

Xr0w – a simple and challenging board game.

J2me Edition

(for J2ME-compatible mobile phones and handhelds)

User Manual

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1 About this release.

Originally the game was released for Palm handheld computers and available from [Xr0w PalmOS site](#).

This manual refers a J2ME (Java 2 Micro Edition) release designed mainly for J2ME – compatible mobile phones (Motorola i85 series, Nokia 6310, Siemens SL), and can be also be used on any J2ME–compatible handheld.

2 How to play

2.1 Objective

One plays X, another Y. A player who succeeds in making a horizontal, vertical, or diagonal row of consecutive pieces wins. The game ends with a draw, if the board is nearly full, so that neither of players can complete a row.

The application keeps complete move history for the current game, therefore you can take back unlimited number of moves and replay previously taken back moves, however once you've made a move you can't replay.

The application saves and restores the last game. It provides a range of options to suit your preferences.

2.2 Playing the game.

Use phone (numeric) keys, or operation (arrow) keys to locate the marker (a black or dark-green spot) at the place where you want to put your next piece and enter GO.

Phone keys:

1 Marker Up-Left	2 Marker Up	3 Marker Up-Right
4 Marker Left	5 Go	6 Marker Right
7 Marker Down-Left	8 Marker Down	9 Marker Down-Right
* Take back move	0 Modifier (see below)	# Replay move

Operation keys:

LEFT	Marker Left	UP	Marker Up
RIGHT	Marker Right	DOWN	Marker Down
FIRE	Go		

Key 0 (modifier) is used for changing the action of the following key. In particular you can make a long (5-step) move instead of a single step one. The modified key actions are shown below.

Modified keys:

01 Marker Up–Left 5 steps	02 Marker Up 5 steps	03 Marker Up–Right 5 steps
04 Marker Left 5 steps	05 Switch Sides(*)	06 Marker Right 5 steps
07 Marker Down–Left 5 steps	08 Marker Down 5 steps	09 Marker Down–Right 5 steps
0* Change Computer skill (*)	00 Unused	0# Toggle Auto–Feed(*)

(*) Another way to implement *Switch Sides*, *Toggle AutoFeed* and *Change Computer Skill* is provided by [Play Options](#) section

2.3 Play Options.

To invoke Play Options screen, select *Play Options* menu item.

The following play options can be set:

Players: Computer vs Human or vise versa. You can switch sides, so that computer will move for you, while you will move for the computer by pressing either **0** or **5** key, or by choosing *Swap* menu item.

Skill: The skill of your computer opponent.: *Novice* , *Average*(default) or *Bright* . During the game, the computer skill is displayed by its initial letter ('N', 'A' or 'B') on the status bar. By pressing ***** key, or selecting *Change Skill* menu item, you can change computer player skill from Novice to Average, from Average to Bright, or from Bright back to Novice.

Toggle Auto–feed: If auto–feed is ON (default), take back and replay actions apply to both players. In case auto–feed is OFF, only single ply is taken back each time, that, as a matter of fact, allows you forcing a particular move for the computer. There could be other reasons why you may dislike auto–feed.

Press **FIRE** or select OK menu item to leave Play Options screen.,

2.4 Rules.

The rules apply to a game, and can't be changed in the middle of it.

The **Rules** form appears when you select **New** or **Rules** menu option (**Rules** option is available between games).

The **Rules** form allows to modify board size, whether status bar is visible (this affects maximum board width) and which token (X or O) goes first.

To change rules, use menu options or buttons as given by the following diagrams:

Phone keys:

1 Width-1, Height-1	2 Height-1	3 Width+1, Height-1
4 Width-1	5 Unused	6 Width+1
7 Width-1, Height+1	8 Height+1	9 Width+1, Height+1
* Toggle status bar visibility	0 Unused	# Toggle first move

Operation keys:

LEFT	Width-1	UP	Height+1
RIGHT	Width+1	DOWN	Height-1
FIRE	Accept settings		

Press **FIRE** or select OK menu item to accept new rules and start new game if applicable, or select CANCEL menu option to leave rules unmodified.

2.5 Statistics

Statistics keeps number of games won by human player, computer player, and number of draws.

You can *clear statistics* at any time. Alternatively you can *suspend statistics*, so that the following results are not counted until you *resume statistics*.

To view and operate statistics, select *Statistics* menu item.

The following menu items are available:

Clear Values – set all three statistic values to zero

Restore Values – undo Clear Values. *After you leave statistics screen, you will be unable to restore the values!*

Suspended – Toggle *suspended* status (suspended=yes – don't count results)

Instead of selecting menu items, you can use the following shortcuts:

*	Toggle suspended status
#	Clear / Restore values

Press **FIRE** or select OK menu item to leave Play Options screen.,

3 Application (JAD) properties

The following application properties can be specified in JAD file:

<u>Property: value</u>	<u>Description</u>
Sound-Support: nokia	Use Nokia sound if available
Sound-Support: std	Never attempt using Nokia sound system.
Highlight-Last: yes	Highlight both last moved cells, even if different from the current one
Highlight-Last: no	Treat last moved cells as all others.

4 Support

The latest release of is available from http://palmcrust.tripod.com/Xr0w/Xr0w_j2me.html

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