Issue 1 EN

NOKIA 9210 Communicator

Software on CD-ROM Guide

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FOR YOUR SAFETY Read these simple guidelines. Breaking the rules may be dangerous or illegal. Further detailed information is given in a separate User's guide.

ROAD SAFETY COMES FIRST Do not use the communicator while driving; park the vehicle first.

INTERFERENCE All wireless phones may get interference which could affect performance.

SWITCH OFF IN HOSPITALS Follow any regulations or rules. Switch off the phone near medical equipment.

SWITCH OFF IN AIRCRAFT Wireless phones can cause interference. Using them on an aircraft is illegal.

SWITCH OFF WHEN REFUELLING Do not use the phone at a fuelling point. Do not use near fuel or chemicals.

SWITCH OFF NEAR BLASTING Do not use the phone where blasting is in progress. Observe restrictions, and follow any regulations or rules.

USE SENSIBLY Use only in the normal position (to ear). Do not touch the antenna unnecessarily.

USE QUALIFIED SERVICE Only qualified service personnel must install or repair equipment.

ACCESSORIES AND BATTERIES Use only approved accessories and batteries. Do not connect incompatible products.

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MAKING CALLS VIA THE PHONE Close the cover and ensure the phone is switched on and in service. Enter the phone number, including the area code, then press . To end a call press . To answer a call press .

EMERGENCY CALLS Close the device cover. Ensure the phone is switched is on and in service. Hold for several seconds, to clear the display. Enter the emergency number, then press . Give your location. Do not end the call until told to do so.

MAKE BACKUP COPIES Remember to make backup copies of all important data.

CONNECTING TO OTHER DEVICES When connecting to any other device, read its user's guide for detailed safety instructions. Do not connect incompatible products.

INFRARED PRECAUTIONS Do not point the IR beam at anyone's eye or allow it to interfere with other IR devices.

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1. Software on CD-ROM

This guide contains information about software that you can install from the CD-ROM found in the sales package. These applications are located in the 'Software for the communicator' and 'Sofware for PC' sections. Please note that some add-on programs have their own user's guides. They are located next to the programs on the CD-ROM.

Tip: For more information on installing software, see the User's Guide.

To install software from the CD-ROM

The applications and files on the communicator's CD-ROM are ready to be installed or moved to the communicator. Proceed with installation as follows:

1. Ensure that you have installed PC Suite on your computer. You can find this program on the CD-ROM in the sales package.
2. Insert the CD-ROM into the CD-ROM drive of your computer.
3. Either: Connect your communicator to your computer using the adapter cable supplied in the sales package.
   Or: Prepare the communicator and the computer for an infrared connection. For more information, see the User's Guide.
4. The CD-ROM opens automatically. If not, open the CD-ROM user interface by double-clicking the file 'Nokia9210.exe' in the CD-ROM file structure.
5. Locate and select a program you want to install from the CD-ROM user interface and click 'Install'.

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Tip: Use the memory card in the communicator to gain more space for the different applications and files on the CD-ROM.

Note: Remember to install the add-on applications in the same language as your communicator.

Remote synchronisation

The Remote synchronisation application for the Nokia 9210 Communicator enables you to synchronise your calendar and contacts over a GSM data call with various Internet calendar and address book applications as well as multiple corporate office solutions such as Lotus Notes. The synchronisation application uses SyncML technology for synchronisation.

Remote server settings are called synchronisation profiles. You can create several profiles if you need to synchronise with multiple servers or applications.

Note: For information on SyncML compatibility, please contact your service provider or company help desk.

Note: This product includes software developed by The SyncML Initiative.

To create a new synchronisation profile

When you start Remote synchronisation, the current synchronisation profile is displayed in the main view, under the title *Remote Synchronisation*. If no profile has been created, the text *(No profiles defined)* is displayed.

To create a new profile, proceed as follows:

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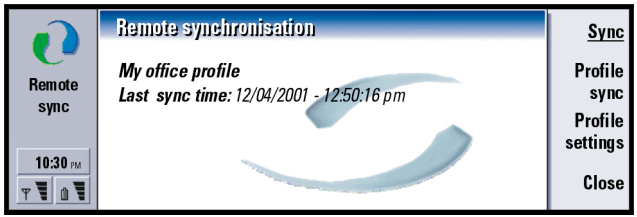

Figure 1

1 If no profiles have been defined, press **New**. A dialog opens. Continue with step 4.
2 If at least one profile has already been defined, press **Profile Settings** in the main view to view available profiles.
3 To create a new profile based on the settings of an old one, select the one to be used as a base and click **New**. A dialog opens.
4 Define the following:

Tip: When adding a new profile based on an old one, select the profile whose values are closest to the values of the new profile.

