Game History

I have continuously been maintaining and upgrading Think Ahead+ over the years, and I will continue to do so. A short history of the game follows.

Version 1.0 - Released July 20, 1985. First public release of Think Ahead+. Written in MacForth™, The Language of Innovation. Had Only one Macintosh skill level but still played pretty good.

Version 1.1 - Released July 27, 1985. Maintenance release, squashed some bugs.

Version 1.2 - Released August 6, 1985. Squashed more small bugs. Hey, I was new to programming the Macintosh and especially in MacForth!

Version 1.3 - Released October 20, 1985. Finally got the last of them FORTH bugs.

Version 2.0 - Released April 23, 1988. Major rewrite in THINK Technologies LightspeedC™. Many new features and options: Preferences, Hints, Undo, Multiple Background patterns and better graphics. Added three more skill levels and better "Think Ahead" algorithm for more challenging solitaire play. New mailing address.

Version 2.1 - Released February 18, 1990. Maintenance release. Better support for large screens. No new features. Now using Symantec's THINK C™ compiler.

Version 2.2 - Released May 2, 1991. Minor upgrade release. New Shareware address, now RedLine Software. Added "First Thinker" game option. More preferences saved with Save Game Settings. Better Multifinder and System 7 compatibility. New modeless, scrolling help windows. Many internal code improvements.

Version 3.0 - Released March 6, 1994. Major upgrade release. New color interface with 3-D effects. New digitized sounds, many new features and improvements. Improved computer intelligence.

Version 3.0.1 - Released June 26, 1994. Maintenance release. Recompiled with THINK C™ 7.0.1 to eliminate compiler optimizer bugs that caused system error when computer Scrambled board. Changed Hint cost to zero for beginner level, adjusted other levels.