

Rock.Paper.Scissors.BT

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Quick Start

For those who don't like reading.

1. Find a friend who has Rock.Paper.Scissors.BT on an iPhone or iPod Touch.
2. Press the Connect button to make a connection and follow the prompts.
3. When both **Connect** lights are green, press the **Play** button
4. When both **Ready** lights have turned green, choose rock, paper or scissors.
5. When both **Selected** lights turn green shake your iPhone to reveal the results.
6. To play again, repeat the process from step 3 (pressing the Play button).

Rock.Paper.Scissors.BT User Guide



Rock.Paper.Scissors.BT, also know as Roe.Sham.Boe, is an aged old hand game that has been used for making decisions for centuries. Now Rock.Paper.Scissors has come to the iPhone.

Rock.Paper.Scissors.BT makes use of the Bluetooth capabilities of the iPhone 3G, iPhone 3Gs, and iPod Touch Second Generation devices to allow you and a friend to make those earth shattering decisions that can be made no other way.

Before playing **Rock.Paper.Scissors.BT** you might want to read the rest of this help file.

Playing Instructions

Connect to a Friend

You'll need a buddy who also has **Rock.Paper.Scissors.BT** on their device. Both of you must press the ***Connect*** button , located on the bottom of your screen. After pressing the Connect button, the following dialog box will appear.



Wait until your iPhone or iPod Touch finds another iPhone or iPod Touch looking to play. This can take up to 30 seconds, so be patient.

When your iPhone or iPod Touch finds another one looking to play, you will be presented with a second dialog box.



When the above dialog box appears, select the device you would like to play against. It is possible that more than one device will appear. Simply choose which one you want as your opponent. Your opponent(s) will be presented with a similar dialog and can choose you.

Once you have each made your selection the connection between the two devices is established. Again this can take up to 30 seconds. When the connection is made, **one of the two connected devices** will display the following dialog box.

ROCK.PAPER.SCISSORS

BY MOBILETOUCHAPPS

Connect

Ready

Selected

Snd | Rcv



talk to the hand would like
to connect.

Accept

Decline

CONNECT

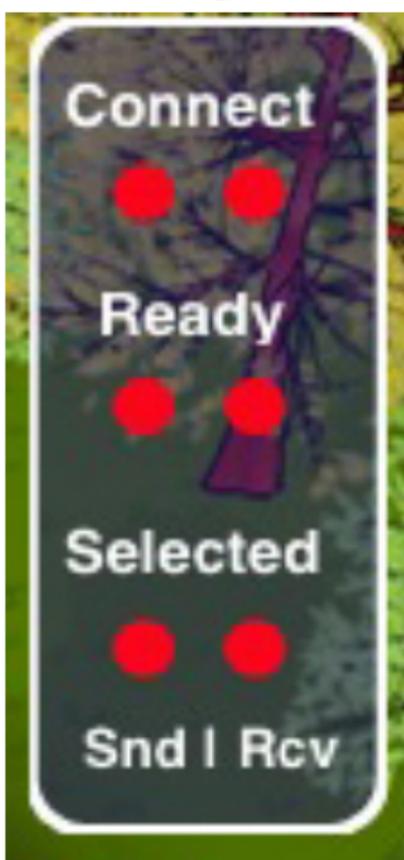
PLAY

?

⚙️

Accept the invitation to begin play.
Remember: **Only one of the two players will see this dialog.**

The Lights



Now that you are connected, you should take notice of the six lights that are located on the top right hand of your device's screen. The lights are organized into two columns of 3 lights each. The left hand column is labeled 'SND' and the right hand column is labeled 'RCV'. The

'SND' lights represent the status of your device and the 'RCV' lights represent the status of your opponent's device.