General page

Default: At least one of the available synchronisation profiles must be defined as the default profile. To define the current profile as the default one, choose *Yes*. The default profile is shown in the main view for quick access.

Profile name: Type a descriptive name for the profile. Example: "My Office Calendar." Each profile must have a unique profile name.

Use Internet access/*Host address*/*Port*/*HTTP Authentication*: Refer to your service provider or system administrator for the correct values.

User name: Your user ID for the synchronisation server. Refer to your service provider or system administrator for your correct ID.

Tip: For ease-of-use, set the most used profile as the default profile.

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Password: Type your password here. For security reasons, the password is shown with asterisks (*****). Refer to your service provider or system administrator for your correct password.

Note: The Settings button is active only in the *HTTP Authentication* field.

Data page

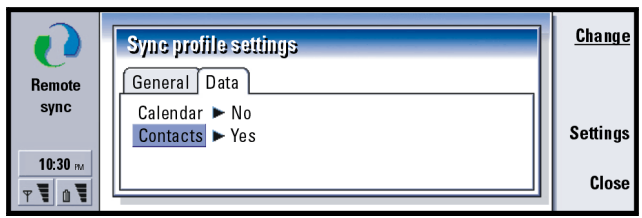

Figure 2

On this page, you can select which data to synchronise with a server.

1 Select the application with the Arrows key and click **Change** to choose *Yes* or *No*.

2 To define the Calendar or Contacts settings, press **Settings**. A dialog opens. Define the following:
Calendar file/*Contacts file*: Press **Browse** to select the correct database in your communicator.
Remote calendar/*Remote contacts*: Refer to your service provider or system administrator.

Note: Before you can synchronise calendar data, a calendar file must exist in your communicator. Use the Calendar application to create a calendar file.

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To synchronise data

1 In the main view, check that you have selected the correct profile. Press **Sync**. The status of the synchronisation is displayed at the bottom of the screen.
2 To cancel the synchronisation before it is finished, press **Cancel**.
3 You are notified when the synchronisation has been completed. Press **View log** to open a log file or **Close** to return to the main view.

To edit existing server profiles

1 In the main view, press **Profile Settings**. A list of server profiles is displayed.
2 Select a profile to edit with the Arrows key and press **Edit**.
3 Edit the profile as necessary. Refer to your service provider, system administrator, or manual for correct values. For setting details, see 'General page' on page 9 and 'Data page' on page 10.
4 Click **Close** to accept changes and close the dialog.

To delete existing server profiles

1 In the main view, press **Profile Settings**. A list of server profiles is displayed.
2 Select a profile to delete with the Arrows key and press **Delete**.

To synchronise with another server

1 In the main view, press **Profile Sync**. A list of server profiles is displayed.
2 Select a profile and press **Sync**.

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To view synchronisation logs

You can view a profile's last synchronisation log.

1 In the main view, press **Profile Sync**. A list of server profiles is displayed.
2 Select a profile and press **View Log**. The log shows you the number of updated, added, or deleted items.

Unit converter

You can use the Unit converter for the Nokia 9210 Communicator to convert units of measurements.

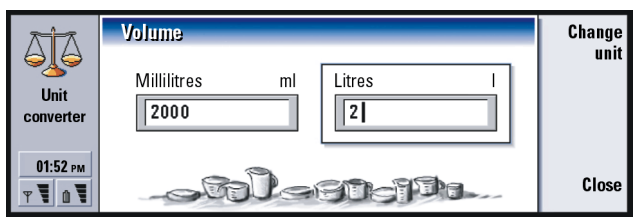

Figure 3

To open the conversion tool, select the conversion category in the main view and press **Open**.

The conversion categories and units are the following:

Conversion category	Unit A	Unit B
Currency	USD	EUR
Area	ft^2	m^2

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Energy	kcal	kJ
Length	mi	km
Mass	lbs	kg
Power	hp	kW
Pressure	Pa	b
Temperature	F	C
Time	d	h
Velocity	mph	km/h
Volume	gal (US)	litre

The conversion tool for a particular conversion category has two frames, see Figure 3.

Only one frame can be active at a time. The frames always have corresponding values; if the value in either of the two frames is changed, the other frame is automatically updated.

Tip: To move between the frames, use the Tab key.

Note: The calculator has limited accuracy and rounding errors may occur.

To change units

You may want to change the units used in a particular conversion category. For example, instead of converting from USD in the currency category, you may want to convert from FRF.

