



Olive Wars! Help

Rules Summary

The object of the game is to score as high as you can during a set length of time. Move your olive left and right. Shoot down the flying object for points. Don't let the objects fall on you - you will lose points.

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Olive Wars! Rules

Object of the game

The object of the game is to score as high as you can during a set length of time.

Scoring

Scoring depends upon what flying object you have shot down with a pimento. You will receive the following points if you shoot down an object. . .

- Pickle - 5 points
- Mushroom - 10 points
- Corn - 15 points
- Bell Pepper - 15 points
- Broccoli - 20 points
- Tomato - 25 points
- Strawberry - 35 points
- Gabonzo Bean - 50 points
- Bonus Pimento - 5 points (*increases the frequency of firing a pimento*)

Once an object is falling, you will not gain any points by shooting it. If you get hit by a flying object, your score will be deducted by the worth of that object. However, if you get hit by your own pimento, you will loose 100 points. Getting hit by a bonus pimento will only cost you 5 points.

It is possible to get a negative score if you are pelted with too many objects.

Game Over Conditions

The game is over when you run out of time.

Hints

Try to anticipate where the falling objects are going to hit. Your olive can't move that quickly so you'll have to think ahead.

One Player

Since you are trying to get as high a score as possible, try to eliminate the lower flying objects first. You can maximize point scoring this way by avoiding knocking objects and making them fall. Remember, once an object is falling, it is essentially out of play for scoring purposes.

Two Player

Since falling objects are no good to you on a scoring basis, use them stratigically. Try to hit

high flying objects which are travelling in your opponents direction. The falling objects will avalanche have a better chance of hitting your opponent. Be careful. This may backfire on you in that the objects will bounce toward you.

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Olive Wars! 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 solitary game with three different times (one, two, or three minute games). High scores are only kept for one-player games.

2 Player

You can play a 2 player game with three different times (one, two, or three minute games). Two player games are competitive. Who ever has the higher score when the time runs out will win the round.

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 green olive. Two player games add a black olive.

Olive Left

Rotates and moves the olive to the left.

Olive Right

Rotates and moves the olive to the right.

Fire Pimento

Fires the pimento missile.

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 olive will move at a constant speed and can move left and right (see the Keys tab in [Preferences](#) to customize the keys). Once a pimento has been fired, you will not be able to fire another one immediately after unless you have hit a bonus pimento. For every bonus pimento you hit, you will be able to fire faster.

Menu Commands

Game Menu

New

Starts a new game. This will abandon a game 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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