

Quantik – User's Manual

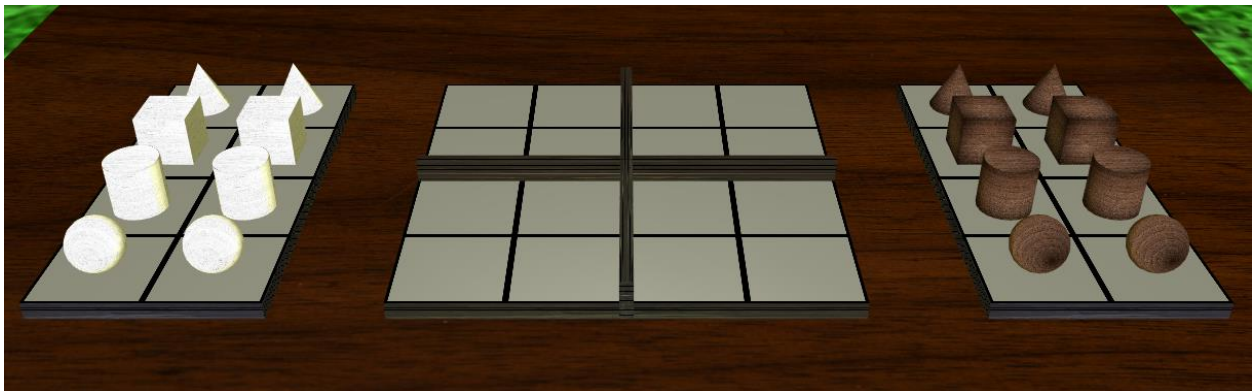
1. How to start game

To have the complete program running you first need to open the 'src' folder on a server, can be a local server. Then you need to run the Prolog program that communicates with the game. To do this, you need to consult the file 'server.pl' located in the 'prolog' folder. Then simply enter 'server.' On the console and don't close the tab or exit the prolog program while you play the game.

2. Game Rules

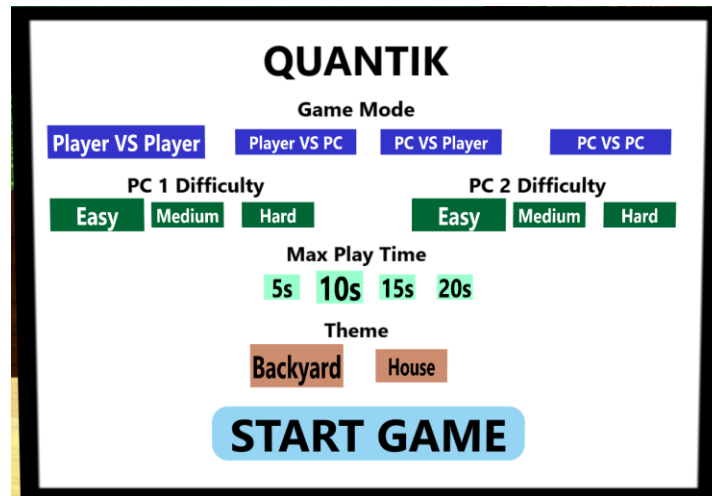
Each player starts with 8 pieces, 2 of each kind. Every turn a player places a piece on the main board. The goal is to fill a row, column or a square with 4 different pieces, and for this, the final pieces do not need to have been placed by the same player.

There is one rule when placing a piece: a player can't move a piece to a position where the other player already placed a piece of the same form in the row, column or square of that position.



3. User Instructions

- Main Menu



In the main menu, you can select from 4 different game modes. To select one, just simply click it and its size will increase indicating that the option is currently selected. When playing a mode that involves a pc playing, you can select the difficulty of the pc's moves. When playing the "Player Vs PC" game mode, you should change the difficulty of the PC 2, as that is the one that your going to be up against. When playing "PC Vs Player", change the difficulty of the PC1. You can also change the maximum time each player has to make a move. If the player takes too long, he/she loses the opportunity to play. There's also a theme option, that on change automatically loads a different background scene.

- Play

To select a piece when playing simple click and it will do an animation indicating it's selected. If you want to unselect it, you can simply choose another piece or click it again. When a piece is selected, click on the destination tile you wish to move the piece to. If the move is valid, the piece will be animated to its destination.

You can undo a previous move by clicking the undo button in the middle of the screen. You can also rotate the camera to the right or to the left by clicking the corresponding buttons.