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STUDIOS

A Symbian Game Development Company

Go Bananas!

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REQUIREMENTS

To run Go Bananas! on your phone you need the following requirements:

- Symbian OS (Series 60).
- 1200 KB Free disk space.
- 550 KB RAM.

GETTING STARTED

Installation

Installing Go Bananas! via PC

Go Bananas! can be installed onto your Nokia phone using PC Suite. First connect the phone to your PC by connecting the USB cable or by enabling Bluetooth/Infrared connection. Open and run the Go Bananas! SIS file (e.g. GoBananas_2nd_Ed.sis) on the PC or select Go Bananas! SIS file within PC Suite to transfer it to your phone. Then follow the prompts on your phone to install.

Installing sent file from Inbox

Go Bananas! can be sent also to your phone via Bluetooth, Infrared, SMS or Email. Once it has been sent it will be stored as a New Message. Open the message and follow the prompts to install. Delete the message when installation is complete.

Un-Installation

To un-install Go Bananas! from your phone, go into the Application Menu of your phone. Then select Manager in the Tools directory. Select Go Bananas! then either press Clear or select Options then Delete.

REGISTRATION AND ACTIVATION

Trial Version

Upon installation of Go Bananas! the trial version of the game is enabled. With this trial version only one level of Go Bananas! will be available to play.

If you have purchased a full version of the game please see - Registration.

If you have downloaded the trial version and would like to upgrade to the full version, please visit http://www.dangeross.com to see the purchase options available.

Registration

After purchasing Go Bananas! you should receive a Registration Ticket via email with details on how to collect your Activation Key. The Activation Key is an encripted number required by the game to link you to the purchase made in order to un-lock the full features of the game. Follow the email and Registration dialog instructions to collect your personal Activation Key.

If you do not receive this email or have any other problems, please contact customer.support@dangeross.com

Activation

After you have collected your Activation Key from the Dangeross Studios website, follow the instructions on the website and Activation dialog to enter your Activation Key.

If you have problems entering your Activation Key, please contact customer.support@dangeross.com

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USER MANUAL

Main Menu

In the Main Menu the user is allowed to select different options based on the menu items shown. These items include either to start a New Game or to view the Settings, Scores, About, and Help screens.

To select a menu item use the Up and Down arrow/directional keys to move until the required menu item is highlighted in blue. Once the menu item is highlighted, press the Left Softkey to select this item.
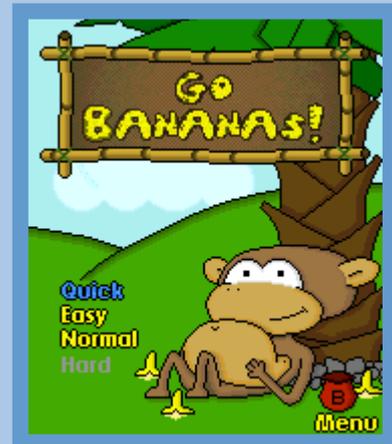
To Quit press the Right Softkey.

New Game

In the New Game Menu you can select the type of game you want to play. Game types are:

- Quick - For a quick game select this option. This can either generate a random level or loads a random Easy, Normal or Hard level for you to play.
- Easy, Normal, Hard - With each game difficulty you have a series of 25 levels which gradually get more difficult. To unlock the Hard setting you must first complete the Normal game.

To return to the Main Menu press the Right Softkey.

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Settings

The Settings Menu allows you to change various configuration settings within the game. Please note that these settings are automatically updated if you change your profile settings on the phone.

To change a setting first use the Up and Down arrow/directional keys to move until the required setting is highlighted in white. Once selected you can then use the Left softkey to turn the Sound On or Off. To adjust the Volume use the Left and Right arrow/directional keys.

S60 2nd Edition

To return to the Main Menu press the Right Softkey.

3rd Edition phones have two extra settings options depending on the screen resolution.

S60 3rd Edition Only – Resolution 352x416 and above. For very high resolution displays it is possible to switch the Hi-Res Mode On or Off (as shown right). When Hi-Res Mode is Off a zoomed view of the game is displayed, and when it is On a high resolution view of the game is shown. This might be difficult to see depending on the physical display size.

S60 3rd Edition

S60 3rd Edition Only. The view orientation can also be changed. Select Orientation and press the Left Softkey to switch the orientation. Possible orientations are:

- Automatic - The default setting. Orientation is the same as your OS configured orientation. This setting will change orientation dynamically depending on device capabilities.
- Portrait - Set and fix the orientation to Portrait mode.
- Landscape - Set and fix the orientation to Landscape mode (as shown right).

S60 3rd Edition

Scores

On the Scores screen the best 10 scores are shown. The high scores are ordered by the highest score descending. If 2 scores that are the same are entered into the table then the entry with the higher level is ranked higher.

When you have reached a high score within the game, you will be allowed to enter your name into the table.

To view the high scores for the three different difficultly levels: Easy, Normal, and Hard use the Left and Right arrow/directional keys to scroll between them.

To return to the Main Menu press the Right Softkey.

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About

The About Screen shows you information about the Go Bananas! application itself. Details include the applications version number, copyright notice and the Dangeross Studios website.

To return to the Main Menu press the Right Softkey.

Help

The Help screen offers you brief information on the basic rules of the game. There are four pages of information which include How To Play, Bananas, and Rewards.

To scroll between the pages, use the Left and Right arrow/directional keys.

