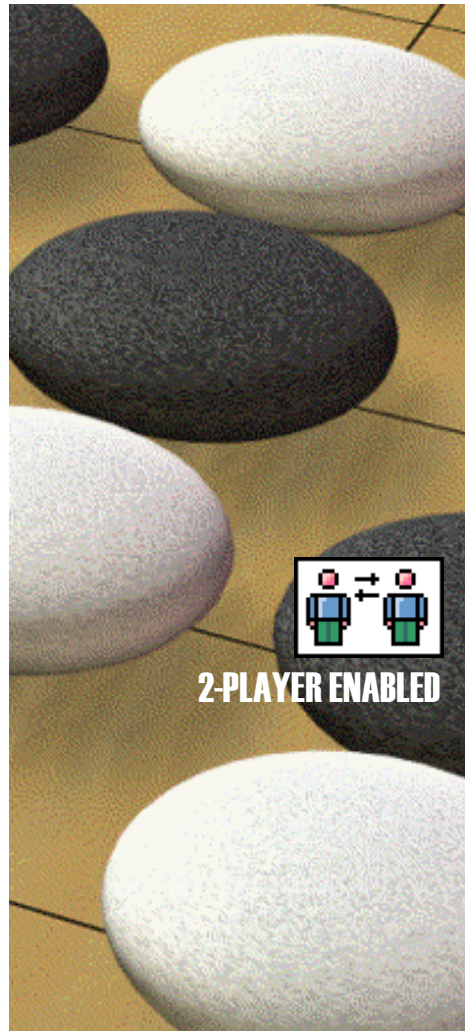


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# Gomoku

For the Nokia Series 60 platform

**Manual & User Guide**



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# Introduction

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## Welcome to Gomoku

It is not known who invented Gomoku or when, but it appears to have originated in China. From there it went to Korea and subsequently Japan where it has developed into its present form.

Gomoku is a game for two people playing in opposition. Players take turns placing pieces on the board. The object of the game is to be the first player to achieve five pieces in a row, horizontally, vertically or diagonally. Whilst essentially a very simple game, the game is both fascinating and profound. As you improve your playing ability you will be surprised at the richness and strategies required in both defence and attack.

The computer players in this product only play the more primitive rules of the ancient game of Gomoku and not the somewhat more restrictive rules of modern day Renju. If you choose to play between two human players, for example over Bluetooth, you may choose to play with the more restrictive rules of Renju.

## 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 **Gomoku** application and, in so doing, it assumes that the reader is familiar with the standard features of their device.

## Installation

Installation of Gomoku 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 Gomoku onto your Series 60 device, send the [Gomoku.sis](#) file from your PC to the device via Bluetooth or Infrared.

To install Gomoku 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.

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

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## Using Gomoku

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

### Rules of the Game

The objective of the game of Gomoku is very simply to be the first player to achieve five pieces in a row, horizontally, vertically or diagonally.

Whilst Gomoku is typically played on a 15 x 15 board, this product also supports an 11 x 11 and a 13 x 13 board to allow for shorter and simpler games.

### Running Gomoku

When you first run **Gomoku**, 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 on an 11 x 11 board.

**Gomoku** 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. When it is the turn of a human player, a cursor also appears on the Gomoku board. Moves alternate between players with the computer opponent taking its turn automatically. To place a piece, move the

Joystick to the left, right, up or down to position the cursor. Depress the joystick to place a piece.

### Using the keypad

Use keys 2, 4, 6 and 8 to move the cursor to the square you wish to place your next piece. Press key 5 to place the piece.

### 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. **Gomoku** will then demonstrate the suggested move by flashing a piece on 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.

## 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.

## 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, decide which board size to play on and if you wish to play via SMS, Bluetooth or locally against a player or the AI. Select the **Start game** menu option to commence the game.

### Managing Games and Players

**Gomoku** 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

Gomoku 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](http://www.zingmagic.com) or [www.cascatagames.com](http://www.cascatagames.com) web sites regularly for further information and availability.

### SMS Play Overview

**Gomoku** 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 **Gomoku** application found on the Symbian UIQ devices such as the Sony Ericsson P800 or P900.

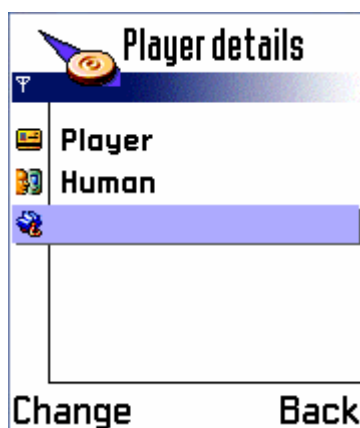
To start your first SMS game you need to take the following steps:

#### **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 over SMS **Gomoku** 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, **Gomoku** will allow you to link directly to it. Simply select "Yes" when prompted if you wish to select the number from Contacts. **Gomoku** 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 **Gomoku** 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 Gomoku via SMS or Bluetooth, 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 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.

## Bluetooth Play Overview

**Gomoku** allows you to play a game against other Series 60 users via Bluetooth. It will also allow you to play via Bluetooth against the ZingMagic **Gomoku** application found on the Symbian UIQ devices such as the Sony Ericsson P800 or P900.

As with playing via SMS, one player needs to set their listening preferences to listen for a new game. The other player simply chooses who to play against and to ‘Play via’ Bluetooth.

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