

Instructions

Laser Trace is a game of hide and seek. The Object of the game is to find 5 Object balls that the computer will place randomly in the grid.

You attempt to find the balls by sending imaginary lasers into the grid. You do this by placing the mouse cursor over one of the numbered buttons surrounding the grid, and pressing the left mouse button.

An imaginary laser issues forth from the button square into the grid area. It will either bounce off, hit or miss any number of the object balls. The computer will then place result tiles on the affected buttons to give the result of the trace. One of three things can occur.


The Result will either be a Hit, a Reflection, or a Detour.

After you think you know where an object ball is, place the cursor over the grid space where you think the ball is and press the left mouse button. To remove it press the button again.

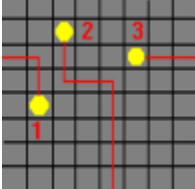
After you have placed all the balls, click on the 'check solutions' button or select it from the program menu, and your guesses will be checked against the solution. From here you can either play again or quit.

Hits

A Hit is registered when the laser enters the grid and scores a hit on an object ball.

this is shown by a red tile. 


Here are some examples:



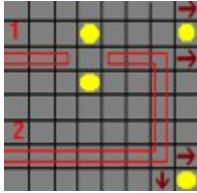
1. A hit after one rebound.
2. A hit after two rebounds.
- 3 A direct hit.

Reflections

A Reflection is where the laser enters the grid and exits at the same spot that it entered,.

This is shown by a yellow tile 

Here are some examples:



1. A direct reflection
 2. A reflection after multiple bounces.
- Immediate Reflections occur at the arrowed positions.

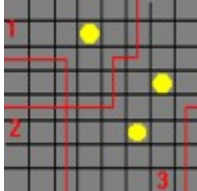
Detours

A Detour is where the laser enters from one point and exits out at another point.

This is shown by matching pattern tiles on the buttons at the beginning and ending of the trace.



Here are a few Examples:



1. Detour of one bounce.
2. Detour of three bounces.
3. Detour of one bounce.