Connect Lights

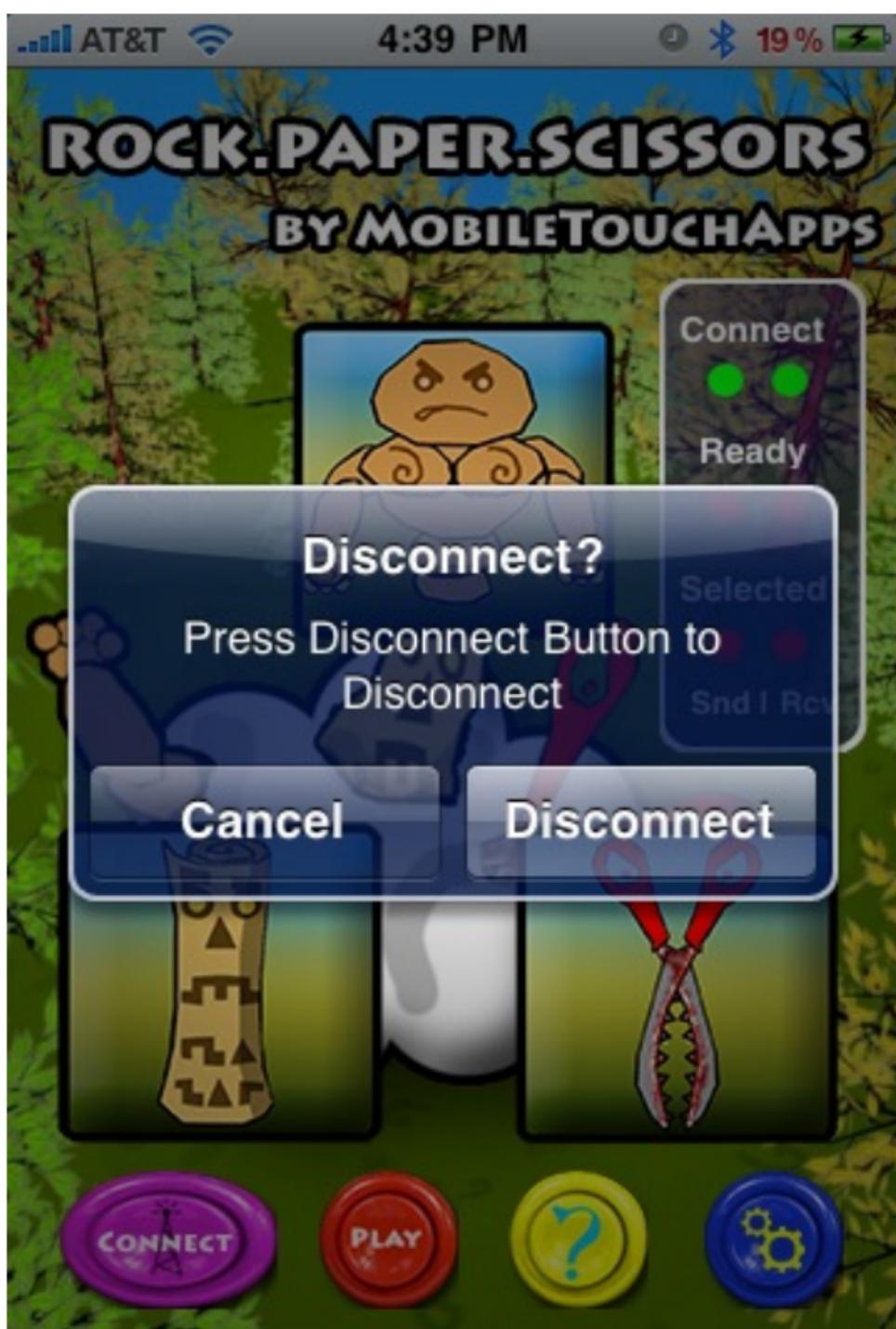


The top row of lights shows the connection status. When you first start

Rock.Paper.Scissors.BT the Connection lights will be red. The Connection lights will turn yellow when either you or your opponent presses the 'Connect' button. Once a connection is made, both Connection lights turn green.

