Oubliette

Requirements:
Oubliette requires Windows 3.0 or higher using a mouse. A color monitor is highly recommended.

Goal:
The goal of the game is to eject six of your opponents pieces from the board.

Moves:

How To To move, you must place the mouse cursor over the first piece to move, and then press the left mouse button. A small circle will appear in the center of the piece. You can then move the mouse cursor over the other pieces to move, and circles will appear in the center of those pieces as well. From the last piece selected, you should then move the mouse cursor to the hex which that piece should move to. If the move is a legal move, the mouse cursor will turn into a crosshair. Once you release the left mouse button, the pieces will move.

First Move The first move of the game will always be played by green. For monochrome users, the green pieces start on the right hand side of the board. In the unregistered version, the computer will always play green, and you will always play red.

Move You can move any number of pieces which lie in a straight line with no gaps in the line where all the pieces will move into an empty hex.

You may only move your pieces one hex at a time.

When more than one piece is moved at once, all pieces must move in the same direction.

You can move any part of a long row of pieces, you do not have to move the whole row.

When moving more than one piece, you can move the pieces in the direction that the pieces lie. For example, if three pieces lie together in the left to right direction with a blank space to the right, they may move to the right. If there is a blank space to the left, they may move to the left.

Push You can push any number of sequential pieces along a straight line where your opponent has less pieces in the line that you have.

You can only push your opponents pieces into a blank space, a hole, or off the edge of the board.

You may not push your opponents pieces if one of your own pieces is blocking them from moving.

Ejection To eject a piece from the board, you must push your opponents piece through a hole in the board, or off the edge of the board.

In the default board configuration, there is a hole in the center of the board.

Registration:

The registered version of the game contains the following enhancements:

1. Computer Difficulty Selection from Level 0 to Level 6. In the unregistered version, there is only level 0.
2. Computer Player Selection. You may choose which color the computer will play, or you can choose to have the computer play itself, or you can choose to have one human player play another human player.
3. Board Editor. You can change the board to suit your own ideas. You can place holes, blocks, or pieces at any space on the board.
4. Changing Rules. You can specify the maximum number of pieces to move at once. If set to four for instance, then if you have four pieces in a row, then those pieces may not be pushed along the line they lie in. You can also specify how many pieces must be ejected before the game will be over.
5. Load/Save Game. You can save a game in progress, or a different board configuration, and then load it again later.
6. Computer Thinking. You can have some windows on the screen showing you exactly what the computer is thinking. In the unregistered version, these options wouldn't be very useful anyways, since at level 0, the computer doesn't think.
7. No Advertisement. The advertisement on the right hand side of the window is removed from the registered version. You can also have the game in a window that is not maximized.

To register, send a cheque or money order for $10.00+$5.00 shipping and handling to:
A.B. Data Sales, Inc.
2210 Hanselman Ave.
Saskatoon SK S7L-6A4
Canada

Phone: (306)665-6633, Fax: (306)652-1955 [Visa+Mastercard accepted]