

Made Zing

cascata
boundless inspiration



Checkers

For the Nokia Series 60 platform

Manual & User Guide



© Copyright 2003 Cascata Limited & ZingMagic Limited

All rights reserved. This documentation and the software referred to are copyrighted works of ZingMagic Limited, England. Reproduction in whole or part by any means whatsoever without the express written permission of ZingMagic Limited is prohibited. Reverse engineering is also prohibited. The information in this document is subject to change without notice. ZingMagic Limited accepts no liability for loss or consequential loss from misuse or any defect or failure of the programs howsoever arising. Under the terms of the license agreement, the purchaser is allowed to copy applications to combine applications onto one disk, provided the software is installed on only one computer at any one time.

Symbian OS is trademark of Symbian Ltd. Graffiti, HotSync and Palm OS are trademarks of Palm Computing Inc., 3Com Corporation or its subsidiaries. PocketPC and Windows CE are trademarks of Microsoft Corporation. Cascata Limited & ZingMagic Limited acknowledges other references may be registered trademarks belonging to third parties.

Contact Information

Cascata & ZingMagic are leading developers of entertainment and lifestyle applications for Mobile, Wireless and PDA devices. At the time of writing Cascata & ZingMagic has a significant application portfolio including but not limited to:

- **Master Thief™ 3D**
- **CubeHead™**
- **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 devices
- Symbian UIQ devices

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

E-mail: info@zingmagic.com
Web: <http://www.zingmagic.com>

For technical support, please contact Cascata Limited at gamesupport@cascata.co.uk

Cascata Limited
PO Box 27084
London
N2 0YP



E-mail: info@cascata.co.uk
Web: <http://www.cascatagames.com>

Table of Contents

Introduction.....	1
Welcome to Checkers.....	1
About this Document	1
Installation	1
Using Checkers	2
Rules of the Game	2
Running Checkers	2
Making moves.....	3
Current Player	3
Using the Joystick.....	3
Freeform Moves	3
Suggested Moves.....	3
Forced Moves.....	3
Last Move.....	3
Reviewing a Game.....	4
Taking Back Moves	4
Moving Forwards.....	4
Using the Joystick.....	4
Winning the Game	4
Next Game.....	4
New Game.....	4
Managing Games and Players.....	5
Opening a Saved Game	5
Deleting a Game.....	5
Game Details.....	5
Players	5
Changing board and piece sets	5
SMS Play Overview	5
CASCATA & ZINGMAGIC LICENCE AGREEMENT.....	8
CASCATA SOFTWARE LICENCE	8
LIMITED WARRANTY	9

1

Introduction

Welcome to 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.

About this Document

This User Guide is intended for use with devices based on the Series 60 platform, including the Nokia 7650 and Nokia 3650. It explains how to use the **Checkers** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

Installation

Installation of **Checkers** requires the user to be familiar with their Series 60 device, software and the Windows PC environment. Please consult the User Guide that was supplied with your device for more information.

To transfer **Checkers** onto your Series 60 device, send the Checkers.sis file from your PC to the device via Bluetooth or Infrared.

To install **Checkers** on your Series 60 device, follow the onscreen instructions. Once installed, launch the application by navigating to the resulting icon within the main Menu section, and opening it.

Checkers can be removed from your Series 60 device in the same way as standard applications.

2

Using Checkers

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 view

Making moves

Current Player

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

Using the Joystick

It's only possible to toggle between pieces that you are allowed to move. Using the joystick, move the cursor to the piece that you wish to move. Then select this piece by depressing the joystick. Once selected, move the selected piece to the desired destination square. Again the selected piece can only be moved to a legal position. Depress the joystick to place the piece in the desired destination square.

Freeform Moves

By using the keyboard you can move cursor anywhere you like on the board. Use keys 2, 4, 6 and 8 to move the cursor to the piece you wish to move. Then select this piece with 5. Once selected, move the selected piece to the desired destination square. To place the piece in the desired destination square again uses 5.

Note that if you attempt to place the piece in an illegal position, an error message will be displayed and the piece will automatically be moved back to its original place.

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 move** 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.

Reviewing a Game

Taking Back Moves

If you wish to undo a move, select the **Review game** menu option. A "Game paused" message is briefly displayed. Select **Undo** to undo your latest move. Select **Undo all** if you would like to undo all moves made since the start of the game. To continue the game, select **End review** 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.

Using the Joystick

Once in review mode, it is possible to use the joystick rather than the menus. Move the joystick left to undo one move, right to redo one move, up undoes all moves and down redoes all moves. The right selection key exits the review mode, leaving the game in a "After all moves" state.

Winning the Game

The game ends when all of your opponent's pieces have been captured or when one player is unable to move. A "Game over" message is displayed, stating who has won.

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 an SMS opponent you are only be 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 or locally against a player or the AI. Then select the **Start game** menu option to commence the game.

Managing Games and Players

Checkers allows you to store multiple games on your Series 60 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 depress the joystick.

Deleting a Game

To delete a game that you no longer wish to keep, highlight the game you wish to delete and choose the **Delete game** menu option. A warning message is displayed asking you whether you wish to delete the game. Confirm that you wish to delete the game by pressing **Yes**. To cancel, and save the game, select **No**.

Game Details

To display game specific information (name of game, date of creation, players), select the **Game details** menu option.

Players

To create a new player, select the **Players** menu option followed by **New player**. You are then asked to provide a short name or nickname for that player. You may also choose to link the player to one of the entries in your Contacts thus enabling you to play games via SMS with that player.

To view player specific information (name of player, human / computer, playing level), highlight the player and select the **Player details** menu option. To remove a player, select the **Delete player** menu option.

Changing board and piece sets

Checkers supports a plug-in architecture allowing additional board and piece sets to be used. The 'Classic' board and piece set is shipped with the product. Additional board and piece sets will become available. You should check the www.zingmagic.com or www.cascatagames.com web sites regularly for further information and availability.

SMS Play Overview



Checkers allows you to play a game against other Series 60 users via SMS. It will also allow you to play via SMS against the ZingMagic **Checkers** application found on the Symbian UIQ devices such as the Sony Ericsson P800.

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

1. Set up a SMS opponent

To create a player against whom you are able to play a SMS game, select the **Players** menu option followed by **New player** menu option. Enter a name by which you would like to refer to the player. The player details for the new player will be displayed. To play against this player

Using Checkers

over SMS **Checkers** needs to know the phone number of the player. Move the highlight to the line containing a contacts icon. This line is initially blank. Chose the 'Change' option

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 now list all entries in the Contacts application that include a mobile phone number. Highlight the person you wish to link to and select the **Link to** menu option.
- b) Enter number manually: If you prefer to enter the phone number manually, select "No" when prompted to link to "Contacts", and then enter the desired phone number.



Choose change to add a phone number

2. Set Listen for new game preference

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:

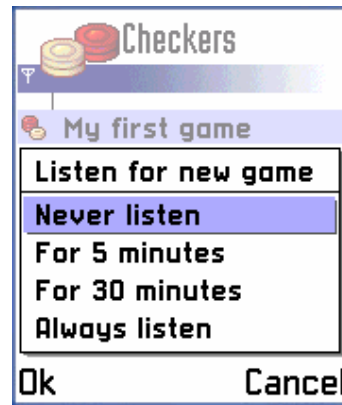
- **Never listen:** your device will never listen for new game requests
- **5 min:** your device will listen for new game requests for the next 5 minutes
- **30 min:** your device will listen for new game requests for the next 30 minutes
- **Always listen:** your device will always listen for new game requests

There is no need to activate the **Listen for new game** preference if you are initiating a new game or to continue games already in progress (or indeed for new games that are started by selecting **Next game**).

If you do not want to play Checkers via SMS at all, you should select the **Never listen** option. All new game requests from other SMS opponents will then stay in the general SMS Inbox, and you can delete them at any time.



New Game over SMS



“Listen for” preferences

3. Create a new game against an SMS opponent

To create a new game, go to the “Game list view” and select **New game** from the Checkers menu. You will be asked to name the game, select piece colour (white or black), choose opponent (from the players list) and how you wish to play (locally on the device or if you have chosen to play against an opponent with SMS capacity, that opponents’ mobile phone number).

Once you have opted to play a game via SMS, and you have selected your opponent, a 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 the application 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 whether an SMS is sent to the opponent informing them that you do not wish to play against them.

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 SMS. The moves are automatically displayed on the opponents’ board. No SMS messages are sent without a 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.

CASCATA & ZINGMAGIC LICENCE AGREEMENT

This Licence Agreement is your proof of licence. Please treat it as valuable property.

This is a legal agreement between you (either an individual or an entity), Cascata Limited & ZingMagic Limited ("Creators"). By breaking the seal on the media and/or by using the SOFTWARE, you agree to be bound by the terms of this Agreement. If you do not agree to the terms of this Agreement, promptly return the media and accompanying items (including printed materials and binders) to the place you obtained them for a full refund.

CASCATA SOFTWARE LICENCE

- 1. GRANT OF LICENCE.** This Licence Agreement ("Licence") permits you to use one copy of the of the Cascata product received, which may include user documentation provided in "on-line" or electronic form ("SOFTWARE"). The SOFTWARE is licensed as a single product. Its component parts may not be separated for use on more than one computer or by more than one user at any one time. If you have multiple licences for the SOFTWARE, then at any one time you may have as many copies of the SOFTWARE in use as you have Licences. The SOFTWARE is "in use" on a computer when it is loaded into the temporary memory (i.e. RAM) or installed into the permanent memory (e.g. a Solid State Disk) of that computer. If the anticipated number of users of the SOFTWARE will exceed the number of applicable Licences, then you must have a reasonable mechanism or process in place to ensure that the number of persons using the SOFTWARE currently does not exceed the number of Licences.
- 2. UPGRADES.** If the SOFTWARE is an upgrade from another product, whether from the Creators or another supplier, you may use or transfer the SOFTWARE only in conjunction with the upgraded product, unless you destroy it. If the SOFTWARE is an upgrade from the Creators product, you may now use that product only in accordance with this Licence.
- 3. COPYRIGHT.** The SOFTWARE (including any images and text incorporated into the SOFTWARE) is owned by the Creators or its suppliers and is protected by English copyright laws and international treaty provisions. Therefore, you must treat the SOFTWARE like any other copyrighted material (e.g. a book or musical recording) - except that you may either (a) make one copy of the SOFTWARE either for backup or archival purposes or (b) transfer the SOFTWARE to a single removable media provided you keep the original solely for backup or archival purpose. You may not copy the printed materials accompanying the SOFTWARE, nor print copies of any documentation provided in "on-line" or electronic form.
- 4. OTHER RESTRICTIONS.** This licence is your proof of licence to exercise the rights granted therein and must be retained by you. You may not rent or lease the SOFTWARE, but you may transfer your rights under this Licence on a permanent basis provided you transfer this Licence, the SOFTWARE and all accompanying printed materials, retain no copies, and the recipient agrees to the terms of this Licence. You may not reverse engineer, decompile, or disassemble the SOFTWARE, except to the extent the foregoing restriction is expressly prohibited by applicable law.
- 5.** You may receive the SOFTWARE in more than one media. Regardless of the type or size of the media you receive, you may use only the media appropriate for your single designated computer. You may not use the media on any other computer, or loan, rent, lease, or transfer them to another user except as part of a permanent transfer (as provided above) or other use expressly permitted by this Licence.

LIMITED WARRANTY

LIMITED WARRANTY. The Creators warrants that (a) the SOFTWARE will perform substantially in accordance with the accompanying printed materials for a period of sixty (60) days from the date of receipt; and (b) any hardware accompanying the SOFTWARE will be free from defects in materials and workmanship under normal use and service for a period of one (1) year from the date of receipt. Any implied warranties on the SOFTWARE and hardware are limited to sixty (60) days and one (1) year, respectively. Some jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES. The Creators' entire liability and your exclusive remedy shall be, at the Creators option, either (a) return of the price paid or (b) repair or replacement of the SOFTWARE or hardware that does not meet ZingMagic's Limited & Cascata's Limited Warranty and that is returned to the Creators with a copy of your receipt. This Limited Warranty is void if failure of the SOFTWARE or hardware has resulted from accident, abuse, or misapplication. Any replacement SOFTWARE will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is the longer.

NO OTHER WARRANTIES. To the maximum extent permitted by applicable law, the Creators disclaims all other warranties, either express or implied, including but not limited to warranties of merchantability and fitness for a particular purpose, with respect to the SOFTWARE, the accompanying written materials, and any accompanying hardware. This limited warranty gives you specific limited rights. You may have others, which vary from jurisdiction to jurisdiction.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. To the maximum extent permitted by applicable law, in no event shall the Creators or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this product, even if the Creators has been advised of the possibility of such damages. Because some jurisdictions do not allow exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.