Towns

Version 1.0
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Homespun Software
162 Whitney Street
Northborough, MA 01532

Towns is distributed as <u>FREEWARE</u>. Please read the following information before using it.

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Towns is a "freeware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system.

Anyone distributing Towns for any kind of remuneration must first contact Homespun Software at the address below for authorization. Homespun Software should be advised so that the distributor can be kept up-to-date with the latest version of Towns.

Disk Vendors, Shareware Distributors and BBS(s) may charge a nominal fee for distribution of the program.

You are encouraged to pass a copy of Towns along to your friends.

REGISTRATION

Please use this form to register *Towns*. The ASCII text file REGISTER.FRM may also be used to register; either print the blank form and fill it in by hand, or edit it using your favorite text editor. You can also register by clicking on the "Yes I'd like to register" button in the About Dialog, this will produce some desireable side-effects. Please include any comments you may have about the puzzle. While there is no fee to use this program, registration would be greatly appreciated just to know someone is using it.

REGISTRATION FORM
Towns v. 1.0

Please Register me as a satisfied user of *Towns*:

```
NAME:       _____

STREET:  _____

CITY:       _____

STATE:  _____  ZIP:  _____

TELEPHONE:   _____

COMMENTS:   _____

_____

_____

_____

_____
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Mail to:

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INTRODUCTION

Towns implements a puzzle presented in the Games column of the April '93 issue of OMNI magazine by Scott Morris. It is in turn based on a more general puzzle presented by M. Kontesevich at the 1981 "Tournament of the Towns", an intercity mathematics competition, in the former Soviet Union. The object of the game is to vacate the six blue squares in the lower left corner of the playing field of any marbles. When a marble is removed a marble must be placed in the square directly above it, and another placed in the square directly to the right. Only one marble can occupy a square. If a marble cannot be removed because either of those adjacent squares are already occupied, it is colored red. If the marble is free to be removed, then it is colored green.

Scott Morris has offered a $5000 purse to the first person who sends him the correct solution with the fewest finite number of moves. No solution has been found to date. If you find a solution send it him at Counter-Intuitive Problem, Omni Magazine, 324 W. Wendover Avenue, Suite 205, Greensboro, North Carolina 27408. The moves must be numbered sequentially and identified by the coordinates of the vacated squares. Use chess notation, numbering the rows from the bottom up 1, 2, 3, etc. and lettering the columns A, B, C, etc. starting from the left. The program will automatically produce such a listing should you happen to find a solution.

HARDWARE & SOFTWARE REQUIREMENTS

Towns only requirement is Microsoft Windows 3.1* and a color monitor.

INSTALLATION GUIDE

Towns files can be installed in any desired directory.

If you received *Towns* as an archived (.ZIP) file, simply unarchive all files to the desired directory. If you receive *Towns* in a diskette form, copy all files to the desired directory using the DOS "COPY" command.

While there are numerous files in the distribution form, only three files are needed: TOWNS.EXE (executable file), TOWNS.HLP (help file) and BWCC.DLL (control library).

BWCC.DLL is a shared resource; you only need one copy of it on your system. It should be placed in one of the directories in your PATH, preferably in \WINDOWS\SYSTEM. If you already have a copy, keep the one that has the later creation date. Just in case it should accidentally be changed, the original date on the BWCC.DLL shipped in this kit is 10/27/92.

Once all the files have been put in the appropriate directories, *Towns* can be started by using one of several methods:

☑ *Towns* can be started via the File Manager. Consult the documentation for Microsoft Windows File Manager for details on how to execute a program.

☑ *Towns* can be started via the Program Manager by choosing "File...Run" from its menu.

☑ *Towns* can be installed into a Program Manager application group by making use of click-and-drag method available to the File Manager, or by creating a new Program Item by choosing "File...New" from its menu. Once installed, *Towns* can be started just like any other Windows application.