

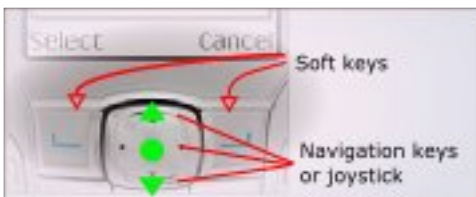
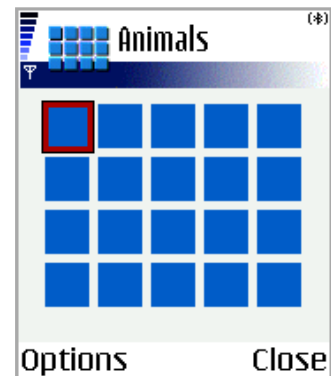
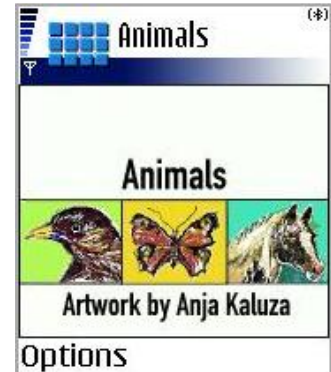
Target of the game

The screen of your mobile phone shows 20 squares. You need to look what animal hides behind each square. If you find a pair of two identical animals, the squares will be removed. Play until you have removed all squares. The fewer tries you need the better will be your game score.

The game display

When the game starts, it displays a splash screen. This will hide after a few seconds. You see a field with 20 squares. You can select the squares with the navigation keys. The selected square has a red border. If you press the middle navigation key, you will see which animal is hiding behind the square. At the bottom of the screen you see how often you have looked behind the squares.

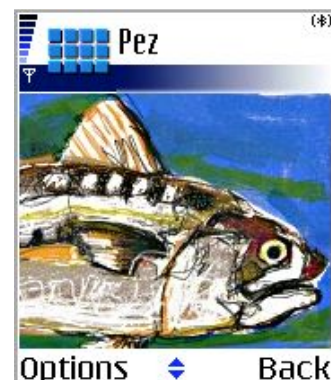
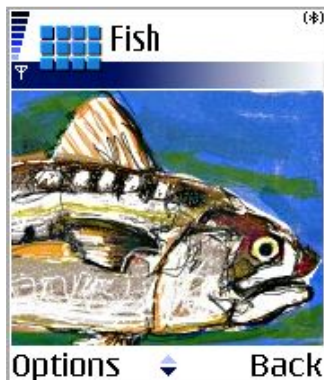
To end the game, use the right soft key labeled "Close".
 In the left menu, called "Options", you find the following:
 Show : shows the animal behind the selected square.
 New game : the squares and animals are shuffled.
 High Scores : shows who was the best in this game.
 Help : shows a short description of this game.
 About : show version information and company name for this game.



Display of the animals

If you activate a square with the middle navigation key, you will see a picture with an animal. Above the animal the name of the animal is displayed. You can translate the animal name into a different language: use the language list menu entry in the options menu. (The game menu is not translated, only the animal names)

You should memorize the animal and its position. To practise the language, speak to yourself the name of the animal.
 If you press the middle navigation key again, or the right soft key, labeled "Back", you see the field with the squares again.



End of the game

Once you have removed all the squares, you will see a picture to show your success. If you have been successful without using many trials, you are allowed to put yourself in the high score list. If you don't want enter your name, just leave the name field empty and press OK.

The high score list shows the name of the players which have the best scores, which means they have used the fewest tries to remove all squares.

You can clear the high score list with the menu command "Clear Scores" in the options menu.



Refe rence

Requirements: A mobile phone with screen resolution of 176x208, supporting the Java MIDP2 standard. The size of the software is about 180kb.

Included languages for animal translations: English, German, French, Spanish, Italian, Portuguese, Turkish, Danish, Finnish and Latin.

Languages of the software (e.g. menu): Englisch, German.

Kontak t:

This game was produced by Handylearn Projects H2H e.K.

Web: www.handylearn-projects.de

Email: info@handylearn-projects.de

Phone: +49 40 39906610

Address:

GroÙe Bunnanstr. 105

22763 Hamburg

Germany