Tic-Tac-Toe Plus Manual

Classic Rules

The objective of the classic version of tic-tac-toe is to create a line of the same pieces that is as long as the grid. This can be done in either a horizontal, vertical, or diagonal line. Typically, this version is played with a 3x3 grid and two players. Players cannot skip turns or place pieces that have already been claimed. Players go in the order of X, O, Plus, Square, though games can have fewer active players. Players can place pieces wherever they want if that place hasn't already been captured.

Conquest Rules

The objective with conquest is to eliminate all other opponents from the grid. In conquest there are different classes of pieces. These classes differ in damage, health, cost, and range. The first class is the light class, this class has the lowest damage and health, but is the cheapest and has the greatest range. The second class is the medium class, this class has moderate damage, health, cost, and range. The last class is the heavy class, this class has great damage and health, but is the most expensive and has the worst range. Resources are gained after the person after you has played their turn. Players start with a small number of resources at the start. When securing a line, the rate at which you gain resources increases allowing you to buy more expensive pieces. Having a negative or zero number of resources causes a player's turn to be skipped until they gain more resources. Starting pieces must be placed a set distance from all other pieces. After the initial turns pieces must be set within range of other friendly pieces. It is recommended that the grid size be greater than 10x10.

Tic-Tac-Toe +

Start

Game Options

Color Options

Leaderboards

Exit

Main Title Screen

Start:

Starts a new game of tic-tac-toe based on game options and color options that have been inputted, if no options have been input saved settings are used.

See page 3 for more details.

Game Options:

Allows you to change game settings such as game mode, number of players, and grid size.

See page 4 for more details.

Color Options:

Allows you to change the color of the foreground and background.

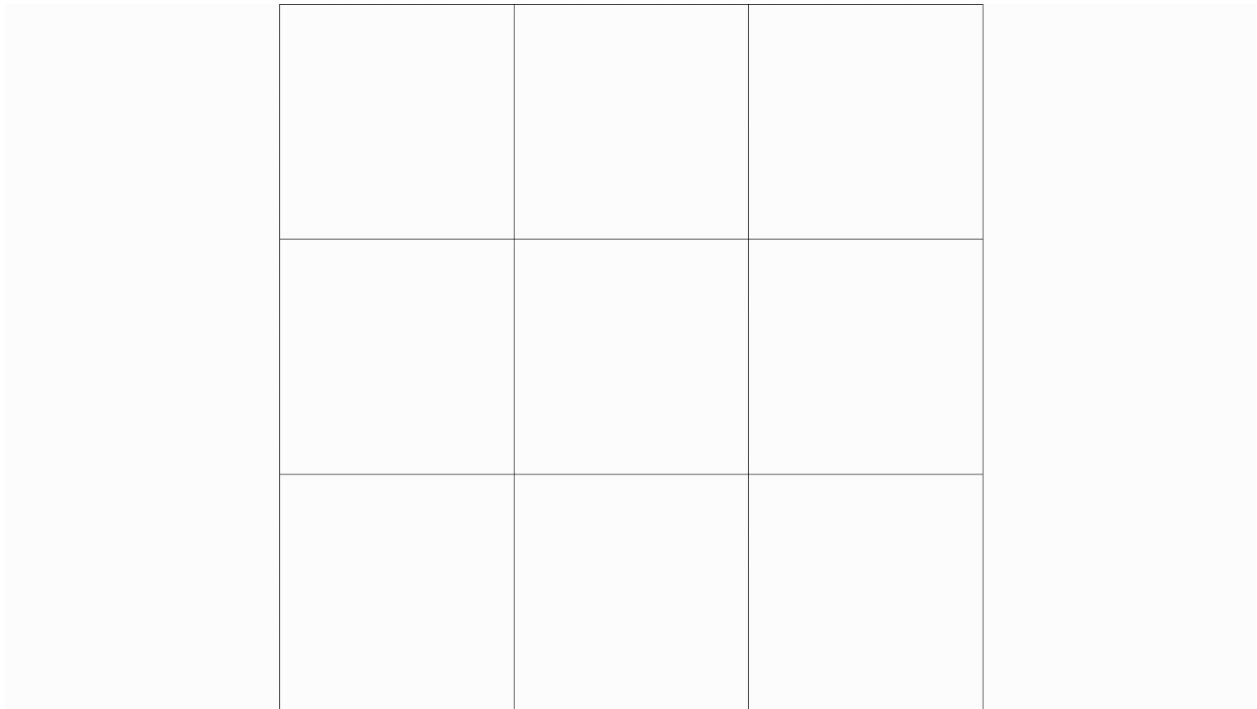See page 5 for more details.

Leaderboard:

View the score of players, winning a game gives a player 1 point, losing subtracts 1 point, draws give no points.

See page 6 for more details.

Exit:

Closes the game.

