MagicTable

MagicTable is a game where you need to try to arrange the shapes in a table in a way that each row and each column won't have more than one occurrence of each one of the five given shapes. The game is over when this aim is accomplished.

Running MagicTable

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 User's Guide. For downloading this application, 19 K of memory is required. Program Memory space of 25 K and Data Memory space of 9 K is needed for the installation.

Starting MagicTable

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

From the **Main Screen** you can press PLAY to start playing the game, or you can press one of the options in the Menu.

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

Play Screen
On the **Play Screen** you will see a table containing 5 rows and 5 columns of shapes. There are 5 types of shapes, and are 5 instances of each shape in the table.
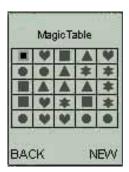

There is one light colored shape on the board, which is the selected shape. A light shape is said to be in 'Selected' mode. When you start a new game, this selected shape is located on the top left corner of the table.

When in 'Selected' mode, press one of the navigation keys to select a different shape. In the picture below, the selection was moved down from the square to the circle.

In order to swap shapes, you need to select one of the shapes to be swapped, and press the Send key to put this shape into 'Move' mode. A shape in 'Move' mode is displayed in the same color as a 'Selected' shape, but with a dark selection inside of it as well.

In the picture above, the square in the top left corner is in 'Move' mode.

Then press the navigation key that is in the direction of the other shape that you want to swap with. This will perform the swap.

You can see in the picture above the square in 'Move' mode was swapped with the circle above it.

Use the Send key to toggle between 'Select' mode and 'Move' mode.

When you have reached the goal of the game, the game is over.

Press the right soft key under NEW to play a new game. The shapes will then be re-juggled around the screen, and you will see the shape in the top left corner as selected.

Press the left soft key under BACK to return to the **Main Screen**.

Accessing Help
On the **Main Screen** select HELP in the Menu to view the **Help Screen**.
Press the soft key under OK to go back to **Main Screen**.

About MagicTable
On the **Main Screen** select ABOUT in the menu 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 in the Menu to exit the program.

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