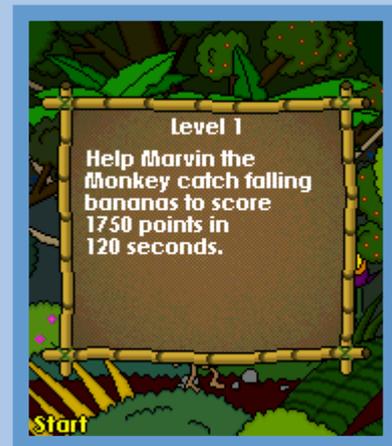To return to the Main Menu press the Right Softkey.

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GAME

Level Goal

At the start of each level a screen describing the goals of the level are displayed. There are three main game types which have different rules to complete the level within the time limit:

- Score - You have to get a score equal to or above the stated score (as shown right).
- Percent - You have to catch equal to or above the stated percentage of the fallen bananas.
- Catch All - You have to catch ALL of the bananas that fall.

Screen Layout

Once the game has started all information is displayed across the top of the screen. The information displayed depending on the levels game type (see above). These are as follows:

- Time - The time in seconds remaining to complete the level.
- Score - Your total score so far (as shown right).
- Percent - The pecentage of bananas collected so far.

To pause the game press the Left Softkey. Whilst paused, either the game can be resumed by pressing the Left Softkey again, or you can leave the game exiting to the Scores screen by pressing the Right Softkey.

Keys

You control Marvin the Monkey. To guide him Left and Right you can use the following controls:

- Left - To move Marvin left you can use the Left arrow/directional key, the '4' key in Portrait Orientation (see Settings - Page 7), or the '2' key in Landscape Orientation.
- Right - To move Marvin right you can use the Right arrow/directional key, the '6' key in Portrait Orientation, or the '8' key in Landscape Orientation.

Bananas

There are several different types of bananas you can collect. Each one will give you different points or rewards to help you in the game. The different bananas are as follows:

Normal Banana - Gives you 10 points.

Banana Bunch - Gives you 30 points.

Bad Banana - Gives you -10 points and you will lose all current Rewards.

Reward Banana - Gives you 10 points and a Reward (see Rewards - Page 11).

Rewards

When you collect a Reward Banana (see Bananas - Page 10) you will get a power-up in the form of one of the following Rewards:

Extra Time - Gives you an extra 10 seconds on the Timer.

Roller Skates - Gives you Roller Skates for 30 seconds. Having these give you extra speed.

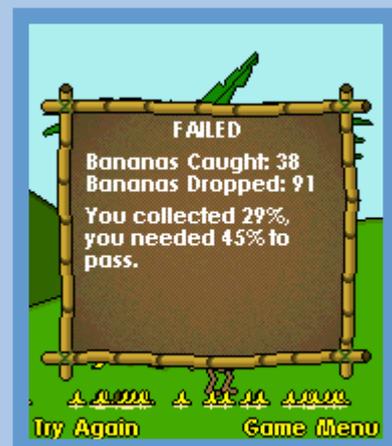**Double Points** - Doubles all points from bananas collected over 10 seconds.

Double Bananas - Doubles the rate at which the bananas fall over 15 seconds.

Level Result

Once the time period is over a results summary page is displayed telling you if you have Passed or Failed the level. It will break down the statistics of the level showing the number of bananas caught and dropped, and will show your score against the results criteria.
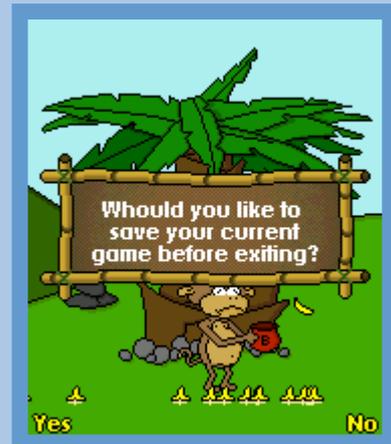
- Passed - To goto the next level press the Left Softkey. To play again press the Right Softkey (as shown right-top).
- Failed - To try the level again press the Left Softkey. To Quit to the Game Menu press the Right Softkey (as shown right-bottom).

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Load & Save

Once you have completed the first level of each game difficultly (see New Game - Page 5), upon quitting a dialog will ask if you would like to save the current game before exiting (as shown right). To save the game press the Left Softkey. To leave without saving press the Right Softkey.
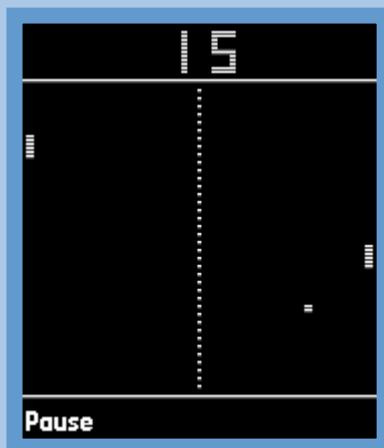
To load a game, simply start a new game and if a game has previously been saved it will show a dialog asking if you would like to load the saved game. To load the saved game press the Left Softkey. To start a new game without loading press the Right Softkey.

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OTHER PRODUCTS

The following products are also available from Dangeross Studios:

Pong

Mars Lander

More details about these and other products can be found on the Dangeross Studios website http://www.dangeross.com including additional downloads and best purchase options.

ADDITIONAL SUPPORT

If you require any further assistants with this product there are several ways you can contact us. Please first look at the Dangeross Studios web forum, found at http://studios.dangeross.com/forum to see if your problem has happened before. If not, you can contact us in the following ways:

- Via our forum at http://studios.dangeross.com/forum
- Via our site at http://studios.dangeross.com/index.php?page=contact
- Via e-mail at customer.support@dangeross.com

All comments will be read as soon as possible.