Active Game of Tic-Tac-Toe

Gamemode: Classic or Conquest

Minimum Players: 1

Maximum Players: 4

Minimum Grid Size: 1x1
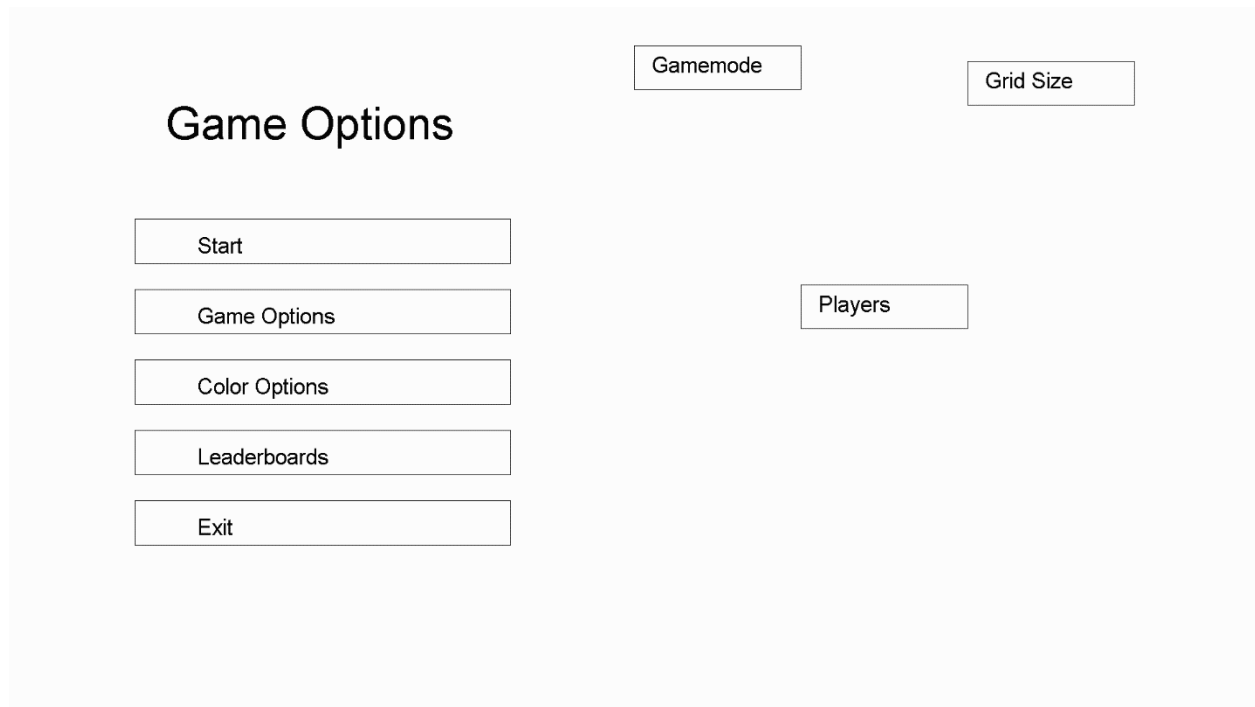
Maximum Grid Size: 50x50

Space Bar:

Opens information panel.

See page 8 for more details.

Escape Key:

Opens pause menu.

See page 9 for more details.

	Gamemode		Grid Size

Game Options

Start
Game Options
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Exit

Players

Game Options Screen

See page 2 for information regarding left buttons.

This screen uses sliders, for sliders up represents closer to zero, down represents max value.

Gamemode:

Allows you to change the gamemode between Classic and Conquest.

Players:

Allows you to change the number of players in the game, max of four.

Grid Size:

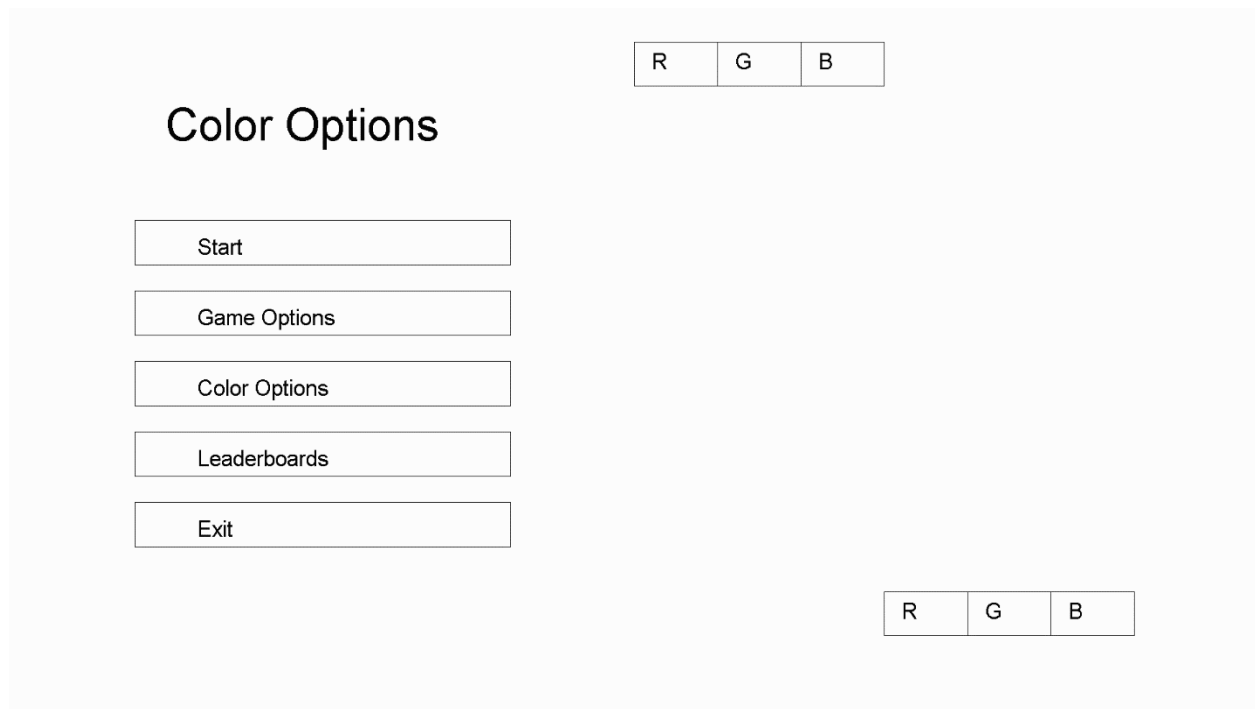Allows you to change the size of the grid ranges from one to fifty.

