

This is a help window. To remove it, use the ALT-F4 combination.

### What is this?

This is the second release of GOLCHA, a PC game.

### What is the OBJECT of GOLCHA?

You and the computer take turns moving the queen. The first player to locate the queen in the bottom left corner of the board wins.

### What are the Rules?

For the FIRST move, the queen must be placed on one of the outer squares (top row or rightmost column).

For further moves, there are three options:

1. The queen may be moved to the left along the row it is currently in (WEST).
2. The queen may be moved down along the column it is currently in (SOUTH).
3. The queen may be moved to the left and down along the diagonal it is currently in (SOUTHWEST).

You cannot "Skip" or "Pass" a move.

### Is it possible to win the game?

Very much so. But one mistake is usually fatal. The size of the board has a great deal to do with success.

### How does one change the size of the Board?

To change the board size (i.e., number of rows and columns), one simply resizes the window.

### What does "Golcha" mean?

I coined the term "Golcha" from Golden-Mean/Chaos Orbit, which is the method the computer uses to play against you. One can read more about that in "Fractals, Chaos, Power Laws" by Manfred Schroeder.

### How does one register one's copy of GOLCHA?

One doesn't. It is TRADEWARE. Pass it around as you like. There are no warranties, expressed or implied, even to the extent that the program performs as described. Hackers can purchase the source code. See the program menu for information about this.

### If one just can not seem to win...?

No hints. Okay, just one. The computer does not like to take the first move.