

# Noughts and Crosses Help Index

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## **Overview**

The object of the game is to get five pieces in a row before the opponent does. Noughts and Crosses are played on a board big enough not to usually cause troubles getting near the border. In this version the size of the board is 62x62 grid of squares.

## Playing the Game

The object of the game is to be get five pieces in a row, horizontally, vertically, or diagonally, before the opponent.

To choose a Skill level:

From the Skill menu choose Beginner, Novice, Expert or Master.

To Start a New Game:

From the Game menu Choose New, or press F2.

To occupy a Square:

Move the pointer using mouse or keyboard direction keys.

When the pointer is on the square you want, click the left mouse button or press ENTER.

## **Rules of the Game**

Noughts and Crosses rules:

The game board is 6x6 grid of squares.

To win, you must line up five pieces in a row horizontally, vertically, or diagonally.

Players alternate taking turns until either one player wins, or no free squares remain. If neither player wins, the game is a draw.

## **Strategy and Hints**

You must try to create a situation, where you can force a win no matter the computer does.

The most usual winning positions are:

- Row of four with both ends open.
- Two rows of three crossing so you can simultaneously create two rows of four.
- Two rows of two with both ends open crossing, so you can simultaneously create two rows of three with both ends open.
- many, many other combinations.

The attacking player controls the game.

## **Game Menu Commands**

NEW starts a new game.

STATISTICS shows your wins and losses and percentage of wins.  
Statistics are reset every time you exit the game or change skill level.

EXIT ends your Noughts and Crosses session.

## **Skill Menu Commands**

Skill commands set the skill level at which the computer plays the game.

Beginner	Lowest skill level
Novice	
Expert	
Master	Highest skill level

The higher the skill level is, the more time the program spends thinking its moves.

## **View Menu Commands**

ZOOM IN

Makes the board and pieces on it look bigger

ZOOM OUT

Makes the board and pieces on it look smaller

CENTER.

Centerizes the display

## Options Menu Commands

### USERS PIECE

Chooses wheather the Users piece is nought or cross.

### WHO STARTS THE GAME

USER	User starts always
COMPUTER	Computer starts always
ALTERNATING	Games are started alternating.
RANDOM	Games are started random.

### BACKGROUND PROCESSING

If this option is enabled:

While you are thinking your move, the computer spends the time preparing responcees to your possible moves. The computer doesn't always get a responce ready, so then it must continue processing after you have made your move.

If this option is disabled:

The program is idle when you are thinking your move, and starts processing only after you have placed your piece.

The computer makes the same move wheather BackgrounProcessing-option is enabled or not. The only difference is that you see the computers move faster if this option is enabled.

If you are running some other program on the same computer, you might want to turn this option off to give more processor-time to the other program.

## Initialization File

If you don't like the colours of the game you can change them by writing new colour values to the Initialization File 0X.INI found in your Windows directory

For example:

If you want to change the board to be green, crosses white and noughts black, write following lines to the Initialization file

```
CrossR=255  
CrossG=255  
CrossB=255  
NoughtR=0  
NoughtG=0  
NoughtB=0  
BoardR=0  
BoardG=255  
BoardB=0
```

R,G and B values stand for Red,Green and Blue intensity. The value can be any number between 0 and 255.



## Keyboard

<b>Key</b>	<b>Function</b>
Direction Keys	Move the pointer
Enter	Place your piece
F1	Open the Help Index
F2	Start a new game
ESC	Minimize the Game to an icon.
Ctrl+I	Zoom In
Ctrl+O	Zoom Out