Ringo Help Index

How to Play

Playing the Game
Strategy and Hints

Commands

Game Menu Commands

How To Play

The following topics explain how to play Ringo:

Playing the Game
Strategy and Hints

Game Menu Commands

New Game

Begins a new game. You can issue this command at any time. If you choose it before completing a game, the current game is terminated and a new one is started.

### Exit

Terminates the Ringo program.

Playing the Game

When you run Ringo, the program starts a game. Your playing pieces are yellow; initially, you have four pieces arranged around the fortress, which is the black area in the center of the playing board. The computer's pieces are red; initially, the computer has seven pieces arranged around the outside of the playing board.

During the game, you and the computer take turns making moves. The computer (the "attacker") attempts to move its pieces into the fortress; if the computer manages to place two pieces within the fortress, it wins the game. If you (the "defender") manage to eliminate all but one of the computer's pieces before it can move two pieces into the fortress, you win the game.

To begin playing, click the Start button. The computer makes the first move. (According to the traditional rules for Ringo, the attacker always moves first.) Thereafter, the computer moves as soon as you have completed your move (or have clicked the Pass button to skip your turn). The computer moves according to the following rules:

o   The computer can *move* a piece into the adjoining space toward the center of the board or to either side of the piece, provided that the target space is empty. See the figure below.

o   The computer can *jump* one of its pieces over one of your pieces and into an empty space on the other side. Your piece must be in an adjoining space toward the center of the board or on either side of the computer's piece. If the computer jumps over one of your pieces, that piece is removed from the board. See the figure below.

o   The computer, however, cannot jump over one of your pieces if your piece is in the "neutral zone." The neutral zone is the sector of the playing area that contains green and white areas, the sector just above the three-o'clock position. The opposite is also true: You cannot jump over a computer piece that is in the neutral zone.
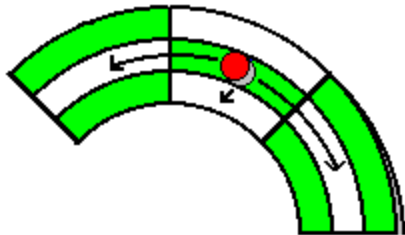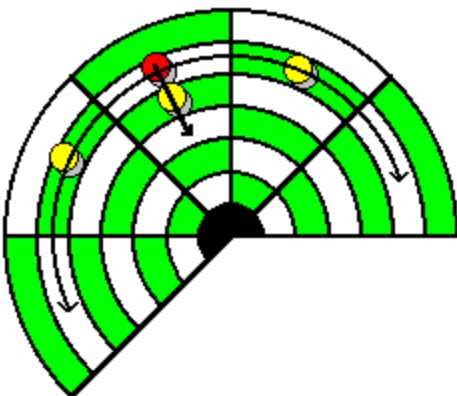

After the computer makes its first move, it is your turn to move a piece. To move one of your pieces, use

the mouse to drag your piece from its current position to a new position, observing the following rules:

o   You can *move* a piece into any of the four adjoining spaces (toward the center of the board, away from the center, or on either side), provided that the target space is empty. See the figure below.

o   You cannot move a piece into the fortress.

o   You can *jump* a piece over one of the computer's pieces in an adjoining space (in any direction) and into an empty space on the other side. The computer's piece will be removed from the board. See the figure below.

o   You can also jump a piece over one of the computer's pieces that is located within the fortress. Your piece must be within a space adjoining the fortress, and the space on the opposite side of the fortress must be empty. See the figure below.

o   You cannot, however, jump over one of the computer's pieces if it is located within the neutral zone.

Your Moves:
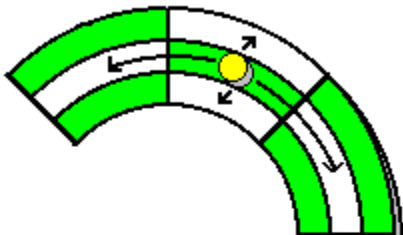
Your Jumps:
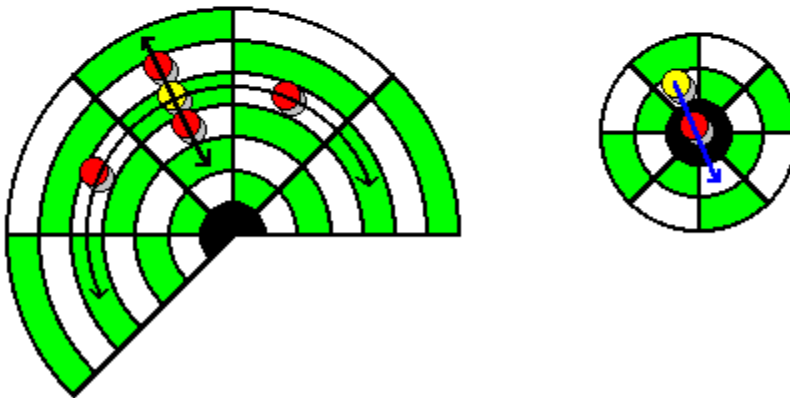
Note: If you attempt an invalid move, the computer will beep and then return your piece to its original position.

You are not required to make a move. If you choose not to move, simply click the Pass button to skip your turn. After you complete a valid move or click the Pass button, the computer makes its next move. You and the computer will continue to alternate turns throughout the remainder of the game.

Note: If you drop a piece on a valid position, you cannot undo your move because the computer makes its next move immediately. If, while dragging a piece around the board, you forget which space the piece came from, you can easily return it to its original location by dropping it outside the board.

The game continues until either the computer wins by placing two pieces within the fortress or you win by removing all but one of the computer's pieces. You can then start a new game by choosing the New Game command from the Game menu. (As usual, if you choose this command before completing a game, the current game ends and a new game starts.)

Strategy and Hints

The following guidelines, the first defensive and the second offensive, will help you win more games.

o   Your greatest disadvantage is that you begin a game with fewer pieces than the computer. Accordingly, be very careful not to let the computer capture any of your pieces. Look before you drop, and avoid intentionally sacrificing a piece. If you lose a piece near the beginning or middle of a game, you will be at a great disadvantage. Losing a piece near the conclusion of a game, however, might be unavoidable.

o   Your greatest advantage is that you can move or jump in one of four directions, while the computer can move in one of only three directions. Capitalize on this advantage by attempting to move your pieces around and *behind* the computer's pieces. After you have placed a piece immediately behind an enemy piece, you might be able to jump it without the risk that it will jump you. To move a piece behind the enemy lines, go through the neutral zone whenever possible, where the piece is immune from attack while in transit.