



Saga of Stone

User Manual for Nokia S60



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Introduction

Thank you for playing Saga of Stone (SOS), another stunning adventure game from TSSX.

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, only one stage is showed in demo.

To enjoy the full version of the game, please:

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 2 business days.

You can purchase Saga of Stone (SOS) from the following websites:

www.handango.com

www.smartsam.de

www.symbos.com

www.mobile2day.de

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!

Installation

To install Saga of Stone:

1. Send Saga of Stone to your phone using Bluetooth 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 SOS icon on your application list. Now it's time to play!



Main Menu

1. Select NEW GAME, then the game begins from the first level.

2. Select OPTION, and you can set the background music, SXF, and also to set the action key according to your handset model.

3. The CONTINUE option makes it possible that you don't have to play from the very beginning, just go on your unfulfilled level. Where you've been will be highlighted shown, and just move STONE to the place you want to challenge again, press key "FIRE" to act.

4. The producer team will be listed if you choose CREDIT.

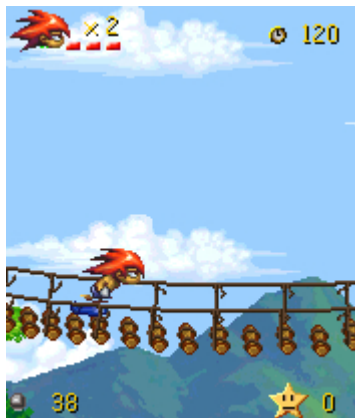
5. Use the EXIT option to exit. If you want to exit during the game, press right function key, select EXIT, then you can return to the main menu.



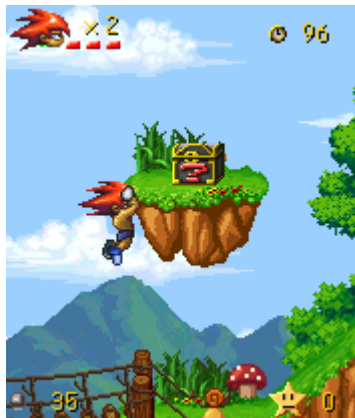


Direction:

1. Press "THROW" immediately after "JUMP", the stone can be thrown out when STONE jumps.



2. Press "DOWN" and "JUMP" at the same time, STONE gets speed-up and will jump higher and farther.



3. When STONE jumps to the edge of escarpment, he will automatically catch the edge, press "JUMP" with direction keys, and he will safely get to the escarpment. You can also press "THROW" to beat the monster when STONE is somersaulting. If you want to get down, press "DOWN" and "JUMP" altogether.



4. STONE can take good use of the swing canes to jump farther.



Level Description

LV1

A lever for jackaroos to get on the way. However, don't be hairbrained, monstrous animals may appear anywhere, and your stones are limited, so be sure not to waste every stone, otherwise, you will be driven from pillar to post.



LV2

It's Marsh Currach, you must have learned many skills after the experience of level 1. Be careful anyway of the varied vipers and ferocious crocodiles.



LV3

Unfortunately, Demon's awful flame-ball makes Stone's gloves out of magic. He can no longer throw stones to beat the monstrous animals. So what he can do now is to run out of marsh Currach as soon as possible to find the fabulous Recover Crystal.



LV4

It's Sky City now. You know it very high, so watch out, don't kill yourself by falling down.



LV5

A decisive battle. To defeat extremely ferocious Demon is Stone's final mission.

Enemy Description:



Simple-minded variant frog, move slow and can't see the enemy above him. But with strong physical strength, Stone has to use to stones to knock him down.



A thornball, which could be knocked down by only one stone. However, it's not so easy as imagined as he is scampering about.



Aberrant big mosquito, quick-responded, but can only attack the enemy behind him. Only one stone will kill him.



Ferocious snake, usually lurking, but when the enemy comes near, he will attack suddenly. Brushwood, riverbanks are good place for him to hide.



Crocodile in marshland. You can take him as your springboard, but remember, don't linger, his mouth is big enough to eat you.



BOSS-Demon. Extremely ferocious, with two ways of attack, his claws and his magic flameball. Move fast and attack frequently. However, here is his shortcoming for you. His moving location is limited, take good use of landform, you can defeat him!

Properties:



Spine standing out. As it's small, you have to pay especial attention.



Magic Box. Open it by your stone, you will find Stars or something unexpected.



Fabulous Recover Crystal, which could bring back the magic of Stone's gloves.



Swing canes, which Stone can take good use of.

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.



Uninstall

To remove the game from your phone's memory, go to **Tools/Manager**, select **Saga of Stone** and choose **REMOVE**.

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CREDITS

Saga of Stone

Version 1.0

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www.mobilegamer.com.cn

Project Manager

Wang Xiehua

Game/Level Design

Li Bowen

Zhou Xiaohu

Yang Deng

Programming

Huang Yongwu

Artist

Zhou Xiaohu

Yang Deng

Sound

Li Bowen

Technical Support

Wang Xiehua

Tests

Li Bowen

Ge Lu

MyBrave

Zhou Fengguo

Bobi