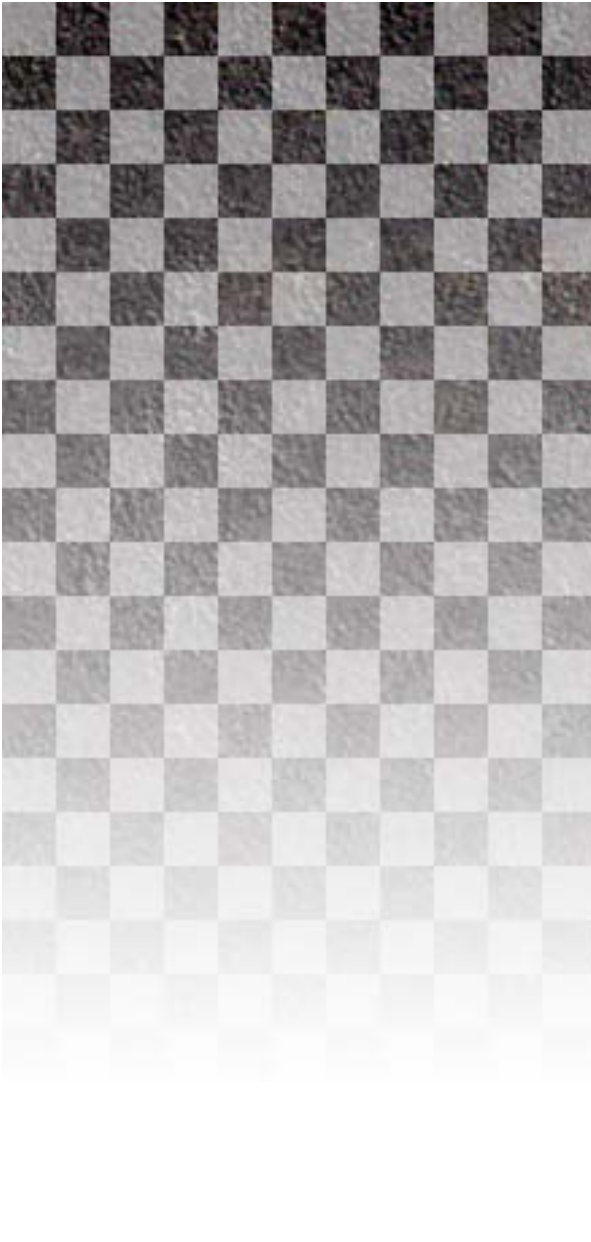
Items in MGS Extreme Race:

Banana: Even those unlucky can obtain a banana. Banana is dropped to the ground and anyone who runs over it will lose control of his kart for a short while and spins.

Batteries: Using a battery will boost the maximum speed of your car for five seconds, useful if you need that extra boost to beat your opponent to the finish

line. Batteries are quite commonly found on racetracks around the world.

Missile: If you can't beat him then shoot him. A missile will send your target into a uncontrollable spin. A missile is a common offensive weapon used by kart drivers.

Star Mace: Star mace is a cunning invention. It rotates around your kart and knocks everybody close in enough out of the way. You will need some luck to find this one.

Armor: Makes you invincible to all offensive items for 10 seconds, and anyone you run into will be knocked out of the way. Armor is super powerful and you will need some super luck to get one.

Shrink Missile: Hurt your opponents with style, shrink missile will shrink your opponent into tiny beings that they lose 20% of their speed for 10 seconds. Shrink guns uses state of the art technology and is quite hard to find.

Missile pod: Works just like a missile but this pod fires 7 missiles instead of one, hurting everyone on the racetrack except you.

Shrink pod: Fires seven shrinking missiles aimed at everyone on the racetrack. It's good to be bigger than everyone else!

Making phone calls

If you need to make a phone call (or answer one) in the middle of the game, simply do so; the game will be paused until you are done.