Disconnecting

Pressing the **Connect** button after a connection has been made will disconnect you from your current playing partner. You can use this capability when there is an other person nearby whom you want to play with and not have to restart the application. Once you have disconnected from your current opponent, press the Connect button again to connect to your new opponent. If you mistakenly pressed the connect button and do not wish to disconnect, simply press the dialog's cancel button.



Play Lights

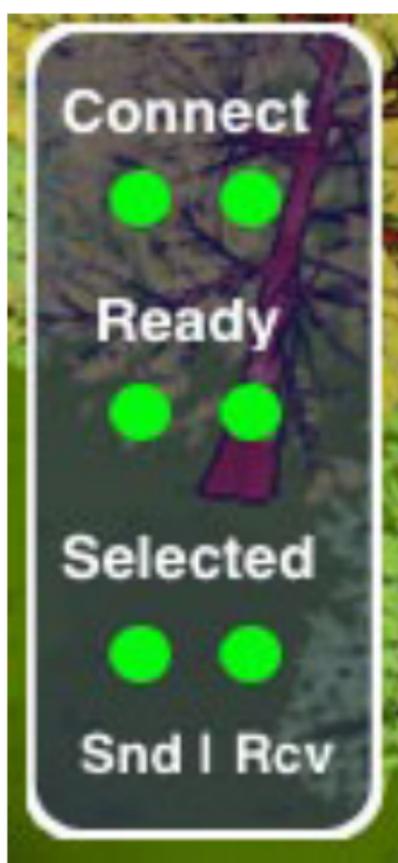


The second row of lights indicates when both opponents are ready to play.

Once a connection has been made, both players should press the **Play** button. Your 'SND' Play light will turn green and when your opponent has also pressed "Play", the 'RCV' light will also turn green. Both of you should now choose between Rock, Paper, and Scissors.

Selection Lights

The third row of lights lets you know when both opponents have made a choice. They turn from red to green as you and your opponent select a Rock, Paper, or Scissors button.



All Lights Turn Green

When all six of your lights have turned green, **shake your**

iPhone/iPod Touch while reciting the words “Rock, Paper, Scissors.” Shaking your devices will reveal the winner.

To Play a New Game

Dismiss the winner, loser or tie dialog box by pressing ‘OK’. Press the Play button to start a new game.



Shaking the Device

Shaking the device normally is used to show who won (or lost) the game. However there may be times when the communications between the two devices has gone awry and shaking the device will reset it. When a device has to be reset, your opponent must also reset his device to allow play to continue normally.

Options



To view the Options panel, press the **Options** button. The options panel allows you to set the different

modes for playing

Rock.Paper.Scissors.BT and to customize your handle.



Handle

Your handle is the name that is displayed to your opponent. By default when you install **Rock.Paper.Scissors.BT** your handle is set to your device's name. If you wish to be known by another name when playing **Rock.Paper.Scissors.BT**, enter a new value in the 'Handle' text field. **You can only change your 'Handle' before a connection is made.** After a connection is made, you cannot change your 'Handle' without restarting **Rock.Paper.Scissors.BT**.

Choose For Me

Turning 'Choose For Me' **ON** causes your device randomly select rock, paper

or scissors. To resume making your own choices, turn 'Choose For Me' **OFF**.

Stealth Mode

For those rare times when you don't want others to know that you're doing, you can turn on Stealth mode. The sound effects are turned off and you won't need to shake the device to find out who won. Simply double tap your iPhone or iPod Touch when all the lights are green

Trouble Shooting

Resetting the Game

Occasionally a message between the two 'contestants' devices may be lost. When this happens, the application is out of sync and needs a reset. This can be accomplished by both contestants shaking their device just as they would to find out who won the game. You can tell that the device has been reset when both 'Connect' lights are green. Once both devices have been reset, simply press the 'Play' button to begin the next game.

Bluetooth

It can take a bit of time for Bluetooth to make a connection, particularly if Bluetooth was just turned on or if it's the first time you've used Bluetooth in a while. In some rare cases it may be necessary to cycle the power on your device.

Although **Rock.Paper.Scissors.BT** will work at distances over 100 feet you'll experience quicker connect times than when the devices are closer.