

Maestro



Checkers

for the S60 version 3 platform

User Guide

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At the time of writing ZingMagic has a significant application portfolio including but not limited to:

-  Chess
-  Checkers
-  Reversi
-  Backgammon
-  Four In A Line
-  Chinese Chess
-  Hearts
-  Spades
-  Euchre
-  Bridge

For a variety of devices including but not limited to

-  Windows PocketPC devices
-  PalmOS devices
-  Symbian Series 60 and Series 80 devices
-  Symbian UIQ devices

For up to date information on our current product portfolio, contact us at:

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Checkers

Checkers (or **Draughts**) is the classic strategy board game popular with cultures all around the globe. Steeped in history, games similar to **Checkers** were played by the early Egyptian Pharaohs (c.1600 BC) and were even mentioned in the works of the Greek writers Homer and Plato. Around the time of the 12th century AD, an early form of the game was adapted to the current 8 x 8 checkerboard, with the rules to the modern game of **Checkers** essentially being formed around the 16th century.

The game of **Checkers** is deceptively simple yet full of intricacy and this version from ZingMagic Limited allows players of all abilities to enjoy a challenging and stimulating game.

This chapter describes the main features of the **Checkers** application and how they are used to play and display the game.

Rules of the Game

The object of the game of **Checkers** is to capture all of your opponent's pieces. Pieces move one square at a time diagonally towards the opposite side of the board and always remain on the same coloured squares.

When you first start **Checkers** or begin a new game, the initial board will be displayed and the player with the darker coloured pieces makes the first move. Moves then alternate between the two players.

Checkers must always be moved diagonally forward to an adjacent dark square. If you manage to negotiate a path to the first row of the opponent's side of the board, your checker is promoted to a King and this is indicated by a crown on that piece. The King moves in the same way as a standard checker piece, but it is given the added advantage of being able to move either backwards or forwards.

The aim of the game is to capture all of your opponent's pieces. Once a piece is captured, it is removed from the board. Capturing is achieved when there is an opposing checker adjacent to one of your checkers with the opportunity to jump to a vacant dark square directly beyond it (going forward with a standard checker and either forwards or backwards with a King). If there is an opportunity to capture an opponent, this move must be made, even if this subsequently places you in a position to be captured - capturing is compulsory. If after capturing an opponent's checker this offers you the chance to take another of your opponent's checkers, this move must also be made.

The game ends when all of your opponent's pieces have been captured or when one player is unable to move.

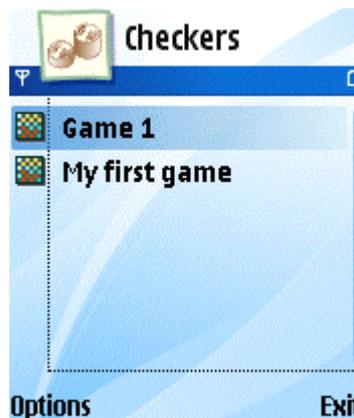
Tip: The simplicity of **Checkers** allows everyone of all ages and abilities to play the game. However, it is advisable for the novice to play with a defensive strategy, trying to ensure that the checkers move up the board, protected by a flanker. This defensive approach will hopefully make it more difficult for the opponent to capture your pieces.

Running Checkers

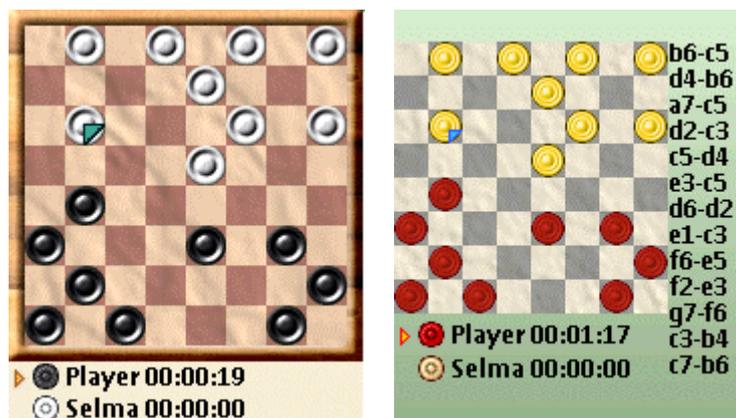
When you first run **Checkers**, a title screen is displayed briefly and a new game called "My first game" is automatically created. By default this game pits you (playing Black) against a computer opponent (White) set at beginner level.

