USER'S MANUAL
Version 1.2

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COMPATIBILITY

Daedalus 3D – The Labyrinth is designed for Palm devices running PalmOS® 5.0 or newer and ARM compatible processor with at least 4MB of available RAM memory, including:

- PalmOne® Tungsten |T
- PalmOne® Tungsten |T2, T3(*), T5(*)
- PalmOne® Tungsten |C,
- PalmOne® Tungsten |E,
- PalmOne® Zire 71, Zire 72
- PalmOne® Treo 600, Treo 650
- Sony® Clie' PEG UX *series* (*),TJ *series*
- Tapwave® Zodiac, Zodiac 2 (*)

(*) *Wide-Screen Modality 480 x 320 pixel*

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

Daedalus 3D for Palm is not compatible with handhelds running version of PalmOS® previous than 5.0, and is not compatible with other devices like 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 handheld goes into "sleep" mode during the game activity.
To quit the game, please tap on the small icon on the right bottom of the screen to exit to the Startup screen. 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;
- Quit the game and shut off the device with its hardware switch;
- Open another program or return to the launcher;

Features of Daedalus 3D – The labyrinth version 1.2:

- True polygonal 3D graphics with real time rendering for total visual reality

- 3D engine fully ARM-code optimized

- Terrific performances with extreme smooth graphics

- High resolution support for 320*320 and 480*320 pixel display *

- Digital 16-bit 3D stereo audio

- *touch-screen* and fully customizable keys command support

- Compatibility with almost all devices running PalmOS 5 or greater with ARM compatible processor

- Native VFS Memory Card support (MMC / SD / MS)

- Support for additional level-pack **

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*   NOTE 1: wide screen mode only on compatible devices.

**   NOTE 2: 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

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:
- At least some basic knowledge of the Palm© OS operating system
- That your Palm© OS device is already fully battery charged and configured for the connection with your desktop, notebook or laptop Windows© PC, and the HotSync username has already been configured on your Palm device.

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

1) UNZIP ALL THE CONTENT OF THE PROVIDED ZIP FILE USING A UTILITY LIKE WINZIP® (www.winzip.com) OR COMPRESSED FOLDERS UTILITY (UNDER WINDOWS® ME, XP AND FOLLOWING).

2) READ CAREFULLY THE USER LICENSE (see at the end of the present document).

3) VERIFY THAT YOU HAVE AT LEAST 4 MB OF FREE RAM AVAILABLE ON THE DEVICE. THIS AMOUNT OF MEMORY IS ONLY NEEDED DURING THE INSTALLATION; WHEN RUNNING THE GAME YOU ONLY NEED ABOUT 1,5 MB OF FREE MEMORY.

4) DOUBLE CLICK THE FOLLOWING FILES:

- **daedalus3D.prc** (the main application file)
- **d3d_arch.pdb** (resource file)
- **d3d_gate.pdb** (startup database)

5) PERFORM AN HOTSYNC OPERATION, TO TRANSFER THE ABOVE FILES TO THE HANDHELD. DO NOT INSTALL THE FILES DIRECTLY TO A MEMORY CARD IN THIS PHASE(*****).

(*****) During the HotSync you <u>need</u> to choose to transfer all the files into <u>internal memory</u> and not directly on a memory card (SD/MMC). To unload the main memory, after the installation you can choose to move the resource file into a memory card directly from the setup screen of the game (s*ee Chapter 2*).

6) WAIT UNTIL THE COMPLETION OF THE INSTALLATION ON THE HANDHELD, THEN EXECUTE THE GAME TAPPING ON THE "D3D" ICON THAT IS TIPICALLY LOCATED IN THE "*GAMES*" CATEGORY OF YOUR PALM DEVICE.

UNLOCKING THE SOFTWARE:

When running the FULL version, after the first execution of Daedalus 3D it will appear the **unlock screen** where is show your Hotsync name to be sent for the registration (*see the image*).

- If you purchased the game from www.daedalus3d.com annotate the Hotsync name and send it online to the address www.daedalus3d.com/reg.php indicating the same email address used during the online purchasing procedure. Within 48 working hours you'll receive in your email the UNLOCK CODE to enter in the below form to activate the game.
- If you purchased the game from other vendors, you should have received the UNLOCK CODE from them in your email.

Start the game tapping with the stylus on the icon **Daedalus 3D**, initially located in the "Unfiled" category of PalmOS. It will appear the **Startup Screen**.

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

In the **Daedalus setup**, you can choose some game options:

- **Define keys** to customize the keys arrangement.
- **Move on Card** the resource file to free up internal memory
- **AutoSwitch weapon** switch automatically to the last weapon
- **Show status bar** during the game
- **Play intro** music, if checked
- **OK** save settings and exit to the Startup Screen

"Move to card": choosing this option, you can free up about 3MB of internal RAM by moving the resource file and database into a supported memory card. For devices with multiple memory card support, you can choose between them. Note that this will create a directory on the card with all the data needed by the game, and is not a simple copy of the resource file.
! Do not attempt to manually copy the unchanged resource file to the card, as it will not work!
! Actually this feature does not work on Sony Clie' devices with Memory Stick. Do non attempt to use on Clie' devices.

The **Define keys screen** is the place where you can change the assignments of the keys.

For any action in the list, you can tap on the corresponding icon, followed by the hardware key you like to assign.

To modify an assigned key, execute a new assignation, or simply tap on the screen to remove the assignment.

Save Settings exit to the setup screen.

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<u>**Exiting from the game:**</u>

To quit the game, please tap on the small "**X**" icon on the right bottom of the screen to choose from:
- Pause
- Return to Main Menu
- Quitting the game. The game is automatically saved to the last level you've played.

<u>Please note: during the game, the power button is not locked, so you can also pause the game switching off the device</u>.

<u>**Uninstalling the game:**</u>

To uninstall the game, follow the standard Palm OS uninstallation procedure. Usually, access the standard launcher by tapping the "home" icon then choose the command *Menu – Delete – Daedalus 3D*. This will remove all the files of the game from the handheld memory. To eventually remove the resource file previously moved to the memory card, you can also manually delete the directory "PALM/D3D" with all its content, using a filemanager.

<u>**Additional notes:**</u>

- 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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