

Ataxx 1.0

The rules of Ataxx are very simple :

You may move your piece one or two squares.

Moving one square causes a new piece to appear in that square.

Moving two squares causes the original piece to disappear, and move

to the new square.

You may not move onto a barrier or another piece.

After each move, every enemy piece adjacent to the new piece will

be captured.

The player with the most pieces at the end of the game is the winner.

Changes from v0.1 :

- ◇ Players stats - wins, losses, and ties for each level for each

player

- ◇ Suggestions for moves

- ◇ Different size boards (6x6, 7x7, 8x8)

- ◇ Now works on a Mac SE

I have tested this program on a classic, SE/30, and the II series, and it runs without obvious problems. If you do find any bugs, or if you have any suggestions, write me at :

Larry Kepko
310 De Neve #236
Los Angeles, CA 90026

email : kepko@seas.ucla.edu

And a special thanks to Eric & Leanore Findsen, Richard F. Packard Sr., and Jim McCord for their support.