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1 Press **Change unit** in the conversion tool view for the particular conversion category. A dialog opens.
2 Choose from the list or search the list by typing a string in the search field.
3 Press **Select** to accept the change or **Cancel** to dismiss it.

To add and edit currency units

Note: Only currency units can be edited, deleted, and added.

Tip: To delete a currency, select it and press the Menu key; select *File* > *Delete currency...*. Press **Delete**.

1 Select and open the currency category.
2 To edit a currency, select it and press **Open**.
To add a currency, press the Menu key and select *File* > *New currency...*.
A dialog opens.
3 Define the following:
Name: The name of the currency unit.
Symbol: An abbreviation of the currency unit.
4 Press **Calculate ratio** to define the following:
Ratio: The rate of conversion defined by the base unit.
A dialog opens.
5 Define the values of the new and base currency units and press **Cancel**.
6 Press **Close** to accept the changes.

File viewer

File viewer enables you to view several text editor formats, graphic formats, and other file formats. Furthermore, you can open and extract archived files.

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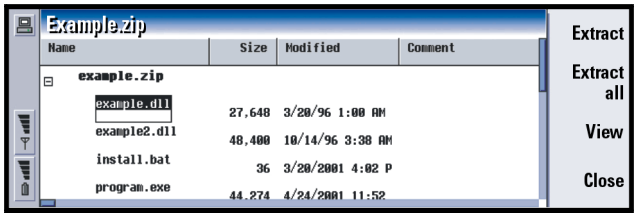

Figure 4

Supported formats

The CD-ROM contains five installation files that support different file formats. Below is the list of available installation files and the corresponding supported file formats.

Installation file	Supported file formats	Supported file extensions
All installation files	Plain text	TXT
	Windows bitmap	BMP, RLE, ICO, CUR
	Portable Network Graphics	PNG
	Windows Metafile	WMF, EMF
MS_Powerpoint.sis	Microsoft PowerPoint 3/4/7/97/ 98/2000	PPT, POT, PPS
MS_Excel.sis	Microsoft Excel 2/3/4/5/7/97/98/ 2000	XLS, XLC

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MS_Office.sis	Microsoft PowerPoint 3/4/7/97/98/2000,	PPT, POT, PPS
	Microsoft Excel 2/3/4/5/7/97/98/2000,	XLS, XLC
	Microsoft Word 1/2/4/5/6/7/97/98/2000	DOC, WRI
Lotus_WP_AMI.sis	Lotus 1-2-3 v. 1/2/3/4/5/97/Millenium	WQ1, WKU, WK1, WK3, WK4, WK5, WK6, 123
	Lotus Ami Pro	SAM
	WordPerfect 4/5/6/7/8	WPD
	WordPerfect Graphic	WPG
	Lotus Ami Draw	SDW
Other.sis: Image formats	Computer Graphics Metafile	CGM
	Compuserve GIF	GIF
	Paintbrush	PCX, DCX
	Tagged Image File Format	TIF, JPG, JIF
Other.sis: Text formats	Internet Hypertext Markup Language	HTML
	Plain text	TXT
	vCard	VCF
	Rich text format	RTF

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Other.sis: Archived files	Winzip, PKZIP	ZIP, EXE
	Unix Gzip	TGZ
	Unix Compress	TAR, TAZ
Other.sis: Other formats	Microsoft project	MPP
	Visio	VSD

To view files

Note: The menu options and commands available depend on the type of file that is viewed.

1 Select *File viewer* in the Extras application main view and press Enter.
2 The Open dialog appears.
3 Press **Browse** to locate a supported file and press **OK**. The file opens. Depending on the file type, you have the following options:

All files

- Press **Zoom in** and **Zoom out** to change the view.
- Press the Menu key and select *View* > *Full screen mode* to display only the document or file contents on the screen.
- To send the file, press **Send**. The Send dialog opens. The options are *As a mail* / *Via infrared*. Press **Send** to confirm sending.
- To close File viewer, press **Close**.

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Text documents and images

- Press the Menu key and select *Picture/Document* > *Fit to width* to zoom the file so that it fits the screen width.
- Select *Picture/Document* > *Fit to window* to zoom the file so that it fits to the screen.

Text documents and spreadsheets

The *Document* or *Spreadsheet* menu contains several viewing options:

- *Draft view*: To select draft view, press the Menu key and select *Document* > *Draft view* or *Spreadsheet* > *Draft view*. In draft view, the text of the document or spreadsheet file is displayed in a single font. Character formatting, paragraph alignment, spacing, and tabs are also displayed. Embedded objects are not displayed in draft view.
- *Normal view*: To select normal view, press the Menu key and select *Document* > *Normal view* or *Spreadsheet* > *Normal view*. In normal view also all fonts and embedded objects are displayed as in the original document.
- *Page view*: To select page view view, press the Menu key and select *Document* > *Page view* or *Spreadsheet* > *Page view*. In page view the text of the document or spreadsheet file is displayed as in the original document, including all line wrapping, columns, page margins, headers, footers, and annotations.