Space Bar:

Opens demo panel.

See page 7 for more details.

Enter:

Saves options

R	G	B

Color Options

Start

Game Options

Color Options

Leaderboards

Exit

R	G	B

Color Options Screen

See page 2 for information regarding left buttons.

This screen uses sliders, for sliders up represents closer to zero, down represents max value.

Left RGB:

    Controls the red, green, and blue color values of the foreground.

Right RGB:

    Controls the red, green, and blue color values of the background.

Space Bar:

    Opens demo panel.

    See page 7 for more details.

Enter:

    Saves options

Leaderboard

X 1

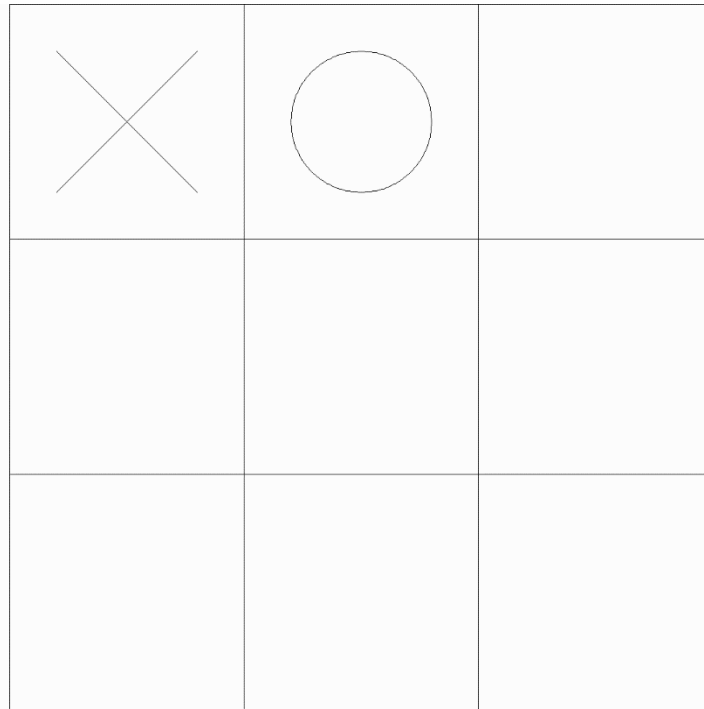O -1

Leaderboard

Escape Key:

Returns to previous screen.

Up Arrow:

Scrolls up the leaderboard

Down Arrow:

Scrolls down the leaderboard

Demo Panel

Displays what the game will look like with the applied settings.

Space Bar:

Return to previous menu.

Info

Game Status: Playing

Gamemode: Classic

Turn: X

Information Panel

Displays information regarding the current game, this is: Game Status, Gamemode, Current Turn, Resources of each player.

Space Bar:

Return to the game.

Paused

Resume

Leaderboards

Return To Menu

Exit

Pause Menu

Resume or Escape Key:

Return to the game.

Leaderboards:

View leaderboards

See page 6 for more details.

Return To Menu:

Return to the Main Title Screen. Voids current game.

Exit:

Closes the game.

Report:

Game Result: Draw

Gamemode: Classic

Save Scores

Return To Menu

Exit

Report

Displays the result of the game along with gamemode.

Save Scores:

Allows players to save or enter scores to leaderboards.

See page 11 for more details.

Return To Menu:

Return to the Main Title Screen.

Exit:

Closes the game.

Save Score

X:

O:

Save Scores

Displays all active player pieces and allows players to type their names for entry into the leaderboard.

Keyboard:

Type name of each player.

Enter:

Advance what player can type their name. After all players have typed their name, press enter to save names onto leaderboard.