



Laser Clash Help

Rules Summary

The object of the game is to stay alive as long as you can. Essentially, your robot will move at a continuous speed and can't slow down or stop. You must maneuver your robot around the board. Your robot will die if it hits the side of the board, obstacles, and laser trails. By outlasting other robots, your score will be higher.

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Laser Clash Rules

Object of the game

The object of the game is to live as long as you can by not running into the obstacles, other laser trails other robots leave behind.

Scoring

Scoring depends upon how many robots are playing. Last place (first to die) gets zero points for that round. Each person there after receives the following point distribution. . .

Four Robots

- First Dead - 0 points
- Second Dead - 1 point
- Third Dead - 2 points
- Last Dead - 3 points

Eight Robots

- First Dead - 0 points
- Second Dead - 1 point
- Third Dead - 2 points
- Fourth Dead - 3 points
- Fifth Dead - 4 points
- Sixth Dead - 5 points
- Seventh Dead - 6 points
- Last Dead - 7 points

Game Over Conditions

The game is over when you hit a trail (yours or your opponents), hit an obstacle, or out last all of your opponents.

Hints

Look several moves ahead. If you do this you can avoid being trapped early into the game.

Practice. It is difficult at first. As you get better, you will find ways to trap your opponents.

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Laser Clash 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 *Cancel* 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 change the sound options.

Tab Descriptions

Options Tab

Skill Level

1 Player

You can play a solitaire game against 3 or 7 other robots. Play with 3 robots for an easier game. Seven for a more challenging game.

2 Player

You can play a straight 2 player game, or you can pit two players up against 2 to 6 robots. Play with a straight two player for good competition. Add more robots to make the game more interesting. The more robots playing, the more difficult the game.

Trail Behavior

This pull down menu will allow you to change how the trail from the robot will react when the robot is killed.

- **Disintegrate** ~ The trail will disappear in random pieces. This option makes it moderately difficult to play since you can be killed if you hit even a piece of the laser trail.
- **Retract** ~ The trail will retrace it's path to the beginning. This option makes it a bit easier to play the game since you can keep an eye on where the trail will disappear to.
- **Disappear** ~ The trail will immediately disappear. This is the easiest way to have the trail behave. The longer you play, the easier it becomes since the board is not as crowded as it was in the beginning.
- **Remain** ~ The trail will stay in place after the robot is killed. This is one of the most difficult settings for game play.

Trail Length

This pull down menu will allow you to change the length of the trail the robot leaves as it moves on the board.

- **Unlimited** ~ The trail will be as long as the path the robot will take.
- **Long**~ The trail will be a continually long length.
- **Short** ~ The trail will be a continually small length.

Obstacles

When this option is checked, blocks will be placed on the board. Don't hit them, they will kill your robot.

Destructive Explosions

When a robot dies, it will blow up and destroy other laser paths if this option is checked. This option is helpful in that it can open up parts of the board previously unavailable to you.

Piece Tab

The Pieces tab allows you to change the appearance of the playing pieces used in the game. The options for this tab will not affect the rules of the game; however, the look of the playing pieces will change.

Piece Names

The "Piece Names" list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new playing pieces and previews the pieces in the "Piece Preview" area.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box. For one player games, you will be the yellow robot. Two player games add a red robot.

Marker Up

Moves the robot up.

Marker Left

Moves the robot left.

Marker Right

Moves the robot right.

Marker Down

Moves the robot down.

Extras Tab

The Extras tab allows you to change the background color or texture 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 Move Pieces

The marker on the board will move at a constant speed and can move up, down, left and right. To start playing, the marker will begin moving as soon as you hit a direction key (see the Key tab under Preferences to set your keys).

Menu Commands

Game Menu

New

Starts a new game. This will abandon a game in progress.

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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