Checkers offers two main views:

1. "Game list view" for managing games
2. "Board view" for making moves



Game list view



Board views

Making moves

Current Player

The name of the player whose turn it is to move is highlighted and a clock below that Player's name starts to run. When it is the turn of a human player, a cursor also appears on the board. Moves alternate between players with the computer opponent taking its turn automatically.

Making moves

Use the arrow keys or multi-way jog dial to move the cursor around the board. Once the cursor has reached the piece you wish to move use the space or enter keys to select the piece. Use the arrow keys or multi-way jog dial to move the selected piece around the board. Press the space or enter keys to place the piece once you have reached the desired destination square.

If the phone has a touch sensitive screen you may simply drag the pieces between squares.

Suggested Moves

When it is the turn of a human player, you can ask the computer to suggest a move by selecting the **Hint** menu option. Checkers will then demonstrate the suggested move by moving the appropriate piece from its current location to the proposed destination square. If you wish to play the suggested move, select the **Play hint** menu option.

Forced Moves

With more advanced levels, computer opponents may take some time to make its move. To force the computer to stop thinking and to make the best move it has found so far, select the **Move now** menu option.

Last Move

If you missed the last move, or would simply like to see it again, select the **Show last move** menu option.

Move Notation

Any move made in the game of Checkers can be represented by one of several move notations. Checkers supports the two most common notations:

-  Co-ordinate: Commonly called the computer format, this notation is the default notation displayed by Checkers.
-  Checkers: The squares of the Checkers board on which pieces can be placed are numbered from 1 to 32. The Checkers notation indicates which two squares the piece is moved between.

Reviewing a Game

Taking Back Moves

If you wish to undo a move, select the **Undo** menu option. Select **Undo all** if you would like to undo all moves made since the start of the game. To continue the game, select **Resume game** menu option. You are now given the option of resuming the game from the **Displayed position**, i.e. from after all the undone moves, or from the **After all moves** position, i.e. from the board position before any moves were undone.

Moving Forwards

If you wish to take forward moves once they have been undone, select **Redo**. Select **Redo all** if you would like to take all moves to the last point in the game.

Next Game

You can start a new game, keeping the current opponent and settings by selecting the **Next game** menu option in the board view. If the current game is not complete you will be asked to confirm that you wish to resign from playing the current game. You should note that if you are playing against a connected opponent you are only able to select **Next game** when it is your turn to move.

New Game

You can start a new game with a different opponent or different settings at any time by selecting the **New game** menu option in the game list view.

When a new game is created you will be asked to name the game, select piece colour, choose opponent and if you wish to play via SMS, bluetooth or locally against a player or a computer opponent.

Managing Games and Players

Checkers allows you to store multiple games on your device. Manage your games from the game list view.

Opening a Saved Game

To re-open a saved game, highlight the game you wish to open and press enter.

Deleting a Game

To delete a game, move the highlight to the game name and select the **Delete game** menu option. A warning message is displayed requesting you confirm you wish to delete the game.

Players

Choosing the **Players** menu option presents a list of the players that have been defined. There is a set of computer players. Each computer player represents a different level of difficulty. One human player is automatically created, representing you the device owner. If you wish to play against other people either on the same device or using a different device you need to create a player to represent your opponent.

To create a new player, select the **New player** menu option. You will be asked to provide a short name or nickname for that player.

To remove a player, move the highlight to the player name and select the **Delete player** menu option.

SMS Play Overview

Checkers allows you to play a game against other users via SMS. To start your first SMS game you need to take the following steps:

1. Set up a SMS opponent

To create an opponent against whom you are able to play a SMS game select the **Players** menu option followed by **New player**. Enter a name by which you would like to refer to the player. To play against this player via SMS Checkers needs to know the phone number of the player.

There are two ways of adding a mobile phone number for a player:

- a) **Link from Contacts:** If the mobile phone number of the player already exists in the Contacts application Checkers will allow you to link directly to it. Simply select **Yes** when prompted if you wish to select the number from Contacts. Checkers will list all your contacts that have a mobile phone number for you to choose from.
- b) **Enter number manually:** If you prefer to enter the phone number manually, select **No** when prompted to link to Contacts.

