

# JacadoJump

JacadoJump is a logical board game. You are presented with a 5 x 5 board with one black ball in the central cell surrounded by eight white balls. The objective of this game is to eliminate the white balls and to leave the black ball in the central cell. A ball is eliminated when another ball jumps over it. Both black and white balls can only jump over one white ball (horizontally, vertically or diagonally) to an empty cell.

## Running JacadoJump

### 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 Space Requirement of 28 K and Data Space Requirement of 3 K are needed for the installation.

### Starting JacadoJump

1. From the idle screen, press the **Menu key**.
2. Scroll to **Java Apps** and press SELECT.
3. Scroll to **JacadoJump** 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 "Main Screen". If you do not click a key, automatically after 2 – 3 seconds the "Main Screen" will be displayed.

### Main Screen

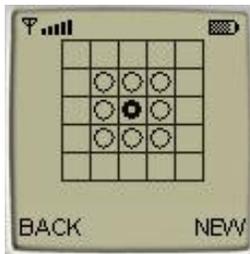
The "Main Screen" contains short instructions for the game. For the complete rules select HELP.



Press the PLAY command to begin a game. Then the "Game Screen" will appear.

### Playing the Game

Press the PLAY command on the "Main Screen" to start playing the game. The "Game Screen" will appear. The "Game Screen" presents you with a board of 5 x 5 cells. There is a Black ball in the central cell surrounded by eight white balls. The objective is to eliminate the white balls and to leave the black ball in the central cell. A ball is eliminated when another ball jumps over it.



There is a small dot in the middle of the central cell occupied by the black ball. It points out the active cell. Press the Navigation keys to move the dot left, right, up and down to choose a cell. Note that the dot is black when it points out an empty cell or a white ball and the dot is white when it points out a black ball. Pressing the SEND key while the dot is inside a cell occupied by a ball will select that ball for jumping. A frame will surround the selected ball as on the image below.



Use the Navigation keys to select an empty destination cell for the selected ball to jump to. Both black and white balls can only jump over one white ball (horizontally, vertically or diagonally) to an empty cell. Press the SEND key once more to make the jump. If the move is allowed the first selected ball will jump over the ball and eliminate it.

You win the game if you eliminate all of the white balls and return the black ball to the central cell. Alternatively the game is over if there are no more available moves.

You can press the NEW command to start a new game at any point of the game.

Press the BACK command to return to the "Main Screen". Note that doing this will not restart your game.

### Accessing Help

On the "Main Screen" select HELP to view the "Help Screen".

Press the soft key under OK to go back to the previous screen.

### About JacadoJump

On the "Main Screen" select ABOUT to view the "About Screen".

Press the soft key under OK to go back to the "Main Screen".

### **Exiting the Program**

On the "Main Screen" select EXIT to exit the program.

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For more info about this game please visit at [www.jacado.com](http://www.jacado.com).

If you have any questions or remarks, please feel free to send them to [JacadoJump@jacado.com](mailto:JacadoJump@jacado.com).