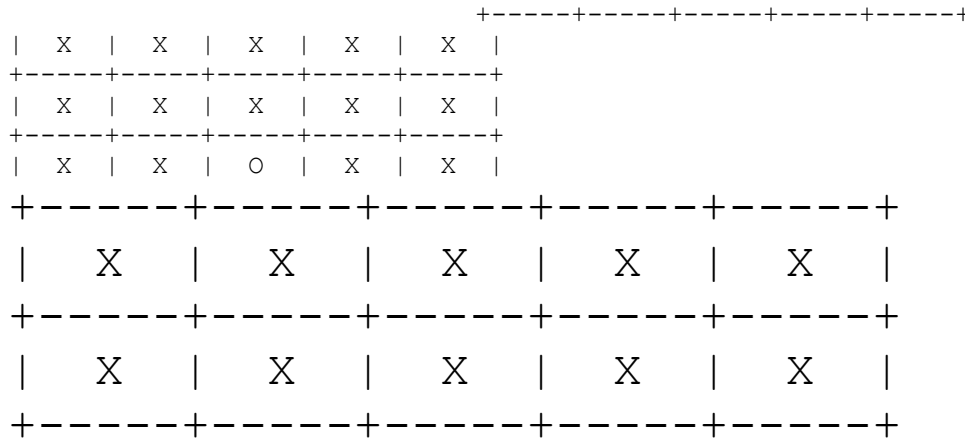


Chameleon v1.0

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by
Tim Bendel

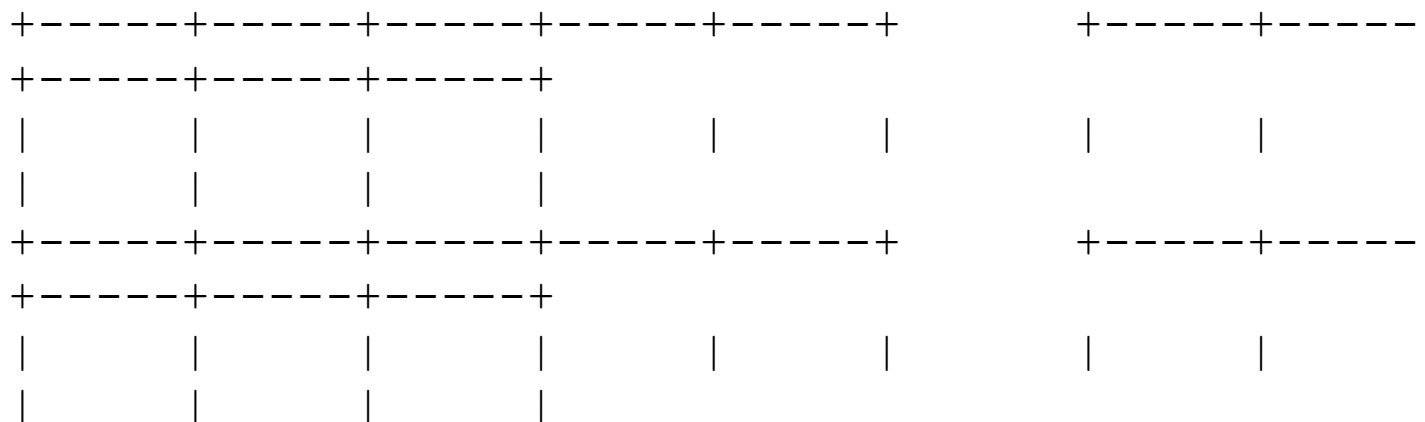
The object of Chameleon is simple: You try to have more pieces than your opponent at the end of the game. The game is played on a 7 x 7 board and each player starts out with two pieces.

