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Commands

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 62x62 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 simultaniously create two rows of four.
-Two rows of two with both ends open crossing, so you can simultaniously 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 responces 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 Initalization 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

Key	Function
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