Neutron Trails Help

Rules Summary

The object of Neutron Trails is to guess where the atoms are in the box.   To help you guess, you can shoot laser beams into the box by clicking on any base lining the side of the board.   A symbol will be shown on the base and will give you clues as to where the laser beam went after you shot it into the box.   The beam can be absorbed, returned, or ricoceted to another place in the box (see Neutron Trails Rules for more details).   Drag the atoms from the top of the board to the squares to register your guesses.   Click the "Guess" button to make your guess. This game is a race against time.   Every time you click on a base, you will receive a 5 second penalty.   Try to beat your best time!

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Neutron Trails Rules
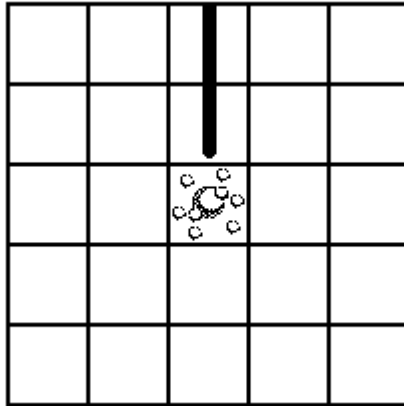
Object of the game

The object of Neutron Trails is to guess the positions of the hidden atoms on the board as quickly as you can.
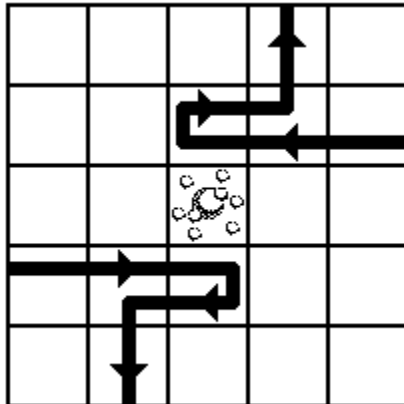
Atom Influence to Laser Movement

Absorbing

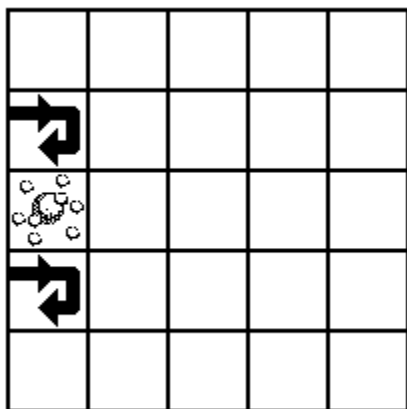Atoms can *absorb* laser beams if the laser directly hits the atom. . .

Bending

Atoms can *bend* a laser beam 90 degrees away from it if the beam passes a square horizontally or vertically next to an atom. . .
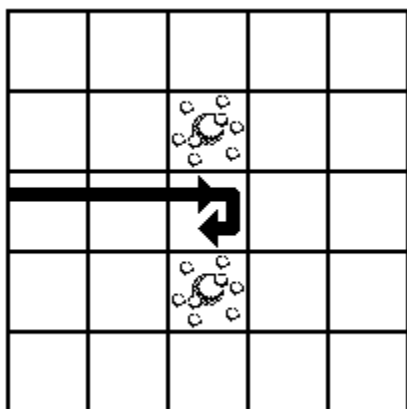
Ricocheting

Atoms will also *ricochet* beams completly around if it comes into an adjacent square. One method can occur when you have an atom on the edge of the board. . .

The second occurs when you have two atoms one space appart. . .

Base Clues

Numbers

If the base you clicked on is a number, look somewhere else to find its mate.   This is one of the easiest clues to use to find where an atom is located.   Basically, the beam entered the box and was bent out.   The numbers will look like this . . .

