Lasso Help

Rules Summary

To play Lasso, simply draw a circle around the various playing pieces on the board. Try to score as high as you can.   Each playing piece has a point value.   Be careful!   Don't hit any of the pieces with the end of the lasso, you will loose a lasso!

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Lasso Rules

Object of the game

The object of Lasso is to lasso the playing pieces and score as high as you can.

Scoring

You will receive points for lassoing a playing piece.   Each piece has a different value.   You will recieve 100 points if you lasso an *Alien*.   The Alien will sit still and will be your easiest piece to lasso . . .

You will recieve 200 points if you lasso a *Fish*.   The Fish will follow your cursor in the horizontal direction only. . .

You will recieve 200 points if you lasso a *Spider*.   The Spider will follow your cursor in the vertical direction only. . .

You will recieve 300 points if you lasso an *Atom*.   The Atom will follow your cursor in any direction (horizontal, vertical and diagonal) . . .

You will recieve 400 points if you lasso an *Accelerated Atom*.   The Accelerated Atom will follow your cursor in any direction (horizontal, vertical and diagonal) but much faster than the ordinary Atom . . .

Skulls don't disappear when lassoed.   You will be penalized 100 points if you lasso a *Skull*. . .

You will receive a bonus of +10% for each playing piece when you lasso multiple playing pieces.   Furthermore, you will earn another lasso if you score 50,000 points!

Game Over Conditions

The game is over when you lose all your lassos.   You begin with 3 lassos and can earn more later in the game.

Hints

Don't circle the skulls.   You will receive a 100 point penalty.

Try to circle more than one playing piece at a time.   You will get additional points!

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Lasso Preferences

How to set Preferences

To bring up the Preferences dialog box, choose the "Preferences..." menu item from the "Game" menu.   If any option is changed within the Preference dialog box, the current game being played will be abandoned.   If you do not wish to abandon the current game, select the ***Cancel*** button and return to the game.

The Preferences dialog box is broken up into various sections shown by the tabs at the top of the dialog box.   Clicking on a tab shows the options available for that topic.   For example, the "Extras" tab allows you to choose the background color or texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Easy

Clicking on the radio button labeled ***Easy*** will select an easy game.   Most novices will be able to beat an easy game after a few tries.

Moderate

Clicking on the radio button labeled ***Moderate*** will select a moderately-challenging game.

Difficult

Clicking on the radio button labeled ***Difficult*** will select a difficult game.   A difficult game is very challenging and will require an accomplished player to beat.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game.   Changing the options in the Extras tab does not affect the rules of the game.

Screen Background

The box framing the "Screen Background" list box shows the current background color or texture of the screen.   Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds
Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds ***on*** or ***off***.

This option is checked **on** by default.   Un-checking the box will turn the game sounds **off**.   If this option is turned **off**, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event.   The game events that can have sounds attached are listed above the button.   You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button.   If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

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How To Lasso the Playing Pieces

Simply move the cursor around on the screen and a yellow lasso will appear.   Draw a complete circle around the playing piece to get the score.   See the Game Rules to find out how much each playing piece is worth.

Menu Commands

Game Menu

New

Starts a new game.   Abandons any game currently in progress.

Show High Scores...

Shows the high score table.

Preferences...

Brings up the Preferences dialog box.   Abandons any game currently in progress if any options are changed.

Exit

Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the ***Escape*** key on the keyboard.

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