Xr0w − a simple and challenging board game.

MIDP Mini Edition

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 MIDP Mini edtion designed for J2ME MIDP compatible devices (mainly mobile phones). The code for this release fits into 30K RAM, and can be used on devices like Nokia 6310 with limited number of memory.

Xr0w MIDP Mini was designed to suit **any** J2ME MIDP device. It supports Nokia sound, if available.

2 Game Description

One plays X, another Y. A player who succeeds in making a horizontal, vertical, or diagonal row of 5 consecutive pieces wins. The game ends with a draw, if the board is nearly full, so that neither of players can complete a row.

For the current release the board size is selected to fit the screen, but not more than 12 rows or columns.

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 stores game statistics. It provides a range of options to suit your preferences.

3 Playing the Game

Use phone keys or operation buttons (Up, Down, Left, Right, Fire) to locate the marker (a black spot) at the place where you want to put your next piece and enter GO.

3.1 Using Phone Keys

The use of phone keys is given by the following diagram:

Main set

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 last move	**0** Alternative Set (see below)	**#** Replay last move

At start of the game, star (*) key can be used as an escape for Special functions.

3.2 Using Operation Buttons

These buttons simply duplicate functions above. You might find them move convenient to opearate.

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

If **LEFT** and **RIGHT** are not present, you can use **0 UP** and **0 DOWN** (press and release **0,** then press **UP** or **DOWN**), but probably phone keys are more convenient in this case.

3.3 Using Command Buttons.

The commands are:

New Game	Start a new game. Current game (if active) is discarded
Exit	Terminate the application

3.4 Alternative Set

Key **0** is used for selecting an alternative set of fuctions. After you press and release **0**, you will see + sign on the status bar (located to the right from play board), as an indication that the following key will be interpreted according to the alternative set. The alternative set includes Jump actions, where you move about

half of board size in appropriate direction, as well as game options explained below.

Alternative set (0+ ...)

1 Jump Up−Left	**2** Jump Up	**3** Jump Up−Right
4 Jump Left	**5** Switch Sides	**6** Jump Right
7 Jump Down−Left	**8** Jump Down	**9** Jump Down−Right
***** Change Computer skill	**0** <not used>	**#** Toggle Auto−Feed

Comments

Computer skill − how strong is your opponent: **N** − novice, **A** − average (default), **B** − bright. The fist computer skill letter is shown on the status bar.

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. Letter **F** on the status bar indicates that Auto−Feed is **ON**.

Game options (switching sides, computer skill and auto−feed) are effective for all following games (even after the application restarts) untill changed.

4 Special Functions

These functions are available before anu human move is made (i.e right after the application starts, or **New Game** is entered).

If special functions are allowed, after pressing * (STAR) key you can see * on the status bar. After that, you can enter one of the options:

Special functions (*+ ...)

1 Display statistics.	**2** Suspend / resume statistics.	**3** After game statistics show/hide
4 <reserved>	**5** Display About page	**6** <reserved>
7 <reserved>	**8** <reserved>	**9** <reserved>
* <not used>	**0** <not used >	# Clear statistics

Comments.

Display statistics	Statistics includes number of game won by human and computer and number of draws. Use ***1** to show statistic page right now.
Suspend/resume statistics	Statistics can be temporarily suspended, so that game results are not counted. Use ***2** to suspend or resume statistics
After game statistics show/hide	By default statistic page is shown each time after game end, If this annoys you, you can disable (and later re−enable) that using ***3.**
Clear statistics	At last, you can set all statistics to zero using **#*. *Be careful, you can't undo this operation.*

5 Application Properties (in JAD file)

The following application properties can be specified in JAD file:

Property: value	Description
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.

6 Support

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