Absorbed

If your beam was absorbed, you will get the following base clue. . .
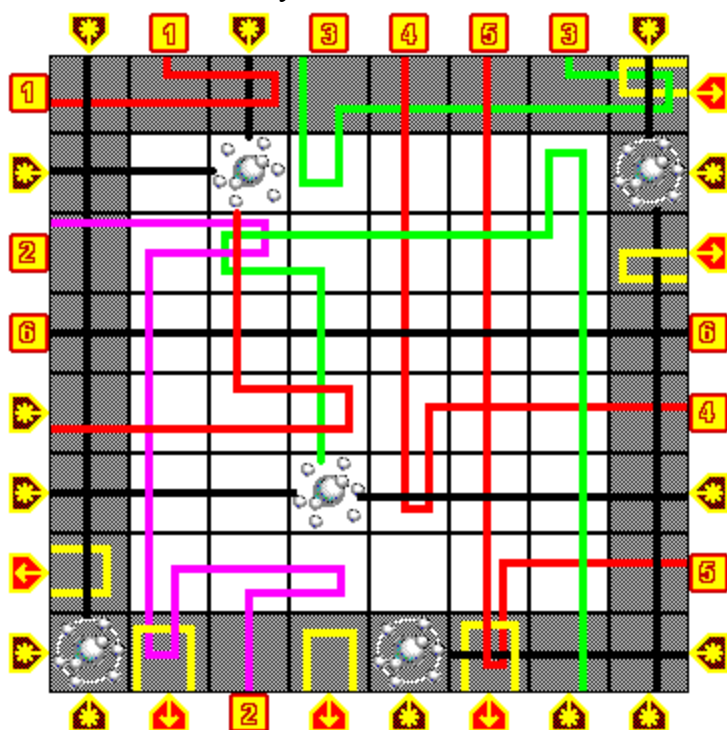
Ricocheted

If your beam was ricocheted, you will get the following base clue. . .

Multiple Atom Effects

Don't forget that a beam can be influenced by a number of atoms.   The following board has

been solved.   See if you can follow the solution. . .

Hints

Don't be afraid of a wrong guess.   If you've got the configuration down to two or three possibilities, it may be better to guess at one than to remove all doubt by getting more clues.

Be sure to look back at the previous clues you have gotten.   Sometimes a base you ignored before will clue in to the final configuration.

Don't be afraid to show all the clues quickly (remember, you get a 5 second penalty for each beam shot into the box).   It may save you time in the long run.

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Neutron Trails 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 Option 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 preferences 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

Board Size

You can change the size of the board by clicking on a radio button.

Small (7 x 7)

Selecting this radio button sets up a small board.   This option makes for a faster game.   You will have to find where 4 atoms are in the box.

Medium (8 x 8)

Selecting this radio button sets up a board which is 8 rows by 8 columns. You will have to find where 5 atoms are in the box.

Large (8 x 10)

Selecting this radio button sets up a board which is 8 rows by 10 columns.   You will have to find where 7 atoms are in the box.   This option makes for a long game.

Custom

Selecting this radio button sets up a custom board which can be any combination of rows and columns.   The high score table will not keep track of the highest times on this option.

Board Tab

The Board tab allows you to change the appearance of the game board. The options for this tab will not affect the rules of the game; however, the look of the board will change..

Board Names

The "Board Names" list box shows the names of all of the board tiles available.   Clicking on a name in the list box selects the new board and previews the tiles in the "Board Preview" area.

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.

Animation Tab
Drag Type

This list box allows you to choose how you want to handle animation of the pieces.

Drag Pieces

The ***Drag Pieces*** shows the piece as you are dragging it.

Hint: This is the preferable action when dragging with the mouse.

Drag Outlines

The ***Drag Outlines*** shows an outline of the piece when it is being dragged.

Hint: This option is recommended for people with slower computers that cannot keep up with dragging playing pieces.

Show Drag Zones

If the ***Show Drag Zones*** option is checked, the game flashes an outline over pieces that can be moved as you move the mouse over them.

Show Drop Zones

If the ***Show Drop Zones*** option is checked, the game flashes an outline over areas where you are allowed to drop a piece as you are dragging.

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How To Move Pieces

Clicking on a base with the mouse button will display a base clue which indicates where the laser beam went.

Placing atom pieces in Neutron Trails is accomplished by "dragging" them with the mouse. To drag a piece, click the mouse button on the piece and hold the mouse button down. While holding the button down, move the mouse to a square and "drop" the piece by releasing the mouse button.

If you have the "Show Drag Zones" and "Show Drop Zones" options set (found in the Preferences dialog box on the Animation tab), you will be able to see a ghost image of where the pieces can be picked up and dropped.

Menu Commands

Game Menu

New

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

Show High Scores...

Shows the high score table.   (Note: High Scores for the custom sizes board is not recorded.)

Preferences...

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

Exit

Quits Neutron Trails.

Panic Button

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

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