

JacadoLines

JacadoLines is a game in which you should try to move different shapes around and try to arrange identical shapes in rows, columns or diagonal of five shapes or more. If you succeed in placing identical shapes in rows, columns or diagonals of five shapes or more these shapes will be removed and you will earn points. With each move that does not lead to five (or more) identical shapes in a row, column or diagonal, three new shapes shall be added to the board. The next three shapes are shown to the right of the board. Use the Navigation keys to move up, down, left and right; press the SEND key to select a shape and a place where to move it. The objective of the game is getting the highest score possible.

Running JacadoLines

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, 15 K of memory is required. Program Memory Requirement of 32 K and Data Memory Requirement of 4 K are needed for the installation.

Loading

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



Then the "Main Screen" will appear.

Main Screen

The "Main Screen" contains short instructions for this game.



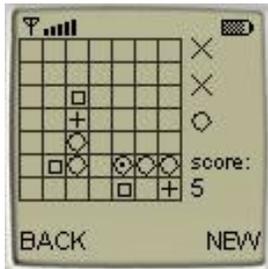
Press the PLAY command to start playing the game. Press the EXIT command to exit the game.

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 playing board of 7 x 7 squares. You will see one square with a black dot in it. This is the active square. Press the Navigation keys to move the dot up, down, left and right to choose a square. Pressing the SEND key while the black dot is on a square occupied by a shape will select this shape for moving. Pressing the SEND key while the black dot is on an empty square will select this square as the destination point for the moving. Note that a shape can be moved only if there is a free way to move between its origin cell and its destination. For example, the small plus in the lower right square on the image below can only be moved to the adjacent empty square.



You should try to move different shapes around and try to arrange identical shapes in rows, columns or diagonal of five shapes or more. If you succeed in placing identical shapes in rows, columns or diagonals of five shapes or more these shapes will be removed and you will earn points. You can see your score in the lower right corner of the screen.

With each move that does not lead to five (or more) identical shapes in a row, column or diagonal, three new shapes shall be added to the board. These next three shapes are shown to the right of the board.

The objective of the game is to get the highest score possible. The game is over when there is no free way for moving a shape. When that happens, the "Result Screen" with your score will appear.

You can begin a new game by pressing the NEW command. To return to the "Main Screen" press the BACK command. To continue your game press the PLAY command on the "Main Screen".

Accessing Help

On the "Main Screen" select HELP to view the "Help Screen". Press the soft key under OK to go back to the "Main Screen".

About JacadoLines

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 the EXIT command to exit the program.

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For more info about this game please visit at www.jacado.com.

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