

THE OBJECT

The object of the game is very simple. Be the first one to build a bridge across Square Lake.

THE RULES

Player One must try to build a bridge connecting the North and South shores. Player Two must try to build a bridge connecting the East and West shores. Each player may start from either of their designated shores, and may start as many bridges as they desire. Player One places the first road "tile", and the players alternate turns after that. A yellow and black striped box will appear around the current players tile. Each road tile that is placed must connect to one of a players own road tiles or shore line. You may not, for example, place a road tile by itself in the middle of the lake. The first player to build a complete bridge from shore to shore is the winner.

THE GAME CONTROL BUTTONS

On the right side of the game screen are the game control buttons. Each player has two sets of buttons. Six "road" tiles, and six "extra" tiles. The road tiles are on top, with the extra tiles under them. At the bottom of the screen are the main control buttons. Each button type is explained below.

THE ROAD TILES

There are two straight, and four curved road tile. To place a tile, click on the road tile "button" that you want to use. It will remain down (selected) until you click on a water square. You may change your mind and choose another button as many times as you like before you click on a water square. Once you have selected the button you want, click on the water square where you want to place the road tile. Remember, it must connect to one of your own road tiles or shore lines. If you make a mistake you can choose "Undo Last Move" from the "Game" menu or use the keystroke combination: command- Z.

The curved road tiles are permanent. They can not be changed, exploded with the dynamite button, or crossed with the intersection button.

The straight road tiles can be changed. They can be exploded by the dynamite button, or crossed with an intersection button. To change a straight tile, select the curved tile you want to use and then click on the straight section you want to replace with the curve tile. The curve tile will replace the straight tile. This allows you to change course if you reach a dead end.

THE EXTRA BUTTONS

There are six extra buttons. Each one may be used only once. They will then disappear. Each one is described below.

THE INTERSECTIONS:

There are two intersections. You can use these to cross the other players road. These tiles can only cross a straight section of road. They cannot be blown up or changed.

THE BOUY:

The bouy is unique. It may be placed anywhere in the lake you wish. They are good for blocking the other players path. They can be blown up with a dynamite button.

Otherwise, the player must go around them.

THE DYNAMITE:

There are two dynamite buttons. Their sole use is to blow up the other players straight sections of road or bouys. Once a straight section of road has been blown up, it can be repaired with the crane button. Or a player can reroute his road around a damaged section.

THE CRANE:

The crane button will repair a straight section of road that has been blown up.

THE MAIN CONTROLS

There are four main controls. They are located under the player buttons. From left to right they are:

THE NEW GAME BUTTON:

Click here at any time to start a new game. You may also select "New Game" from the "Game" menu, or use the keystroke combination: command-N.

THE SOUND BUTTON:

You may use this button to turn the sound on or off.

THE HELP BUTTON:

Selecting this button will bring up this window.

THE QUIT BUTTON:

Click here to quit playing Square Lake Crossing. You may also select "Quit" from the "Game" menu, or use the keystroke combination: command-Q.

SHAREWARE INFO:

This game is Shareware. You can get full details by selecting "About..." from the "Apple Menu." Send in your registration fee and receive a complete color electronic document: "Square Lake Crossing: Strategies and Tips" on disk.

Thank you.