

DAEDALUS 3D

USER'S MANUAL

SYMBIAN S60 AND
NOKIA N-GAGE

Version 1.0 for Series 60

Safoa.net Software & Consulting

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COMPATIBILITY

Daedalus 3D – The Labyrinth is designed for smartphones running Series 60 platform under Symbian 6.1, Symbian 7 or greater, including:

- Nokia 3600, 3620, 3650, 3660 Series
- Nokia 6600
- Nokia 7610
- Nokia N-Gage Series
- Siemens SX1

(*) *65,536 colors only on compatible phones*

Your Series 60 smartphone ***must*** have an expansion card (MMC, for example) with 8 MB or more free available space for the FULL version (2,5 MB free space are needed for the demo version). The installation procedure needs a memory card, as the game cannot be installed on the internal telephone memory.

For an updated list of all compatible devices, please connect your browser to the website <http://www.daedalus3d.com>

Daedalus 3D for Series 60® is not compatible with other devices like Series 40®, Symbian© UIQ, Palm®, Psion©, Windows© CE.Net, Pocket PC©, Windows® Mobile 2003, Symbian©, and others.

IMPORTANT

Daedalus 3D, for a greatest efficiency, takes the hardware control of the device preventing that the smartphone goes into "sleep" mode during the game activity.

To quit the game, please select the right selection key (the key above the numeric key "3") . The game is automatically saved to the last level you've played.

To avoid discharging batteries, it is advisable:

- set the backlight at the lowest comfortable setting – if applicable;
- quit the game when not playing;
- return to the telephone screen

Features of Daedalus 3D – The labyrinth Series 60:

- ♣ True polygonal 3D graphics with real time rendering for total visual reality
- ♣ 3D engine fully machine-code optimized
- ♣ Terrific performances with extreme smooth graphics
- ♣ High-resolution support for 176*208 pixels display with 65,536 * or 4,096 color depth
- ♣ Digital 16-bit 3D audio
- ♣ fully customizable keys command support
- ♣ Compatibility with almost all Series 60 platform SmartPhone **
- ♣ Support for additional level-pack ***

* NOTE 1: 65,536 colors mode only on compatible Series 60 devices

** NOTE 2: Nokia 7650 is unsupported due to lack of memory card support

*** NOTE 3: for info about additional level-pack please consult the web site www.daedalus3d.com

The story:

Between the years 2003 and 2004, Humans ships two missiles to Mars, and in the year 2014 the first Human shipping reaches the Red Planet. The alien tribes of TalyTAR has a residency on Mars, a planet full of solid state, curative water, providing therapeutic properties and above all giving the prescience (although only temporary.)... The Humans delegation, pushed by curiosity and cupidity, occupy this residency plundering the containers of the precious material and awakening the fury of TalyTAR, that quickly get revenge for this organizing an invasion to planet Earth. The fortress of TalyTAR on the Earth is an ancient Human military base: you need to conquer this base and only when TalyTAR will be defeated, Humans will be able to live in freedom on their planet. Your mission is: hit and defeat the slobbering TalyTAR, not before overcoming his faithful military forces... The future of millions of people is into your hands.... Good Luck!

CHAPTER 1

Software Installation on the Series 60 Smartphone

NOTE - The installation and use of the software Daedalus 3D, and the reading of this guide and installation note included and the information here provided suppose:

- The knowledge of the Symbian and Series 60© Operating System
- That your smartphone is already fully battery charged and configured for the connection with your desktop, notebook or laptop windows© pc, and the PC Suite has already been configured on your PC.

This piece of software only works on Series 60© compatible devices, and is not compatible with other devices like Symbian UIQ©, Palm OS©, Psion©, Windows© CE.Net, Pocket PC©, and others.

Check the site www.daedalus3d.com for an updated list of compatible devices.

Your Series 60 smartphone **must** have an expansion card (MMC, for example) installed with 8 MB or more free available space for the FULL version (2,5 MB free space are needed for the demo version). The installation procedure needs a memory card, as the game cannot be installed on the internal smartphone memory.

