

# SPB Online Games

User Manual



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## OVERVIEW

SPB Online Games is a multiplayer game which will help you to improve your mind and play smarter. Online Games comes with several quick and fun online games that require quick thinking. You will play against an online opponent or SPB server if no online players where available. Those online games are English Checkers, Russian Checkers, Hexagon, and Reversi.

### Software Features

#### Play Against Live Opponents

Play against real players from around the world, in one-on-one games. Yes, it is much more interesting to play against another person than against a computer. Knowing that you are playing against someone in France who uses Samsung Blackjack adds additional fun to the game.

#### Quick and Easy

In our mobile world we have only few minutes to play when we are in a queue or waiting for a bus. SPB Online Games are coffee break games that will only take a couple of minutes to play. One tap to start with no configurations and no logins needed.

#### Chat while Playing

SPB Online Games features instant messaging, which is a form of real-time communication between you and your opponents based on typed text to add more fun to the game.



## INSTALLATION

Installation of SPB Online Games is a very simple process and takes less than five minutes to complete. The following installation guide will help you.

### System Requirements

Make sure your system meets the following requirements before installation. SPB Online Games is available on the following mobile platforms:

- Windows Mobile 5.0, 6.0, and 6.1
- Symbian S60 5th Edition and higher
- Apple iPhone Original, 3G, 3GS, 4, iPod Touch, and iPad
- An Internet connection is required

### Installing

You can download and install the SPB Online Games distribution file from [www.spb.com](http://www.spb.com)

Make sure to select your phone system platform before downloading the installation file. For iPhone users you can find SPB Online Games in iTunes.

### Registration

You will be able to use SPB Online Games until the end of the trial version period of 15 days from the first installation. If you have not registered SPB Online Games within this timeframe, you will need to do so to continue using it.

To obtain the serial number you need to purchase an SPB Online Games software license. You will receive your serial number by e-mail.

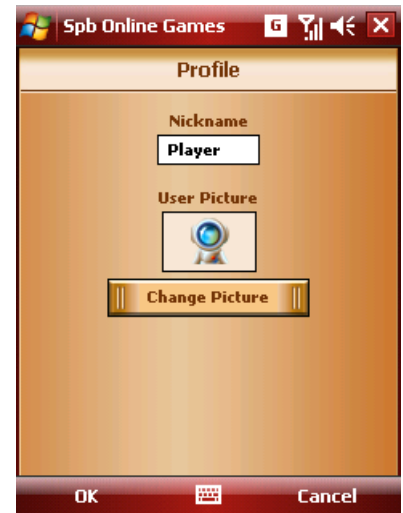
### Note

The game is free for iPhone users.

## USING SPB ONLINE GAMES

After SPB Online Games is installed on your device it is ready to use. To be able to use SPB Online Games an Internet connection is required. Establish your preferred Internet connection method before starting the program. When you open one of the online games the game will connect.

- Start by setting up your profile nickname and picture.
- Select a game and wait until a connection to the game server is established to look for other online players to play with.
- In each game you can open the chatting window by tapping either **Chat**. To send a message to your opponent, type your message into the blank area at the bottom of your chatting window (on the command line) and tap **Enter** or you can use the ready text templates for quicker response.
- From the game main menu you can view your opponent info, show last move, offer to restart the game or draw, give up, access the game options, access the game help, register SPB Online Games, and exit.
- In the game options you can adjust the sound volume and the game difficulty level in case you played against SPB Online Games server.



### How to Play English Checkers

English Checkers is played by two people, on opposite sides of the playing board, alternating moves. One player has dark pieces, and the other has light pieces.

#### Starting Position

Each player starts with 12 pieces in three rows closest to their side of the board. The row closest to each player is called the crownhead or king's row. The black side moves first.

#### How to Move

There are two ways to move a piece - sliding forward diagonally, to an unoccupied dark square, or jumping one of the opponent's pieces. In this case, one piece jumps over the other, provided there is a vacant square on the opposite side, open for landing. Again, a man (uncrowned piece) can only jump forward diagonally, and a king can also move diagonally backwards. A piece that is jumped is captured and removed from the board. Multiple, consecutive jumps are possible, if where the jumping piece lands, there is another piece that can be jumped. When there is more than one way for a player to jump, one may choose which sequence to take, not necessarily the sequence that will result in a greater amount of captures. However, one must complete all the captures in a sequence.

