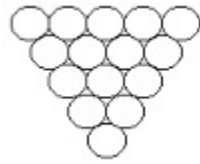
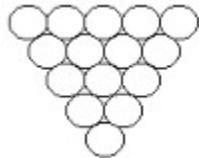




Nab! Shareware Evaluation & Registered Versions



Nab!



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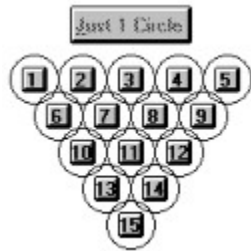
What is Nab!?

Nab! is a challenging game of strategy. When playing Nab!, you are presented with 15 circles, and your objective is to make the other player take the last circle. To do this, you draw lines through circles that do not already contain lines. The circles you connect must be on the same line. If you do not take the last circle, you win; if you take the last circle, you lose.

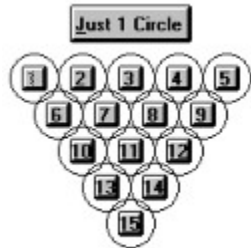


How to Mark a Circle

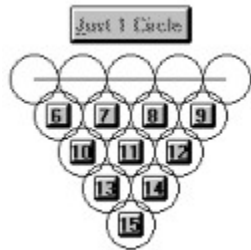
This is the only necessary part to play the game.



Let's say that you wanted to make a line from 1 to 5. First click on 1.



Notice that now the 1 is no longer enabled and the Just 1 Circle button is now enabled. If you just wanted to mark off the 1, you would click on Just 1 Circle button. Next, let's click on the five.



It now makes all buttons in between 1 and 5 invisible, including 1 and 5. It draws the line all of the way across. That's all there is to it!



How to Play the Game

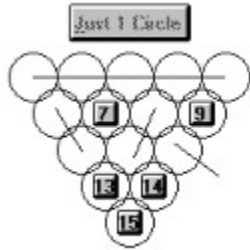
To play the game, you draw lines between circles trying not to take the last circle. You can take an individual circle by first clicking on one circle, then clicking the Just 1 Circle button. While drawing a line between multiple circles, if you cannot take the second circle because there is a line in between the first circle and the second you chose, a message box will pop up informing you of your mistake. The game is really simple, so there should be no problem getting used to it!



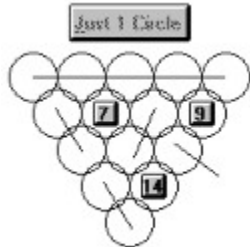
How to Use Strategies and Hints

There are several strategies and hints to this game. I will give you one strategy that I use quite often. I'm only giving one so I won't spoil all of the fun! Maybe there'll be more in a future version.

Let's say that this is the scenario:



Notice that there are 5 circles remaining, 2 of which are by themselves, and the remaining 3 clumped together. In this situation, I would take circles 13 and 15 leaving 3 circles by themselves like this:



The other player would take 1 circle (let's say they take circle 7), then I would take the second circle (we'll say 9), then the other player would select the remaining circle (14), causing them to lose. See, it's not all that hard!



How to Register

Please register this game! It is my first attempt at shareware. I'm only asking \$5. That is not all that much. Help me out, I'm young.

When you register Nab!, you will receive a registration number that will allow you to have unlimited plays. It will also get rid of those pesky messages telling you how many more times you can play the game.

Please, send \$5 to me at: Tony Richards
3908 Pleasant Drive
Kokomo, IN 46902

Please include your name, address, and E-mail address (if available). I will send you the registration number either by mail or by internet E-mail. Thank you!



About the Author

My name is Tony Richards. I am from the wonderful city Kokomo, Indiana. I am 15 years old. I am just about ready to start my Junior year at Western High School in Rusiaville, Indiana. I get my driving license here in a couple of months (YES!!!).

I started playing nab when I was in 5th grade. My teacher taught us how to play and let us play it, along with other games, after we had completed our assignments. Over the years I had a couple of other teachers that also played nab with us. We loved it! Now that I'm into programming, I thought I'd share the game with the world.

You can E-mail me at: trichard@holli.com. E-mail me with any comments you may have, or mail me at my home address given in [here](#). You can visit my World Wide Web page at the following address: <http://www.holli.com/~trichard/index.html>. Check it out!