Installing Daedalus 3D – The Labyrinth:

Copy the file **d3d_trial.SIS** (*demo version*) or **d3d_full1.SIS to d3d_full4.SIS** (*full version*) to your phone. (for full version copy and install the 4 files one for time)

- If you are using PC Suite to transfer the application, place the files **d3d_trial.SIS** (*demo*) or **d3d_full.SIS** (*full version*) in the Installs folder in the File manager or simply double-click the icon file on your PC.
- The installation files d3d_trial.SIS or d3d_full.SIS may also be downloaded to your phone during direct web browsing, received as attachments in multimedia messages or e-mails, or received via Bluetooth or via infrared or via USB cable from another device, for example another smartphone or a compatible PC (only if you have more than 4Mb free on your smartphone)
- Open the Application manager on the phone, scroll to the application d3d_trial.SIS (demo version) or d3d_full.SIS (full version), and select *Options - Install* to start installing the game.
- Alternatively, search the memory card, select the application d3d_trial.SIS (demo version) or d3d_full.SIS (full version), and press to start the installation. Wait until all the installation files are properly extracted to your memory card.

Installing an application without a digital signature or a certificate, the phone warns you of possible risks. Please continue the installation selecting "no" when the telephone ask to exit from the installation, you can be absolutely sure of the origin and contents of Daedalus 3D.

During installation, the phone checks the integrity of the application to be installed. The phone shows information about the checks being carried out and you are given options whether to continue or cancel the installation. Once the phone has checked the integrity of the application, it is installed on your phone.

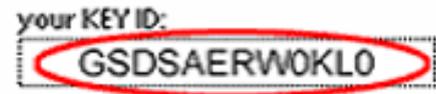
Important (see above): *Daedalus 3D has been fully and widely tested under a lot of environments. To increase protection, the application installation system uses digital signatures and certificates for applications. At the moment, Daedalus 3D does not yet have a digital signature so that the application manager gives a security warning during installation. Please continue anyway the installation: our*

application is totally tested and risk-free. In a future release, we'll include the digital signature into Daedalus 3D.

UNLOCKING THE SOFTWARE (FULL VERSION only):

When running the FULL version, after the first execution of Daedalus 3D it will appear the **unlock screen** where is show your **KEY ID** to be sent for the registration (*see the image*). Annotate the **KEY ID** and send it online to the address www.daedalus3d.com/reg.php indicating the email address used during the online purchasing procedure.

Within 48 working hours you'll receive in your email an **Unlock.SIS** application. Install and execute this small application to activate the game. After the activation, you can delete the **Unlock.SIS** file from your smartphone to free up some additional space, but save it in a safe place: you need it in case you'll reinstall the game.



Removing Daedalus 3D - The Labyrinth:

1. To remove an Daedalus 3D, please scroll to it and select Options - Remove.
2. Press Yes to confirm the removal.

Important: If you remove Daedalus 3D from your phone, you can only re-install it if you have the original d3d_trial.SIS (trial) or d3d_full.SIS (full version) file or a full backup of the phone memory. Refer to the documentation of the smartphone for details about uninstalling third-part applications.

CHAPTER 2:

Starting Daedalus 3D – The Labyrinth on the Series 60 smartphone



Start the game selecting with the joystick the icon **Daedalus 3D**, after a few seconds it will appear the **Startup Screen**. You can select with the up and down directions of the joystick:

- **PLAY** (Easy/ Normal /Hard) restart the game from the last saved level
- **NEW GAME** restart the game from the beginning, losing saved data
- **OPTIONS** opens the setup screen

In the Options screen, you can choose some game options:

- **Auto Switch weapon** switch automatically to the last weapon
- **Play intro** music, if checked
- **Show status bar** during the game
- **Key Control** to customize the keys arrangement.
- **Save Settings** and exit to the Startup Screen



In the Define keys screen, you can change the assignments of the keys.

For any action in the list, you can click on the corresponding icon, followed by the hardware key you like to assign. To modify an assigned key, simple execute a new assignment.

Save Settings exit to the setup screen.

Exiting from the game:

To quit the game, please select the right selection key (the key above the numeric key "3") . The game is automatically saved to the last level you've played.

Please note: during the game, the backlight is intentionally locked, so please exit when you stop playing to avoid a rapid batteries discharging on your phone.

Additional notes:

- Please remove the demo version from your phone before the installation of the full version of the game. Refer to the documentation of the smartphone for details about uninstalling third-part applications.
- Improvements, corrective patches and new versions of **Daedalus 3D – The labyrinth** will be published on the site www.daedalus3d.com as soon as available.
- Any bug or error report, and to provide Your precious feedback, feel free to contact us at: support@daedalus3d.com



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