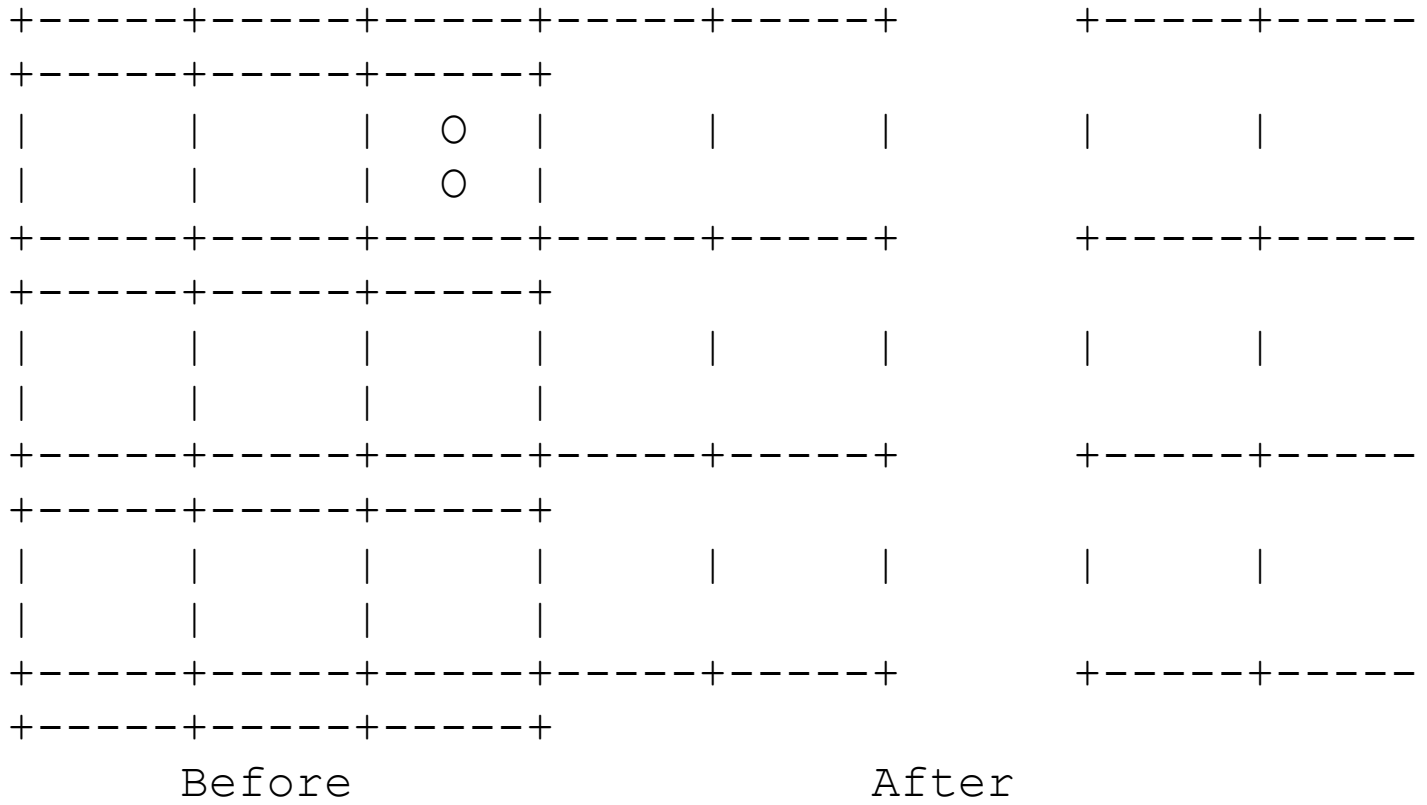
You move your piece by clicking the mouse on it once to select it and then once more in your destination square. You may move to any square that is within two squares of your piece:



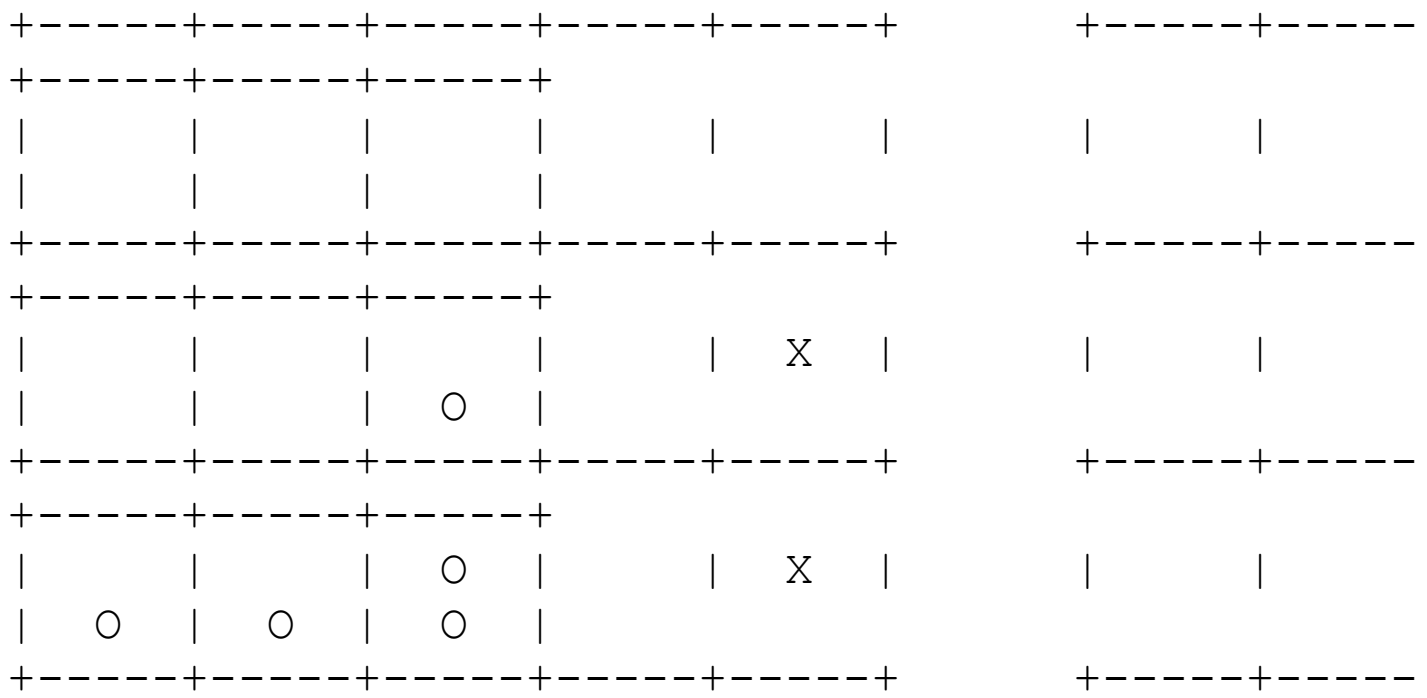
The piece, denoted by the 'O', may be moved to any square marked with an 'X'. If you move your piece to a space that is adjacent to your current space, you get to add a piece:

