

Cross'n'Circles v1.0.0

A short guide on how to use this debate resolving toolbox

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[Source Code](#), [Typst Universe](#)

◆ Preparations

Step 1: Import the package

```
#import "@preview/cross-circle:1.0.0": cross-circle
```

◆ How to Play

Step 1: Start a game

```
#let game = cross-circle[]
```

Step 2: Draw the field (centering optional)

```
#align(center, game.field)
```

Step 3: State current player and winner

```
#if game.winner != none {  
  [Player #game.winner won!]  
} else {  
  [Player #game.current's turn]  
}
```

Step 4: Play the game – each **valid** entry changes the current player to the other!

```
#let game = cross-circle[124123]
```

Note! – Basic filtering such as duplicate purging is done automatically!
So 111221332 will end up as (1,2,3)
and for players (1,2,1) respectively.

The example (Steps 1-4) applied, results in:

×	●	●
×	5	6
7	8	9

Player × 's turn

And in case of a winner [12437]:

×	●	●
×		
×		

Player × won!

◆ Customization

Change Width and height

width The width of the whole game field
default: 3cm

height The height of the whole game field
default: 3cm

```
#cross-circle.cross-circle(  
  width: 6cm,  
  height: 2cm  
)[].field
```

1	2	3
4	5	6
7	8	9

Change Player Icons

icons The respective player's icons given as an 2-element array of (main) type `content`. First position is player 1's icon, the second player 2's icon.

```
default: (  
  emoji.crossmark, emoji.circle.green  
)
```

next page for example!

```
#cross-circle.cross-circle(icons: (
    emoji.cat, emoji.dog
)) [...].field
```

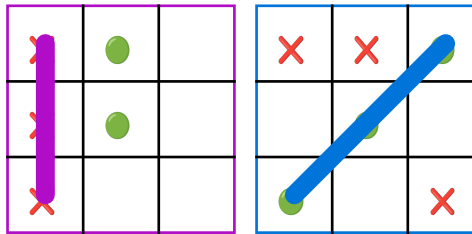
🐱	🐶	🐱
🐶	🐱	6
🐶	🐱	9

Change Player Color

color color of the winners and draw condition.

```
default: (
    player1: rgb("#dd2e44"),
    player2: rgb("#78b159"),
    draw: orange
)
```

```
#cross-circle.cross-circle(
    color: (
        player1: purple,
        player2: blue,
        draw: aqua
    )
)[...].field
```



●	×	●
●	×	×
×	●	×

Disable Raster Helper

helper draws field numbers into empty fields for easier play. *default: true*

```
#cross-circle.cross-circle(
    helper: false
)[...].field
```

helper: true			helper: false		
×	×	3	×	×	
4	5	●			●
×	●	●	×	●	●

♦ What cross-circle()[] returns

The function `cross-circle()[]()` returns three parameters all the time:

field the current playing field in a `#box(...)` environment. Gets updated automatically to the current state. Only the steps up until a winner is determined are rendered. After that helper numbers are removed and the game is essentially locked.

winner once the game is complete, the winner player's icon is returned **or** in case of a draw "draw" is returned. In other cases, `none` is returned.

current the current player's turn. The respective icon is returned.

This should be enough to for example build *Ultimate cross-circle*.