Tip: When viewing a text document, you can select text, copy it to the clipboard, and paste it in other applications.

Images

- Press the Menu key and select *Picture* > *Fit to width* to zoom the image so that it fits the screen width.
- Select *Picture* > *Fit to window* to zoom the image so that it fits to the screen.
- Select *Picture* > *Rotate* to rotate the image 90 degrees clockwise.

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- Select *Picture* > *Reset to original* to view the picture as it was viewed when opened.

Archived files

- To extract selected files, press **Extract**. A target folder dialog opens.
- To extract all files in an archive, press **Extract all**.
- To view a file in an archive, press **View**.

You can also sort the items in an archive.

- Select *Edit* > *Sort by* to define the sorting criteria. The options are *Name*/ *Date*/ *Size*.
- Select *Edit* > *Sort Order* to define the sorting order. The options are *Ascending*/ *Descending*.

PowerPoint presentations

To view slides, press the Menu key and select *Slide* > *Next slide* / *Previous slide*. The other menu commands in the *Slide* menu work exactly as in the *Picture* menu.

Tip: The keyboard shortcuts for *Next slide* / *Previous slide* are Shift-Ctrl-N and Shift-Ctrl-P.

To configure File viewer options

Press the Menu key and select *View* > *Options*. A dialog with two pages opens. Define the following:

View page

Default font: To select the default font, press **Change**. The font dialog opens.

View unknown as: Defines how the viewer handles unknown file types. The options are *Text*/ *Hexadecimal*/ *Do not view*.

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Unsupported files as: Defines how the viewer handles unsupported file types. The options are *Ask user*/*Open in registered app*/*View as unknown*.

Other page

Show gridlines: Select the default setting for spreadsheet gridlines. The options are *Yes*/*No*.

Sort archives by: Select the default sorting criterion for archive files. The options are *Name*/*Date*/*Type*/*Size*.

Archives sort order: Select the default sorting order. The options are *Ascending*/*Descending*.

To close the dialog, press **Close**.

Notes

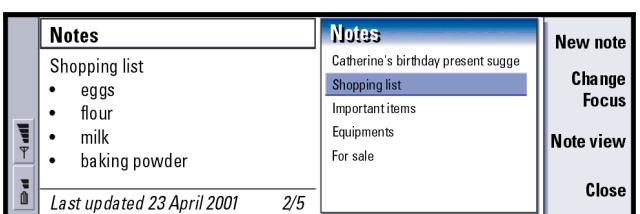

Figure 5

Notes is a simple text editor for typing quick notes and creating note lists. You can make several notes to create a note list. You can sort a list in multiple ways and save a list as a notebook. Notes includes many of the standard commands found in word processors.

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Notes is available in English only.

To add and delete notes and notebooks

To add a new note, press **New note**.

To delete a note, press the Menu key and select *File > Delete note*.

To add a new notebook, press the Menu key and select *File> New file*. You can have separate notebooks for different topics.

Views

You can view the contents of a note or both a note and a note list. To choose a view, press the Menu key and select *View > Split view/Note view*.

To move between the views in split view, press **Change focus**.

To display the current view in full-screen mode, press the Menu key and select *View > Full screen*. To return to normal view, select *Full screen* again.

Tip: Note view is good for editing large amounts of text. Split View is good for browsing a notebook.

To format the note text

1. Select the text you want to modify.
2. Press the Menu key and select the options you want in the *Format* menu: Select *Font...* to change the font used iin the text. To select bold, italics, underlining, or bulleted text, select the corresponding options

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Tip: The word count feature is useful when you want to send a note as a short message. Short messages must be no longer than 160 alphanumeric characters .

To count the words in a note

Press the Menu key and select *Tools* > *Word count*.

To spell check a note

If you have installed the spell checker application, you can check the spelling of a note as follows:

1 Press the Menu key and select *Tools* > *Spell check*.
2 For more suggestions on a unknown word, highlight *Suggestions* and select *Change*.

To sort notes

You can sort notes within a notebook as follows:

1 Press the Menu key, select *Tools* > *Sort by* and choose the sort criteria. The options are *Creation date*|*Last modified date*|*Title*.
2 To choose the sorting order, press the Menu key, select *Tools* > *Sorting order*, and choose *Ascending* or *Descending*.