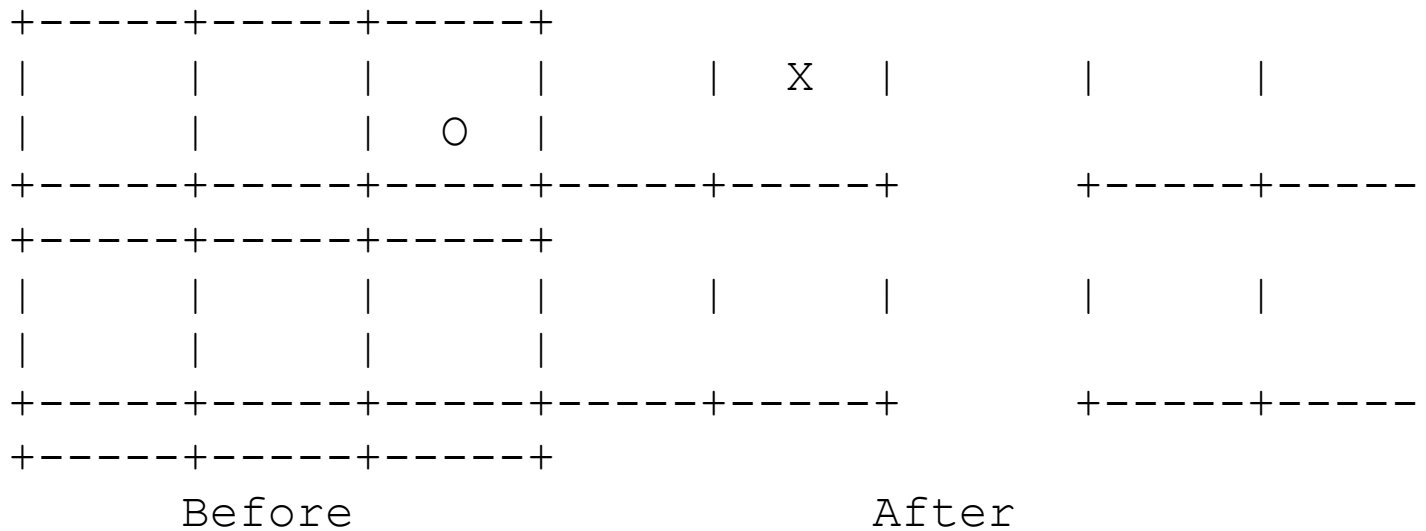
If you move your piece two spaces away, your current piece 'jumps' to that square:





The key to the game is that whenever you move your piece next to your opponents piece, his piece changes to yours:





There are also blockers present on the board. These spaces are 'dead' and cannot be moved into. You can change the blocker configuration under the 'Board' choice under the 'Setup' menu. The choices you make will not take effect until the next game. You may jump over these blockers as well as other pieces on the board.

Chameleon may be played as a two-player game, a one player game, or you may have the computer play against itself to learn strategy. You choose these options under the 'Players' choice under the 'Setup' menu. The choices you make will not take effect until the next game.

Chameleon has been tested on a Mac II running System 7.0 and System 6.0.7 and on a Quadra running System 7.0. Please note that the 'Forget It' computer intelligence level has been deactivated. I think you will find the first two levels challenging enough.

Chameleon is Shareware, so please distribute it freely. If

you like it, please send \$7.00 to :

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If you find any bugs or have any suggestions, please write.
Special thanks to Don Hendrick for helping me test this
program and for several helpful suggestions.