## Solus Help Index

The index lists all Solus Help topics. Use the scroll bar to see more entries.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

**Commands**

Game Menu Commands
Edit Menu Commands

**Procedures**

Playing the Game
Rules of the Game

# Game Menu Commands

**New Game**

Starts a new game.

You can start a new game at any time, even before you finish a game.

You can also press the <Ctrl> and <N> keys simultaneously to start a new game.

**Auto Play**

Switches Solus to the automatic mode. In this mode Solus will demonstrate one way to solve the game.

This is how a move is shown in the Auto Play mode:

> 1) The game piece which is about to be played switches from solid blue to shaded blue.
>
> 2) The game piece which will be removed from the board is crossed out with a red X.
>
> 3) The empty square where the game piece in 1)   is placed, is filled with a solid blue piece.
>
> 4) The shaded game piece is erased.
>
> 5) The crossed out game piece is removed from the board.

A user can set the Auto Play Mode speed to Slow, Normal, or Fast using the Auto Play Speed option in the Edit menu.

To STOP the Auto Play Mode press the ESCAPE key.

You can also press the <Ctrl> and <A> keys simultaneously to switch to this mode.

**Exit**

Exits Solus.

Related Topics
Edit Menu Commands
Playing the Game

## Edit Menu Commands

**Undo**

Takes back your last move.You can Undo all your moves one at a time untill the Undo option is disabled.

The Undo option is disabled, when:

      i )   There  are no more moves left to undo, i.e. the board is back to the condition when you started the game.

        ii )   You have finished the game.

        iii )   The game is in a deadlock, there are no more moves left.

You can also press the <Alt> and <Back Space> keys simoultaneously to undo a move.

**Auto Play Speed**

Allows the user to set the Auto Play Mode speed to one the three choices; Slow, Normal, or Fast.

The current setting is shown with a check mark infront of the menu selection.

Related Topics
Game Menu Commands
Playing the Game

## Playing the Game

The object of Solus is to finish the game with only one game piece left on the board.

Playing Solus involves:

**Making a Move**

1 Move the pointer to an occupied square.
   The pointer changes to a cross if you can make a legal move. To make a legal move , there should be at least one occupied square <u>adjacent</u> to yours, whose <u>neighbour</u> is empty.

2 Click and hold down the left mouse button.
   The   pointer changes from a cross to a game piece with inverse screen colors.

3 Drag the mouse to the unoccupied square you want to move.

4 Release the mouse button.
   If you made a legal move the pointer changes back to an arrow or cross depending on the position of the game piece.

**Taking Back Your Move**

*      Choose Undo from the Edit menu.

**Starting a New Game**

*   Choose New Game from the Game menu.
or
*   Press Ctrl+N


Related Topics
<u>Rules of the Game</u>

# Rules of the Game

**Rules of Solus:**

1 To make a legal move you must choose a square in which the pointer changes to a cross.

2 You take pieces of the board by jumping over them and landing on an unoccupied square.

3 You can only jump over one occupied square.

4 You can only move in the horizontal or vertical direction.

5 You can undo only your latest move.

6 When   there are no more moves left, the game is over.

Related Topics
Playing the Game

**Adjacent**

The square directly above, below, to the left, or to the right of your position.
You must be on a legal square, a square where the pointer turns into a cross.
You can jump over an adjacent square only if it is occupied.

**Neighbour**

A neighbour lies on the same line with your position and the adjacent square.
The neighbour should be unoccupied so you can complete your move.