#### Kings

If a player's piece moves into the kings row on the opposing player's side of the board, that piece is said to be "crowned" (or often "kinged" in the U.S.), becoming a "king" and gaining the ability to move both forwards and



backward. If a player's piece jumps into the kings row, the current move terminates; having just been crowned the piece cannot continue on by jumping back out (as in a multiple jump), until the next move.

### How the Game Ends

A player wins by capturing all of the opponent's pieces, or by leaving the opposing player with no legal moves.

## How to Play Russian Checkers

Russian Checkers is played by two people, on opposite sides of the playing board, alternating moves. One player has dark pieces, and the other has light pieces. Pieces move diagonally and pieces of the opponent are captured by jumping over them.

### Starting Position

Each player starts with 12 pieces on the three rows closest to their own side. The row closest to each player is called the crownhead or kings row. The white side moves first.

### How to Move

There are two ways to move a piece: sliding diagonally forward to adjacent and unoccupied dark squares, or "jumping" one of the opponent's pieces. In this case, one piece would "jump over" the other, provided there is a vacant square on the opposite side, open for "landing". Jumping is allowed both forward and backward. A piece that is jumped is captured and removed from the board. Multiple-jump moves are possible if, when the jumping piece lands, there is another piece that can be jumped ahead of it. Jumping is mandatory and cannot be passed up to make a non-jumping move, nor can fewer than the maximum jumps possible be taken in a multiple-jump move. When there is more than one way for a player to jump, one may choose which sequence to take, not necessarily the sequence that will result in most captures. However, one must make all the captures in that sequence.

### Kings

If a player's piece moves into the kings row on the opposing player's side of the board, that piece is said to be "crowned", becoming a "king" and gaining the ability to move freely multiple steps in any direction and jump over and hence capture an opponent's piece some distance away and choose where to stop afterwards. If an ordinary piece moves into the king's row from a jump and it can continue to jump backwards as a king, then the move should be continued.

### How the Game Ends

A player wins by capturing all of the opponent's pieces, or by leaving the opposing player with no legal moves



### How to play Hexagon

The object of the game is to have the majority of your color discs on the board at the end of the game. The game is also over when one of the players has no legal moves. In this case the player with no moves loses the game.

#### The Basic Rules

Blue places three blue pieces and Red places three red pieces at the corners of the hexagonal field. A move consists of either a "growth" or a "jump". A growth is when you select one of your pieces and place a new piece in an empty adjacent space (including diagonally). A jump is when you select one of your pieces and move it to an empty space that is two positions away. This includes diagonals and "knights moves". Once placed, any opponents pieces that are adjacent to the new piece (either through growth or jump) are flipped to the moving player's color.



### How to Play Reversi

Each reversi piece has a black side and a white side. On your turn, you place one piece on the board with your color facing up. You must place the piece so that an opponent's piece, or a row of opponent's pieces, is flanked by your pieces. All of the opponent's pieces between your pieces are then turned over to become your color.

#### Aim of the Game

The object of the game is to own more pieces than your opponent at the end of the game. The game is over when neither player has a move. Usually, this means the board is full.



## TECHNICAL SUPPORT

This chapter contains technical support information. It includes all the information you need to assist you.

### About The Trial Version

The trial version of SPB Online Games includes all of the features available in the registered version. The trial version expires within 15 days after the first installation. You can use the trial version only to check how SPB Online Games works. In order to keep using the software you need to purchase the license. There is no need to re-install the SPB Online Games in order to use the full version.

To obtain the serial number you need to purchase SPB Online Games software license. You will receive your serial number by e-mail. For more information please visit our web site at: <http://www.spb.com/support/general.html>

#### Note

The game is free for iPhone users.

### Contacting Technical Support

Please take advantage of SPB Software free technical support:

- Choose the appropriate category for your question and submit it to our support team at: <http://www.spb.com/support/>
- Please include the following information to help us isolate the problem:
  1. The type of the device that you are using.
  2. The software name and version number. Open SPB TV and select **Menu → About...** to view the software name and version number (example: SPB TV, version 1.0, Build 2950).
  3. Any error messages that accompany the problem.
  4. A brief description of how we can recreate the issue.