Moku Help

Rules Summary

To play Moku, take turns "dropping" your pieces on the playing board.   The first player to
to get five pieces in a row vertically, horizontally, or diagonally wins.

Moku Rules
Moku Preferences
Moku Commands

Moku Rules

Object of the game

The object of Moku is to be the first player to get five pieces in a row vertically, horizontally, or diagonally.

Making a Move

Simply point to a square and click the mouse button.   Once a piece is dropped, it cannot be removed.

Game Over Conditions

The game is over when one of two conditions is met:

- All empty squares of the board are filled.   This is considered a tie.
- When someone has five pieces horizontally, vertically, or diagonally.

Hints

Watch out for diagonals.   It is easy for your opponent to sneak in a win if you're busy watching horizontals and verticals.   You can also use diagonals to your advantage as well.

Try to get an "open four" which is four pieces in a row, column, diagonal which does not have a piece on either side.   This is a guaranteed win.

Also try to get two "open three's".   While the computer is busy closing one three, you can create an "open four" and win the game.

Help Contents
Moku Preferences
Moku Commands

Moku 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 Preferences 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 change the sound options.

Tab Descriptions

Options Tab

Skill Level

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.

Expert

Clicking on the radio button labeled *Expert* will select an extremely difficult game.   This option is not recommended for the squeamish!

Who Goes First

Player Goes First

If "Player Goes First" is selected in the drop down list box,   you go first when a game starts.

Computer Goes First

If "Computer Goes First" is selected in the drop down list box, the computer will make the first move when the game starts.

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.

Pieces 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 game 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 game pieces and previews them in the "Piece 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 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

Animation Enabled

The "Animation Enabled" check box enables or disables the game animation. If this option is checked, then the pieces drop into place.   If this option is off, the pieces instantaneously appears in its place.

Animation Speed

The "Animation Speed" scroll bar allows you to speed up or slow down the game animation. Moving the slider all the way to the left slows down the animation.   Moving the slider all the way to the right speeds it up.

Help Contents
Moku Rules
Moku Commands

Moku Commands

How To Move Pieces

Moving pieces in Moku is accomplished by "dropping" them onto the board.   To drop a piece, click the mouse button anywhere on the board.

Menu Commands

Game Menu

New

Starts a new game.   Abandons any game currently 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.

[Help Contents](#)
[Moku Rules](#)
[Moku Preferences](#)