Game Rules

The Aim is to fill the board with as much chips of your own color as possible.
The Amount of chips you get with each move depends on:
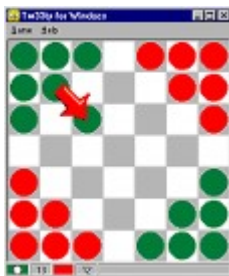1. The type of move (Replicate Move or Jump)
2. The surrounding fields

Type of move:
You have two different moves to choose from:
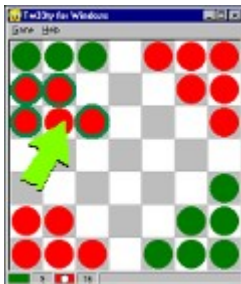
Replicate Move

That's the standard move. You move only one field in either direction.

Doing a short move leaves a chip on its previous position, so you gain at least one chip.

Jump

You jump if you move two fields in any direction. Jumping will not leave a chip in the old position.

After your move all enemy chips that surround the moved chip become yours.
You cannot move more than two fields in any direction.
The game is over when all fields on the board are filled. If one player cannot move, the remaining fields are filled automatically with the opponent's chips.

Preparing for a Network Game

To play Tw33ty against a network opponent both players need to have a TCP/IP Connection.

First decide who will act as the Server and who as the Client.

Both Players should use the same (latest) version of Tw33ty. You can find out your Version Number by viewing the "About" box.

See also Setting up the Server and Setting up the Client.

Setting up the Server

Open the Options window and select the Networking Tab. Check the optionbox named "Server". Your Hostname will appear. Under "Players" select one Network player either for Player 1 or Player 2. If you don't select one yourself, Player 2 will be automatically selected as Network player.

Then click the "Listen" Button and wait for the other Player to connect. The grey status window will confirm the connection of the client.
You can also enter a Port in the Edit box next to the Hostname if you don't want to use the suggested Port. The other Player then needs to change his port as well.

Setting up the Client

Connecting to a Server is straight forward. Enter the Hostname or IP (and Port number if the Server changed the default setting) of the server in the "Remote Host" box of the Networking tab, check the "Client" optionbox if necessary and hit "Connect".
If the server accepts your request all important Options settings are transferred to you and you are ready to play. You will not be able to change certain settings until you are disconnected to make sure the game is synchronized. Those settings are grayed out after the connection is established.

After the connection you can change your name in the Players tab (the one that's not grayed out) and hit OK. Your name will be transferred to the server automatically after you close the Options window with "OK".

Start a Network Game

To start a Network game the Server has to click "New Game" on the Menu (or hit CTRL+N). This will transmit a New Game request to the client where the game starts automatically.
The little ball in the Status Bar indicates who will begin the game.
If you don't change the "Begins" Optionbox in the Options window the starting player will automatically change after each game.
Note that only the server is able to start a Network game.

Using the Chatwindow

You can open the Chatwindow from the Main Menu if you wish to talk with your opponent during the game. Enter your message in the small Editbox below the bigger Textwindow and hit Enter or click the "Send" Button to transfer your message.
If the other User doesn't have the Chatwindow open it will pop up automatically and display your message in the Textwindow.
Some features from IRC are also working in the Chatwindow. For example you can use the Arrow Down key to clear the current text in the Editbox, and use "/me" in the beginning of the sentence if you want to express actions. (if your name is Jimbo and you type "/me laughs" it will be transmitted as "Jimbo laughs")
Use one of the 20 Soundbuttons on the top of the Chatwindow to play a sound on both the opponent's computer and yours. If you leave the mouse over a button for a short time a hint will pop up telling you what sound will be played.
See also Configuring the Soundbuttons if you want to customize the settings.

Changing Game Settings during the Connection

If you want to change the Options during a Network session just open the Options window and make your changes. Changes to your name get transferred immediately. Changes to the Boardsize and the "Who Begins" Optionbox take effect with the next game. Note that the starting player automatically swaps after each game.
Only the Server can change the Boardsize and/or who begins!

How to Play

Click "Game | New" form the Main Menu or hit CTRL-N to start the game with the currently set options.
The little ball in the Status Bar indicates whose turn it is. To move your chip click on it and drag it to a new location. The Mouse Cursor changes while you drag and indicates if the current target is valid. (A crossed out circle means you cannot drop the chip there.)
If you dropped the chip on a valid target the turn changes automatically.
Refer to the Rules on how to move.