Preferences

To view Notes preferences, press the Menu key and select *Tools* > *Preferences*. A two-page dialog opens. Define the following:

View Preferences

Show title of entries on - Define whether to display the list view on the left or on the right side in split view.

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Note width - Define the width of the note in split view. You can choose a value between 10 and 80%.

Display - Define the date format in the status bar at the bottom of the screen. Options are *last update date* | *creation date*.

Note Preferences

Always start on a new note - Lets you decide whether Notes should automatically create a new note for the user. The options are *No* | *Yes*.

Include in list - Lets you define how much text is displayed in the note list in split view. The options are *First line* | *All text*. The *First line* option displays only the first line of the note. *All text* displays as much text as possible.

To print notes

To print a note, press the Menu key and select *File* > *Printing* > *Print...*.

To define the page layout, press the Menu key and select *File* > *Printing* > *Page setup...*

To preview the page on the screen before printing, press the Menu key and select *File* > *Printing* > *Page preview...*.

To find notes

The Find dialog helps you to find or replace text within the whole notebook quickly and easily.

1 Press the Menu key and select *Edit* > *Find*.

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2 Type in the text you want to find. Press **Replace** to type the text you want to use as the replacement text..
3 Press **Options** to refine your search by selecting a case sensitive match and to match whole words or just parts of a word.
4 Press **Find**. Notes searches the current note, then the rest of the notes in the notebook.
5 To find the next occurrence, press **Find next**.

Multimedia converter

Tip: NIM stands for "Nokia Interleaved Multimedia" file format.

The Multimedia converter is a PC application. With Multimedia converter, you can convert common video file formats to NIM format playable on the Nokia 9210 Communicator. You can also convert common audio file formats to WAV format and optimise existing WAV format sound files for use with the Nokia 9210 Communicator. You can use converted WAV files as ringing tones, for example.

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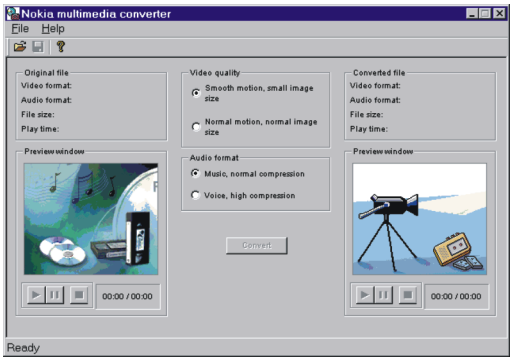

Figure 6

There are major advantages in using the converter:

- When converting a file, the size of the converted audio or video file is usually much smaller than the size of the original file. Therefore the playback on the communicator does not require much processing power and is more fluent. In fact, many files cannot be played at all on the communicator without conversion.
- When playing back a WAV file with your communicator, the quality of the sound is better.

Note: Multimedia converter supports most files that you can play in Windows Media Player. The exact set of supported files depends on the version of Media Player installed in your system and on the installed audio and video codecs. Typically, Multimedia converter is able to support most AVI, WAV, MPG, and MP3 files.

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To optimise an audio-only file

1 In the menu, select *File* > *Open*. A dialog opens.
2 Browse to the audio file you want to convert and click **OK**. The file information is transferred to the *Original file* fields on the left side of the window. The fields display the file type, file size, and playback time.
3 Select one of the two options in the *Audio format* field:
Low compression: For the best sound quality
Normal compression: For slightly lower sound quality but considerably smaller file size
4 Click **Convert**. The file information of the converted file is transferred to the *Converted file* fields on the right side of the window.
5 In the menu, select *File* > *Save as* to save the new file.

To convert a video file

Tip: Frame rate indicates the rate at which frames, the individual pictures that in sequence create the illusion of motion, are displayed in a film or video. Frame rate is measured in frames per second (fps). The less frames are used, the more the video stutters.

1 In the menu, select *File* > *Open*. A dialog opens.
2 Browse to the video file you want to convert and click **OK**. The file information is transferred to the *Original file* fields on the left side of the window. The fields display the file type, file size, and playback time.
3 Select one of the two options in the *Video quality* field:
Smooth motion, small image size: For the maximum achievable frame rate.
Normal motion, normal image size : For normal image size and slightly less fluent movement.
4 If the file contains both video and sound, select one of the two options in the *Audio format* field:
Music, normal compression: Use this if the source file contains music or another type of material that requires high quality sound.

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Voice, high compression: If the original file contains only speech or if small file size is more important than the sound quality.

5 Click **Convert**. The file information of the converted file is transferred to the *Converted file* fields on the right side of the window.

