

How to install

- 1) Make sure that the game is compatible with your handset. Supported handsets are listed in the table below for each game.
- 2) Launch the WAP/HTTP browser of your mobile phone and enter the address of the download site (i.e. www.mg-bl.com)
- 3) When the connection has been established select the "Download Game" link and press the "Select" soft button or the fire button.
- 4) The download will now start, when it is completed you will be asked where you want to save the application.
- 5) Select the folder you prefer ("Games", for example) and press the "Select" soft button or the fire button.
- 6) You will now be asked if you want to start the application ("Start now?").
- 7) Press the "Yes" soft-button to start the application.

Or

- 1) Download the JAR file of the game on your PC from the download site (i.e. www.mg-bl.com)
- 2) Install it on your mobile via bluetooth-connection (or usb-data-cables) (With Nokia: use the Nokia PC Suite)

Optimized jars and compatible devices

Jar	Display size	Devices
Nokia 5300	240 x 320	S40 3 rd ed
Nokia N76	240 x 320	S60 3 rd ed
Nokia 6630	176 x 208	S60 2 nd ed
Sony-Ericsson K800	240 x 320	JP7 K770, K790, K800, K810, K818, S500, T650, T658, W830, W850, W880, W888
Sony-Ericsson JavaPlatform6	176 x 220	K600, K608, V600, K750, D750, W700, W800, W550, W600, W810, Z550, Z558, K610, K618, V630, Z610, W610, W660, W710, Z710, K530, K550

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Sony-Ericsson P990i	240 x 320	OS JP3 M600, P1, P990, W950, W960
Samsung SGH-X820	220 x 176	SGH-X820, SGH-F500, SGH-U100, SGH-P300
Samsung SGH-E780	176 x 220	SGH-E780, SGH-P260, SGH-E788, SGH-P200
Samsung SGH-Z400	240 x 297	SGH-Z400, SGH-U700, SGH-ZV50, SGH-Z720, SGH-Z560, SGH-Z540, SGH-Z400
Samsung SGH-D600	240 x 320	SGH-D600, SGH-P858, SGH-D908, SGH-D608, SGH-D826, SGH-D900, SGH-D820, SGH-T809, SGH-G600
Motorola Motorazr V3xx	240 x 320	Motorokr E2/E6/Z6 Motorazr maxx V6/V3xx Motoming A1200 A910, V1100 Motokrzzr K3
Motorola Motorizr Z3	176 x 220	Motokrzzr K1 Motoslvr L7/L9/L72 W510

Please note:

- "If none of these files is exactly the one for your mobile phone brand/model try with one with similar characteristics, especially in screen size. If none works, please let us know (specifying your mobile brand and model): we may provide jar files optimized for more mobiles."
- "We cannot physically test our games upon all kinds of hardware so we'll be happy to receive comments, feedback and in particular alert regarding possible bugs."
- Please feel free to send all comments to Hans Joerg Peyha (hans-joerg.peyha@evolaris.net).
- We also would like to invite you to join our internal mGBL Special Interest Group with access to further information (to register: email to Hans Joerg Peyha, hans-joerg.peyha@evolaris.net)

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