

## **Tee Time Help Index**

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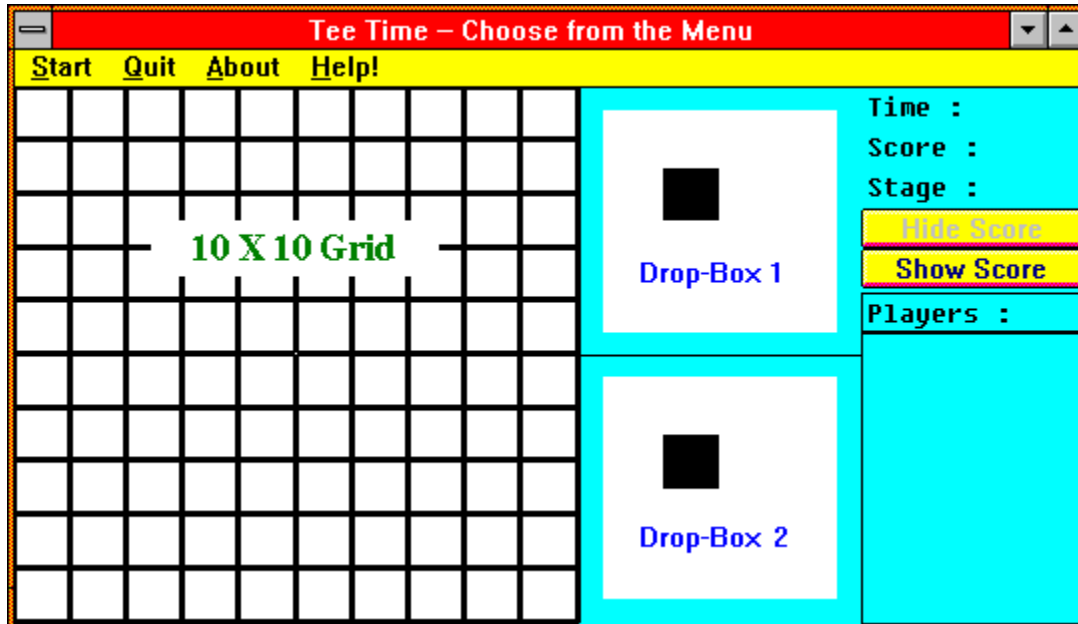
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## Game Board

The game board has 2 active areas to receive inputs; the 10 X 10 grid and the drop-boxes at center-right. (There is only one drop-box for the shareware version. You may register Tee Time to receive the upgrade version.)



The computer randomly generates shapes and puts them in the drop-boxes. The player's task is to put any of the two shapes somewhere within the 10 X 10 grid.

## **MOUSE FUNCTIONS**

Of the two drop-boxes, any one can be selected by clicking the right or left mouse button within the box. When a box is selected, the shape is also selected as it turns from grey to green, yellow, or red color. When one shape is selected, the other shape is automatically de-selected. This selection process can be repeated for any number of times.

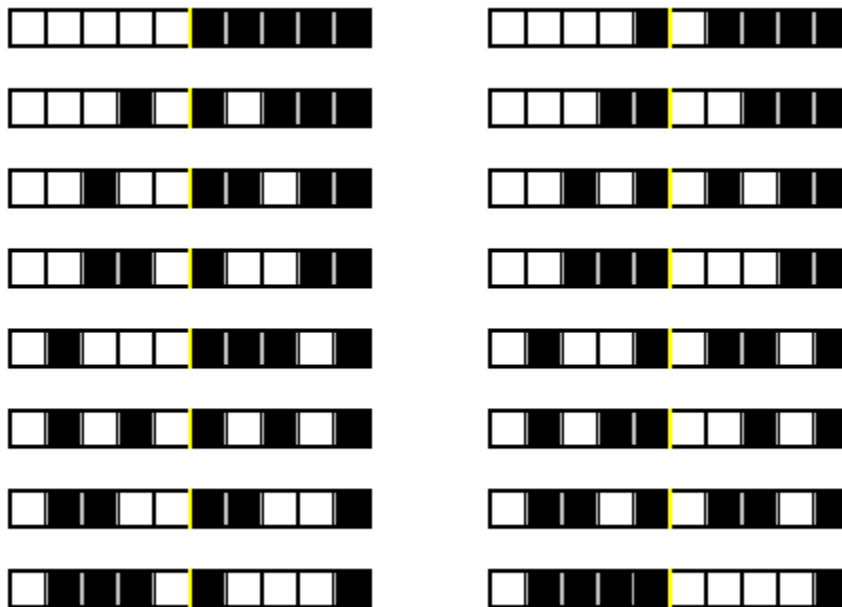
Each shape within a drop-box can be manipulated by placing the mouse cursor within the drop-box. Then, clicking left mouse button can turn the shape clockwise a quarter turn, and clicking right mouse button can flip the shape on a vertical axis. These two operations can be repeated in any sequence.