6 In the menu, select *File* > *Save as* to save the new file.

Note: During the conversion you cannot start the playback of files.

You can use PC Suite for Nokia 9210 Communicator to copy the converted files to your communicator. For more information, see the PC Suite Guide found on the sales package CD-ROM.

Tip: You can play the original file before the conversion and the converted file after the conversion. Use the controls below the preview screens to start, pause, and stop the playback.

Games

The communicator is not only an efficient business tool, but it also provides you with exciting entertainment for your leisure time. In this section, you will find fantastic games that you can play on your Nokia 9210 Communicator.

Tip: For Nokia game services, join Club Nokia at www.club.nokia.com.

Installation

Ensure that your Nokia 9210 Communicator is connected to your PC. Start the CD-ROM, select the game you wish to install from the folder 'Software for the communicator/Games', and press **Install**.

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Bounce

Bounce is a game in which you control a small ball in a dangerous world. You bounce and roll the ball around each level, avoiding hazards and collecting the hoops you need to unlock the exit to the next level. Use rubber blocks to bounce higher or even reverse gravity to get those hard to reach hoops. Instructions are available within the game. Bounce is in English only.

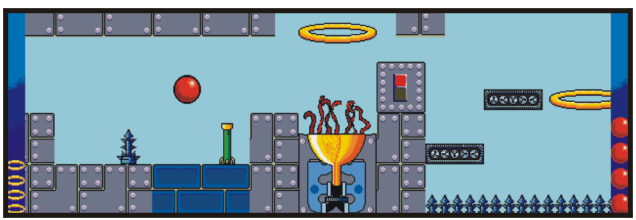

Figure 7

Requirements

Bounce requires at least 1.5 Mb of free memory and 800 kb of free disk space on your Nokia 9210 Communicator or memory card.

To start playing Bounce

1. Select the Bounce icon from the Extras list using the Arrows key, and press **Open**.
2. When you see the animated bounce logo, press anykey to move to the main menu.
3. To select items from the menus, use the Arrows key to move the highlight to the required item and press the Enter key.

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Main Screen

The Main Screen menu has five choices: *Start Game*, *Online*, *Options*, *High Scores*, and *Quit*.

To select *Quit*, press the > arrow on the Arrows key and press Enter or the lowermost command button.

Start Game

The *Start Game* menu has four options: *New Game*, *Continue*, *Instructions*, and *Back*.

New Game starts a new game from level 1.

Continue takes you to the Continue menu.

Instructions starts an automatic demonstration of the game's features.

Back returns you to the main screen.

Continue

The *Continue* menu has four slots for previously saved games. Each slot shows the level number of the saved game, and the number of remaining lives. Selecting a slot will restart the game at the beginning of the saved level, with the number of lives left that you had when you saved the game. When you load a saved game, your score will be zero, so the only way to get a maximum score is to play every level of the game in one go! *Back* returns you to the main screen.

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Online

Selecting the *Online* option allows you to connect to the Nokia 9210 Communicator games home page. Note that you must have your communicator configured to access the Internet for this to work. When you close the browser, you will return to the Bounce main menu. Keep checking the home page for hints, tips, and news about this and other games.

Note: Your communicator's phone must be on to use this function. Do not switch on the phone when the use of mobile phone is prohibited or when it may cause interference or danger.

Options

The *Options* menu has three options, *Change Keys*, *Change Sound*, and *Back*. *Change Keys* allows you to redefine your control keys. *Change Sound* allows you to set the volume of sound effects. *Back* returns you to the main screen.

High Scores

The *High Scores* option displays a list of your highest scores in Bounce. Select *Back* to return to the main screen.

Controls

The < and > arrows on the Arrows key move the ball left and right. You can make the ball jump with the space bar. You can change the control keys using the *Change Keys* option in the *Options* menu.

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Changing size

Your ball can change size if it touches the right objects. A large ball jumps higher and moves faster than a small ball and can also float in water. The small ball can squeeze through small gaps.

Demo

There are many different elements in the game. You can see a rolling demo of the game's features by selecting *Instructions* from the *Start Game* menu. You can exit the demo at any time by pressing any key.

Pausing the game

Pressing either the Esc key or any of the command buttons will pause the game. When the game is paused, you can go to the *Options* menu to redefine keys and change the volume. You can also end the game or resume play.

Between levels

At the end of a level, you get the option to save the game, change the game options, exit the game, or continue. Saving a game brings up a list of four saved game slots, which contain the level numbers of any existing saved games. Selecting *Options* will bring up the same list as the *Options* menu on the main screen. *End game* quits the current game in progress and returns you to the main screen. *Continue* moves you on to the next level.

