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PROUDLY PRESENTS:

DINOSAURS SKIN

ver. 1.00, 1996

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Overview

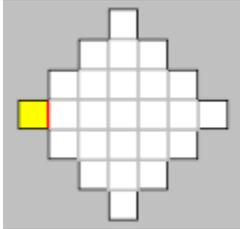
- + To win this game you have to capture bigger territory than the opponent. The player who puts the last line closing the border around continuous group of squares captures this group. The additional requirement is that there is no remaining open sector(s) of border inside this area. If a player puts line so that it creates two closed areas, he takes bigger and his opponent - smaller one. See [Examples](#) for more explanation.
- + You put dashes by clicking on (or close to) appropriate gray line on the board.
- + You can play with the computer (default), a second player (select Players | 2 Players from the menu), or you can watch the computer playing with itself (Players | Auto Play).
- + Change the difficulty of game in the Board Size menu. Default is "7x7".

See [Tips](#) for some valuable strategic advises.

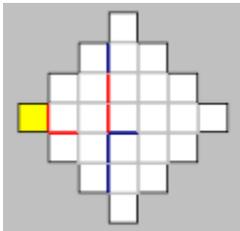
Examples

Here are some examples. Player 1 is Navy&Blue, Player 2 is Red&Yellow.

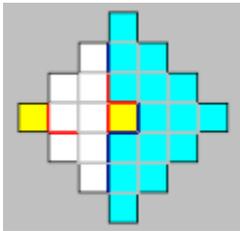
A) The corner square makes a very good territory to capture:



B) There is no closed areas in the following figure, because of sharp edges remaining.



C) The blue player puts last line surrounding central square. This move creates two closed integral regions. The blue player takes the larger one.



Tips

1. The first, standard and obvious step in the game is to take the corner rectangles.
2. Then comes rather static part of the game, when both players put random dashes, just avoiding to create a situation when the opponent could have a chance to close a region and win.
3. The most exciting part of the game comes when there is no more safe place to put a dash. In that case you have to yield the smallest area possible in order to gain more in next move!

See [Examples](#) for some most common game situations.

License and Registration

License conditions:

You may use the DINOSAURS SKIN game on a trial basis for a reasonable period of time. However, if you like it and want to keep, you have to register. Registration form and payment requirements are enclosed below.

Whether you are registered or not, please feel free to give this program to a friend, upload it to a BBS or distribute it any other way as long as the program remains unchanged and all required files (DINOSKIN.EXE, DINOSKIN.HLP, and READ_DS.TXT) are enclosed.

If you want to use this program in any kind of money-making venture, you have to obtain written permission from the author.

Registration for the DINOSAURS SKIN Game v.1.00. Registration Fee: **\$4.99.**

Please send the following form together with check or money order for \$4.99, payable to BASCOMP to:

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Choose File | Print Topic from the menu to print this registration form. Or, just write down your name, address and name of the program you are registering and send with the appropriate payment to the address at the bottom of this help screen.

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Now, enjoy !

GoPromptlyToSearch

This game, DinoSkin was created by Edward Patej, DBA Bascomp in 1996.
To my beloved wife, Barbara.