To place the selected shape within the 10 X 10 grid, position the mouse cursor somewhere within the grid and click the left mouse button. The black square of the shape would be placed on the location of the cursor, and the three remaining colored squares of the shape would be placed within the grid with respect to the black square. If the entire shape cannot be fitted in the specified area, the computer would notify you with a beep. You may then try another location.

While the cursor is on the 10 X 10 grid, you may click the right button to quickly bring the mouse cursor to the drop-box area, in position to manipulate the shapes.

## NEGATIVE MIRROR

The blinking cross bar that divides the playing grid into four quadrants acts as a mirror. When reflections across the mirror are of different colors, the entire respective column or row would be cleared from the grid. Following are 16 such configurations of negative mirroring. Putting an actual mirror on the center of any of the following examples, perpendicular to the monitor screen, one can see that the reflection on the mirror is the negative image of that on the other side of the mirror.



## **RANDOM START**

This option begins play with 2 quadrants of the playing grid randomly filled in. The goal is to entirely clear the grid with the least number of shapes and the least amount of time. As in golf, a low score is desirable. Following explains the displays at the top-right of the game board.

**Time:** This displays the time taken thus far for the placement of the individual shapes.

**Score:** This displays the accumulated score of the game. Each time a shape is placed { integer [ ( Stage / 10 ) + 1 ] X Time } is added to the score. Score is accumulated quickly when Stage (see below) is high and when a large amount of time is consumed for shape placement. The maximum score allowed is 10,000. There are 2 ways that a game may be aborted. 1) The player may choose to abort by selecting "Quit" from the menu. 2) When it is impossible to put any of the two shapes from the drop-boxes into the grid. When a game is aborted, the game is scored by doubling the highest score of the player's tournament thus far. On the first game of the tournament, the number of aborts is accumulated until the successful completion of a game. Then, the final score of the game is determined by doubling the original score as many times as the number of aborts. A maximum of 5 aborts is allowed on the first game of a tournament for each player, at which point, a score of 10,000 is assigned to the game.

**Stage:** This displays the number of shapes placed thus far during the game.

## **BLANK START**

This option begins play with an empty grid. The goal is to score high. Neither games can be aborted nor tournaments can be saved with this option. Following explains the displays at the top-right of the game board.

**Time:** This displays the time remaining before the player must place a shape. When it reaches zero, the game would end. At the beginning of each game, 10 seconds are allowed for each shape placement. One second of that allowance is subtracted after each one hundred points is scored until a minimum of 4 seconds is allowed. When the player manages to clear the grid completely, one hundred points would be added to the score without any subtraction from the time allowance for shape placement.

**Score:** This displays the accumulated score of the game. Each time a shape is placed, ( 10 - Time ) is added to the score. One hundred extra points are added when the grid is completely cleared. Maximum score is 10,000.

**Stage:** This displays the time, in seconds, allowed for shape placement.

The game ends when the shapes in either drop-boxes cannot be fitted in the grid, or when the allotted time has expired before a shape is placed. The computer beeps and warns the player when there is two seconds left for shape placement.

## **Shape Generation**

There are altogether five different shapes. Each shape has various orientations for a total of 19 orientations. Each orientation has an equal chance of being generated. Therefore, some shapes are generated often because they have many orientations. For example, the L shape is generated most frequently because it has as many as 8 orientations. This knowledge can be used strategically to result in a higher chance of clearing the grid completely, which is the object to success in both game options.

## HINTS

The object to success in both game options is to clear the grid completely. This task is simplified if the player can manage to retain play within one quadrant of the 4-quadrant grid. In this way, the grid clears whenever a row or a column is completely filled within that quadrant. The player should avoid venturing into another quadrant whenever possible with few exceptions. When areas are filled in two or more quadrants, the player should devise a plan to bring the game back to just one quadrant.

Registered players may consult "Secrets of Tee Time" for additional pointers.

To register Tee Time, please send \$5 to:

MerryWare  
2600 Senter Rd. Suite 141  
San Jose, CA 95111

In return, the registered player will receive:

1. The latest version of Tee Time with 2 drop-boxes, which allows a quicker game and richer strategy.
2. "Secrets of Tee Time", which explains the strategical aspects of Tee Time.