Game over

The game is over when you either complete all available levels or lose all your lives. If your score is high enough when a game ends, you will be given the option to add your name to the high-score table.

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Triplepop

Triplepop is a fast-paced puzzle game where different coloured balls fly in from the sides of the screen and form a heap at the centre. By rotating the heap, you can make the free-flying balls land where you want. When you get three balls of the same colour next to each other, they pop! If you're not fast enough, the heap grows outside the threshold and you lose. Triplepop is in English only.

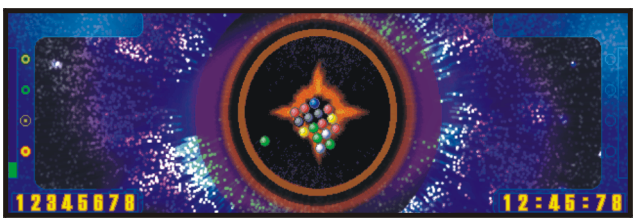

Figure 8

Requirements

Triplepop requires at least 1.5 Mb of free memory and 800 kb of free disk space on your Nokia 9210 Communicator or memory card.

To start playing Triplepop

1. Select the Triplepop icon from the **Extras** list using the Arrows key, and press **Open**.
2. When you get to the animated Triplepop logo, press a key to move to the main menu.
3. To select items from the menus, use the Arrows key to move the highlight to the required item and press the Enter key to select.

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Main Screen

The Main Screen menu has five choices: *Start Game*, *Online*, *Options*, *High Scores*, and *Quit*. To select *Quit*, press the > arrow on the Arrows key and press Enter, or the lowermost command button.

Start Game menu

The *Start Game* menu has four options: *New Game*, *Change Skill*, *Instructions*, and *Back*. *New Game* starts a new game at the current skill level. *Change Skill* takes you to the *Skill Options* screen where you can change this skill level, and *Instructions* takes you to the playing instructions. The *Back* option returns you to the main screen.

To change the skill level

The *Skill Options* menu displays the three possible skill levels (*Easy*, *Medium*, and *Hard*) along with a *Back* option to return to the main screen. The currently selected skill level is highlighted.

Online

Selecting the *Online* option allows you to connect to the Nokia 9210 Communicator games home page. Note that you must have your communicator configured to access the Internet for this to work. When you close the browser, you will return to the Triplepop main menu.

Note: Your communicator's phone must be on to use this function. Do not switch on the phone when the use of mobile phone is prohibited or when it may cause interference or danger.

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Options

The *Options* menu has three options, *Change Sound*, *Change Keys*, and *Back*. *Change Sound* allows you to set the volume of sound effects. *Change Keys* allows you to redefine your control keys, and *Back* returns you to the main screen.

High scores

The *High Scores* option displays a list of your highest scores in Triplepop. Select *Back* to return to the main screen.

Gameplay

You are in control of a heap of balls which has a black stone at its centre. During the game, balls appear from the left and right, moving towards the centre and sticking to the heap.

The heap can be rotated with the Arrows key by using the < and > arrows, allowing you to change where the incoming balls will hit it. The heap grows until it crosses the circular boundary, at which point the game is over.

There are four ball colours: red, green, yellow, and blue. Chains of three or more balls of the same colour pop and vanish, scoring 5 points for each popped ball. Later on, watch out for inert balls. Chains of inert balls do not pop by themselves, but pop if another colour propagates through them.

As the wheels of time grind slowly on, balls in the heap start to flash and eventually turn to stone. These stones can only be destroyed by launching special bonus balls at them.

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At the start of the game, you will see an empty bonus balls gauge. You can fill it by popping four or more balls at once. The longer the chain the bigger the bonus. As the gauge fills up, the icons illuminate to indicate which bonus ball will be launched when you press the <fire> key. There are four different bonus balls, each of which has a different effect on the heap:

These effects are:

- one bonus ball pops balls adjacent to where it hits the heap,
- one bonus ball pops balls where it hits the centre stone,
- one bonus ball pops a ring of balls around the heap where it hits, and
- one bonus ball pops all balls in and above the ring that it hits.

If your score is high enough when a game ends, you will be given the option to add your name to the high-score table.

Controls

The default controls are:

- Left - < arrow on the Arrows key
- Right - > arrow on the Arrows key
- Fire - space bar

To pause the game

Pressing either the Esc key or any of the command buttons will pause the game. When the game is paused, you can go to Game Options to redefine keys and change the volume. You can also end the game or resume play.

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Card Deck

Solitaire card games are perhaps some of the most familiar and popular card games. Card Deck for the Nokia 9210 Communicator offers you exciting entertainment and a variety of solitaire card games.

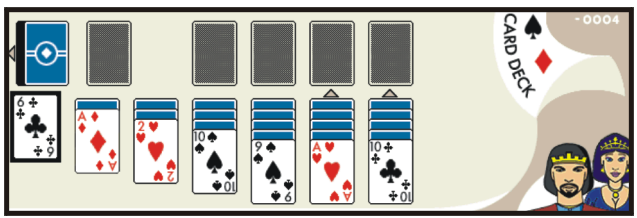

Figure 9

Requirements

Card Deck requires about 1.2 Mb of free memory and 400 kb of free disk space on your Nokia 9210 Communicator or memory card.

To start Card Deck

1 Select the Card Deck icon from the **Extras** main view using the Arrows key, and press **Open**.
2 When you get to the Card Deck start screen, press *Play* and select a game from the list. To learn more about the rules of the games, press Ctrl + H.

Controls

- To move the cursor, press the Arrows key.
- To move from one deck to another, press the < or > arrow on the Arrows key.
- To move within a deck, press the up or down arrows.

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- To pick and drop a card, press the space bar or the <Z> key.
- To have new cards dealt on the table, press the Enter key.

Online

Visit the Nokia 9210 Communicator games home page at www.nokia.com/games/92xx for hints and tips about this and other games.

Snake EX

Snake EX is an enhanced version of the classic Nokia Snake game for the Nokia 9210 Communicator.

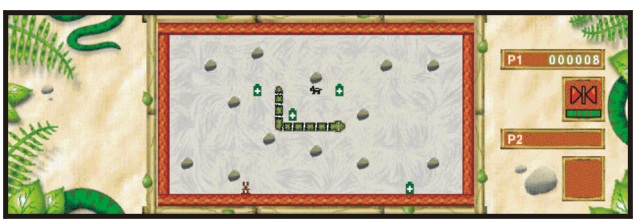

Figure 10

Requirements

Snake EX requires about 1.2 Mb of free memory and 650 kb of free disk space on your Nokia 9210 Communicator.

To start playing Snake EX

1 Select the Snake EX icon from the **Extras** list using the Arrows key, and press **Open**.

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2 When you get to the animated Snake EX start screen, press *Settings* and *Mode* to select controls, difficulty, and multiplayer settings.
3 Press *Play* to start a new game.

Gameplay

Make the snake grow longer by directing it to the food. You cannot stop the snake or make it go backwards. Try not to hit the walls or the tail. In addition to the food, there are some powerups on the playground. Powerups can either help your game or temporarily make the game more difficult. They appear as question marks on the screen. Their effect remains a mystery until the snake eats them.

The game has two modes. In classic mode, you can choose the maze where you play and the speed at which the snake moves. In extreme mode, you advance from one maze to another when you have reached a particular score.

You can challenge your friend to the game. You can play either with one device or with two devices over an infrared connection.

Controls and tongue

You can control the snake in three different ways:

- Direct - use the Arrows key
- Relative - use the < and > arrows on the Arrows key. The snake turns clockwise or counterclockwise.
- Diagonal - use diagonal arrows. The upper left arrow turns the snake up or left and the bottom right arrow turns the snake down or right, for example.

The snake has a tongue. You can use it to catch food from a distance. Use the space bar to control the tongue.

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Levels of difficulty

The game has five levels of difficulty. On the first level, the snake moves slowly and it is easy to control. At higher levels, the snake moves faster, but eating food scores more points.

Mazes

In the classic mode, you can choose the maze where you want to play at the beginning of the game. Mazes have different sets of food and powerups. Extreme mode starts from the first maze and advances to a more difficult maze after you have reached a particular score.

Powerups

The game has seven different powerups. They can make your game easier or more difficult temporarily. You never know what the powerup is beforehand.

- Foodfest: some additional food appears on the playground.
- Invincibility: Snake can go trough walls and its tail without dying.
- Reducer: makes Snake shorter. The effect is permanent.
- Relax: slows down Snake.
- Reverse: reverses your game controls.
- Tongue: doubles the length of the tongue.
- Turbo: increases Snake's speed.

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Others

Fonts

Extra fonts to increase the number of character styles are available for your communicator in the 'Others' subfolder.

Spell checker

If you install the Spell checker application to your Nokia 9210 Communicator, you can check words and text for spelling in the applications where *Spell check...* is available on the Menu list, for example, in Word. For detailed information on spell checking, see 'To check spelling' on page 31 of the User's Guide.

Note: You can spell check only English text and words.

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