Options | Players

In this window you can change the names of the players (or only your own name if you're playing a network game) and determine who will control each player. You can choose between "Human", "Computer" or "Network" control. For a network game choose "Network" for your opponent and "Human" for yourself. (You don't need to make these settings if you're gonna be the client, because the server's settings will be transferred to you.)
You can also change the color of the chips for each player.

Options | Game Board

Here you can change the colors of the Board cells and change the size of the Board (measured in cells). The Boardsize can only be changed by the server in a network game.
The size of the actual cells will automatically adjust to the size of your window.
Changing the Boardsize will dramatically change the tactics of the game so it's a good thing to experiment with.

Options | Networking

Use this window to establish a network connection to another player.
For more information see:

Preparing for a Network Game
Setting up the Server
Setting up the Client

Options | Sound

Use this window to enable/disable sounds and configure the Soundbuttons in the Chatwindow.

To disable sounds played on your computer if your opponent sends a sound, uncheck the box named "Network Sounds". If you don't want to hear the sounds that you are sending when you press a Soundbutton, uncheck "Local Sounds".

Configuring the Soundbuttons

Press the Up-Down buttons to switch through the 20 available Soundbuttons. Click "Browse" to select a new sound for the currently shown button. Click "Test" to listen to the sound. If you want to associate the new Sound with the currently selected Soundbutton, enter a Hint in the box below and click the small "Ok" button next to "Test". The Hint you type in will show up when you leave the Mouse over a Soundbutton in the Chatwindow.
If you want to keep the changes you have made for the next time you load the game, click "Save All". This will store the filenames and Hints for each button in tw33ty.ini which will then be loaded next time you start the game or press the "Default" button on the bottom of the Options window.

Important note: When you click a Soundbutton, only the filename gets transferred to your opponent, not the actual file itself! So if you want the other player to hear the sounds both players must have the soundfiles on their computer.

Installing and Uninstalling the Program

You don't need to install/uninstall the game. Simply unzip the game in any directory of your choice and you are ready to play. Make sure the "Sounds" directory with the wave-files is one directory deep of the directory the other files are in.
To uninstall simply delete all files. The game doesn't write anything to your registry.

Disclaimer / Credits

Tw33ty for Windoze is Freeware, so there's absolutely no need to register the game and you should never pay anything to get it (with the possible exception of   a minimum distribution fee if you get it on diskette).

This program is completely <u>unsupported</u>, this means I take absolutely no responsibility for whatever strange things may happen to your computer, and I will not provide technical or any other kind of support for the game. Of course you can send e-mail to report bugs to eric@liquidsilver.com There's also a webpage at http://www.liquidsilver.com/eric/tw33ty/ where you can find the latest version and additional Soundpacks.

It is just a practice project to accommodate myself with Borland's wonderful development tool Delphi but if there should be enough requests for further enhancements or similar games I might as well do some more work and maybe write a final version with additional games as Shareware.

Credits go to Tw33ty from IRC, whose program he wrote for a Pascal class is the fundament of this game. I used a lot of the original source code which speeded up the development enormously. Also, thanks to Spidr and Shiznet for many hours of testing.

Accept these settings and close Options.

Discard these settings and close Options.

Discard your changes. This will also reset all Soundbuttons if you haven't saved them.

This is the name that will be used for this Player in chats and the final graph.

Choose Human if you wish to control this player, Computer for a computer opponent, or Network if this player will be controlled via network.

Click here to change the color of the chips for Player 1.

Click here to change the color of the chips for Player 2.

Select who will begin the next game. After each completed game the turn will change automatically.

Use Tile Color 1 and Tile Color 2 to change the colors of the board.

Click the Arrow Buttons to change the size of the game board. (measured in amount of cells in each Row and Column).

Select this box if you want to connect to another computer.

Select this box if you want someone else to connect to your computer.

You can change the default Port number in this box if you want. Both Client and Server need to enter the same value here. Usually there should be no need to change the default setting.

If you will be the client you enter the server's IP address or hostname in this box. If you are the server your hostname will be shown in the box.

Click here to Connect to a server or Listen for incoming connections respectively.

Enables/Disables playback of sounds sent to you by a network opponent.

Enables/Disables playback of sounds on your computer when you send a sound.

Use the Up/Down Button to step through the individual soundbuttons.

Plays the file shown in the File Box.

Stores the selected Sound and Hint into the currently selected Button.

Saves the filenames and Hints of all Soundbuttons in an .ini-file which will be loaded next time you load the program or when you click the Default button. You only need to save the Buttons if you have changed the default Sound settings.

Click 'Browse' to choose another file.

This Hint will pop up when you leave the Mouse over a Soundbutton for a moment.