2. Set up the Listen for new game preference

Before an SMS game can be established your opponent must be prepared to accept 'new game requests'.

To accept new game requests sent by an opponent you need to tell Checkers your preferred **Listen for new game** options. The following options are available:

-  **Never listen:** your device will never listen for new game requests

-  **5 min:** your device will listen for new game requests for the next 5 minutes
-  **30 min:** your device will listen for new game requests for the next 30 minutes
-  **Always listen:** your device will always listen for new game requests

There is no need to activate the **Listen for new game** preference if you are creating a new game or to continue games already in progress.

If you do not want to play Checkers via SMS at all you should select the **Never listen** option.

3. Create a new game against an SMS opponent

To create a new game, go to the game list view and select the **New game** menu option. You will be asked to name the game, select piece colour, choose your opponent and how you wish to play. To play via SMS choose your opponents mobile phone number.

Once you have opted to play a game via SMS a new game request will be sent to that opponent's mobile phone via SMS. Your opponent should ensure they have set up their **Listen for new game** preferences to allow them to accept the SMS message that you send.

4. Accept/reject/ignore a new game

When a remote opponent initiates a game you are presented with the option to:

-  **Accept** the new game. An SMS is sent to the opponent confirming you wish to play.
-  **Reject** the new game. You can choose to inform your opponent or **Ignore** the new game request altogether.

5. Play!

Once the game has been initiated simply make moves as you would normally do when playing against a local computer opponent. All moves are automatically sent to the opponent via SMS. The moves are automatically displayed on the opponents' board. No SMS messages are sent without user interaction.

Since all moves are sent as standard SMS you may incur a charge from your network operator. You are at all times responsible for this cost. Check with your local operator for pricing details.

Bluetooth Play Overview

Checkers allows you to play a game against other users via bluetooth. Before attempting to set up a bluetooth game it is strongly recommended that you 'pair' the devices you wish to play a bluetooth game between. See the user guide that came with your device on how to perform this operation.

To start your first bluetooth game you need to take the following steps:

1. Set up a bluetooth opponent

To create a player against whom you are able to play a bluetooth game, select the **Players** menu option followed by **New player**. Enter a name by which you would like to refer to the player.

2. Set up the Listen for new game preference

Before a bluetooth game can be established your opponent must be prepared to accept 'new game requests'.

To accept new game requests sent by an opponent you need to tell Checkers your preferred **Listen for new game** options. The following options are available:

-  **Never listen:** your device will never listen for new game requests

- ✚ **5 min**: your device will listen for new game requests for the next 5 minutes
- ✚ **30 min**: your device will listen for new game requests for the next 30 minutes
- ✚ **Always listen**: your device will always listen for new game requests

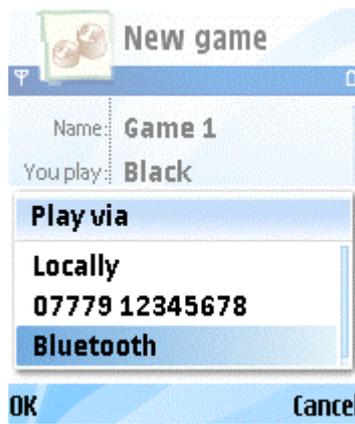
There is no need to activate the **Listen for new game** preference if you are creating a new game or to continue games already in progress.

If you do not want to play Checkers via bluetooth at all you should select the **Never listen** option.

3. Create a new game against an bluetooth opponent

To create a new game, go to the game list view and select the **New game** menu option. You will be asked to name the game, select piece colour, choose opponent and how you wish to play. If you choose to play against a human opponent the choice list will include 'Bluetooth'.

Once you have opted to play a game via bluetooth a new game request will be sent to that opponent's mobile phone via bluetooth. Your opponent should ensure they have set up their **Listen for new game** preferences to allow them to accept the bluetooth message that you send.



Choose bluetooth to play via bluetooth

4. Accept/reject/ignore a new game

When a remote opponent initiates a game you are presented with the option to:

- ✚ **Accept** the new game. A response is sent to the opponent confirming you wish to play.
- ✚ **Reject** the new game. You can choose to inform your opponent or **Ignore** the new game request.

5. Play!

After the game has been initiated simply make moves as you would normally do when playing against a local computer opponent. All moves are automatically sent to the opponent via bluetooth. The moves are automatically displayed on the opponents' board.

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