If you need to do some other things in the middle of a game, such as sending a SMS message, you can leave the game and tend to your task, once you are done you will be returned to where you have left off.
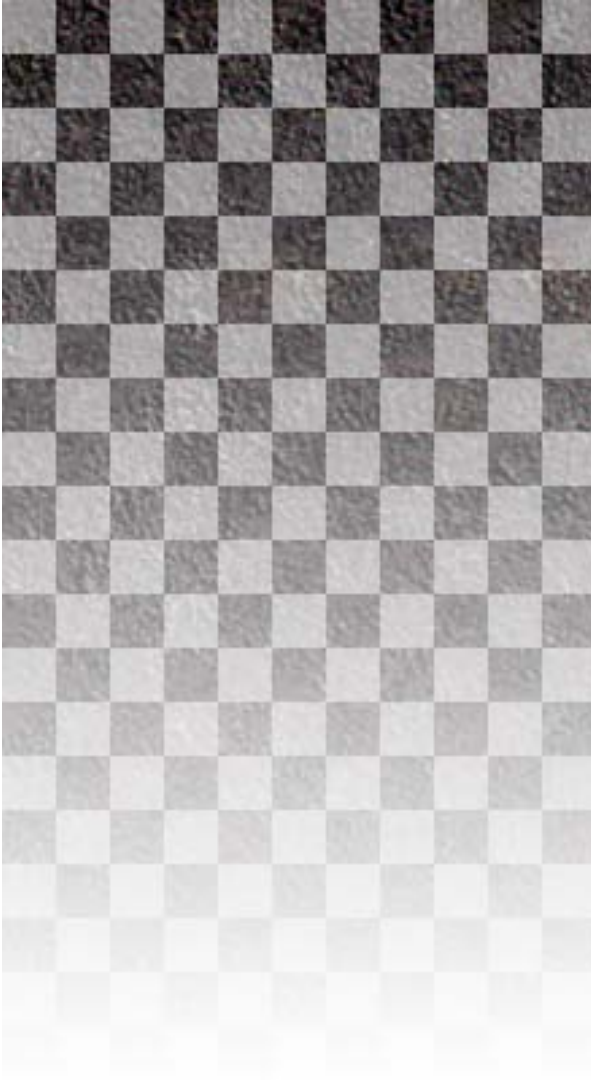
To return to where you have left off after running another application, you just need to run the MGS Console again.

Note: You cannot return to where you have left off if you start up another application, which needs much memory.

Uninstall

To remove the game from your phone's memory, go to **Control Panel →Install/Remove**, select MGS Karting 92x0 and choose **REMOVE**.

Credits

MGS Karting for Nokia 92x0.
Copyright © Noumena Productions Ltd.

MGS Karting is produced by:
   Noumena Productions

Game Design:
   Xin Pang and **Bruce Hsu**

Programming:
   Xin Pang and **Pengpeng Yan**

Art:
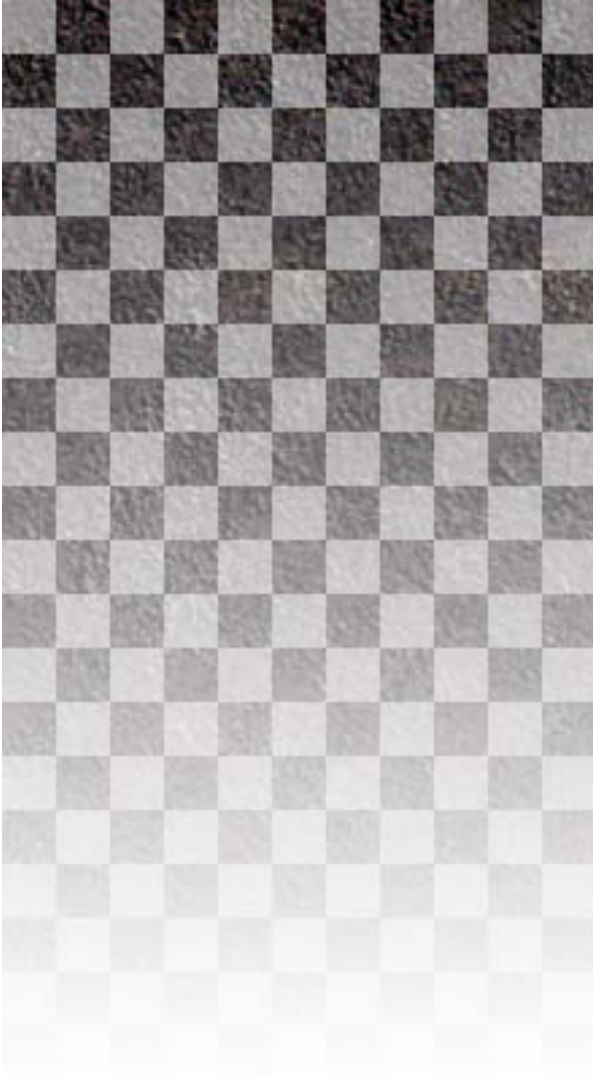   **Bruce Hsu**

Music and Sound FX:
   William York

Level Design:
   Pengpeng Yan
   Xin Pang

Documentation:
   Bruce Hsu

Website by:
   Mars Ma

Beta testing by:
   Noumena team and friends

Noumena Productions is:
Xin Pang
Bruce Hsu
Landy Chang
Pengpeng Yan
Jun Liang
Mars Ma

Thanks for playing MGS Karting!!!

MGS Karting is created by: