

JacadoIQ

JacadoIQ is a game where you need to try to remove as many pieces as possible from the game board. You can remove a piece by making one piece jump over another. The piece that is jumped over is then removed from the game board. The game is over when there are no more pieces that can be jumped over.

Running JacadoIQ

Minimum Requirements

Please check your phone's Java memory before installing any applications. For instructions on how to check your Java memory and on how to install Java applications, please refer to your phone's User Guide. For downloading this application, 12 K of memory is required. Program Memory space of 30 K and Data Memory space of 3 K is needed for the installation.

Starting JacadoIQ

1. From the idle screen, press the **Menu key**.
2. Scroll to **Java Apps** and press SELECT.
3. Scroll to **JacadoIQ** and press SELECT.

Loading

A splash screen appears displaying the name of this application, the version number and an image.



You can click any key to display the next screen, the **Board Shape Screen**. If you do not click a key, automatically after 2 – 3 seconds the **Board Shape Screen** will be displayed.

Board Shape Screen

On the **Board Shape Screen** scroll with the Navigation keys to the board shape that you want to play with. Press the Select key to select that board shape.



Press the soft key under NEXT to view the **Play Screen**.

Play Screen

On the **Play Screen** you will see the playing board, and text below it displaying the number of pieces that are currently on the board.



All of the playing pieces are displayed as little black rectangles, except for one piece, which is displayed as a little gray rectangle. This piece is the current selected piece, and is said to be in 'Selected' mode.

There is also an empty spot on the board. This is the space with the empty rectangle. There is no piece on this spot. As pieces are removed from the board they will be displayed as an empty spot.

Press the navigation keys to move around and select different pieces.

When an empty spot is selected, it is displayed as a rectangle with a black border, filled with gray.



In order to remove a piece from the board, you need to have one piece jump an adjacent piece, and go into an empty spot.

Select the piece that you want to move.

Then press the Send key to put the piece into 'Move' mode. A piece in Move mode is displayed as a little black rectangle filled with gray, as opposed to a regular piece which is displayed as a little black rectangle filled with black.



When in 'Move' mode, press the navigation key that is in the direction that you want to move. If the move is valid, you will see the previous empty spot replaced with a game piece, which is gray ('Select' mode). You will see empty spots in both the place where the jumping piece and the jumped piece were located.



You will also see the number of 'Remaining pieces' decrease by one each time a piece is removed from the board.

When there are no more pieces that can be jumped, the game is over.



Press the soft key under NEW to play a new game. This takes you back to the **Board Shape Screen** where you can pick your board shape for the new game, and press NEXT to play again.

Accessing Help

On the **Board Shape Screen** select HELP in the Menu to view the **Help Screen**. Or on the **Play Screen** press the soft key under HELP to view the **Help Screen**.

On the **Help Screen** press the soft key under OK to go back to the screen that you came from, either the **Board Shape Screen** or the **Play Screen**.

About JacadoIQ

On the **Board Shape Screen** select ABOUT in the menu to view the **About Screen**.

On the **About Screen** press the soft key under OK to go back to the **Board Shape Screen**.

Exiting the Program

On the **Board Shape Screen** select EXIT in the Menu to exit the program.

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For more information about this application please visit at <http://www.jacado.com>.

If you have any questions or remarks, please feel free to send them to jacadoig@jacado.com.