

TakeOne Help

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Origins

TakeOne is based on the board game Solitaire. The game is played on a cross shaped board with all squares except one being occupied by markers. A series of moves is made with the object of the game being to end up with only one marker left on the board.

How To Move

A move is made by any marker that can jump over another, either vertically or horizontally, into a vacant square on the opposite side of the marker being 'jumped'. To select a marker position the cursor (a cross hair) over it and click with the left mouse button. Then move the cursor to an empty square that you wish to move the marker to and press the left mouse button again.

The marker will remain selected for moving so that you can point to another blank square and move it again without having to reselect it. To select another marker position the cross hair over it and press the left mouse button.

Dead Balls And Watch Balls

A **Watch Ball** is a marker that can not move until there are only two markers, including the Watch Ball, left. Then it must be used to capture the other marker and so end the game. Obviously a good deal of planning is required to leave both markers in such a position as to make this possible. There should be only one Watch Ball in any game.

To set a Watch Ball select *Watch-Ball* from the menu. From now on any marker that you select with the right mouse button will be a Watch Ball. To reset a marker back to normal select *Watch-Ball* from the menu a second time and select the marker with the right mouse button.

A **Dead Ball** is a marker that can not be moved during any part of the game, and must be captured with the final move. There can be as many as four Dead Balls in a game and all of these must be taken as a composite move at the end of the game.

To set a Dead Ball select *Dead-Ball* from the menu. From now on any marker that you select with the right mouse button will be a Dead Ball. To reset a marker back to normal select *Dead-Ball* from the menu a second time and select the marker with the right mouse button.

Suspending A Game

If you select ***Suspend*** from the Game menu a dialog box will be displayed asking you for the name of a file in which to save the current game state. When you start TakeOne again you can choose ***Game:Resume*** and select the file from the dialog box which is displayed. TakeOne will then setup the board exactly as it was when you chose ***Game:Suspend***.

PlayBack

As you make your moves during a game TakeOne records each one. When you select ***Playback*** from the Game menu, TakeOne resets the board and executes each of your moves automatically. There are three different play back speeds. To cancel playback press **[ESC]**

Using The Keyboard

You can move the cursor with the up, down, left and right keys. **[SPACE]** serves the same purpose as the left mouse button. **[ENTER]** performs the same service as the right mouse button.

To select Playback using the keyboard use the following keys

[ALT] + 1 Selects *Fast* playback.

[ALT] + 2 Selects *Medium* playback

[ALT] + 3 Selects *Slow* playback

Game Setup

TakeOne allows you to set up a pattern on the game board before you actually start to play. This enables you to create difficult patterns which you can then try to reduce to one ball in the usual manner. To start the setup choose Setup from the Game menu. This will place TakeOne in setup mode. Now whenever you choose a square with the mouse one of two things will happen.

If you select an empty square then it is filled with a normal playing piece. If the square is not empty then TakeOne removes the piece currently occupying the square. You can now save the pattern if you wish by choosing **Game:Suspend**. make sure you save the pattern while TakeOne is still in setup mode.

When you have finished setting up the game board select **Game:Setup** once more and TakeOne will return to normal play mode.

Board Configuration

You can change the colours of the board and pieces permanently through *TAKEONE.INI* -

Solid Board

TakeOne defaults to drawing a solid board. This makes the screen update a little slow. If you wish to make the drawing of the board a little faster place the following line under the application name [TakeOne] in *TAKEONE.INI*

```
[TakeOne]
SolidBoard=0
```

TakeOne will now draw only the lines that make up the board and will not fill it with colour. To set the colour of the squares comprising the board enter the following lines in *TAKEONE.INI*

```
[TakeOne]
LightSquare=<COLOURNAME> | <RedValue, GreenValue, BlueValue>
DarkSquare=<COLOURNAME> | <RedValue, GreenValue, BlueValue>
```

where <COLOURNAME> is one of the values listed later and RedValue, GreenValue, BlueValue are numbers between 0 and 255 representing an RGB colour.

Piece Colours

You can change the colours of the pieces by entering the following lines in *TAKEONE.INI*

```
[TakeOne]
NormalPiece=<COLOURNAME> | <RedValue, GreenValue, BlueValue>
WatchPiece=<COLOURNAME> | <RedValue, GreenValue, BlueValue>
DeadPiece=<COLOURNAME> | <RedValue, GreenValue, BlueValue>
```

Pure Colours

TakeOne allows you to set the colours of various things by specifying an RGB value. On most video boards however this can result in what is termed a 'dithered' colour. A

dithered colour is an approximation of a certain colour by combining two other colours in a pattern . For example combining alternate black and white dots to display grey. Sometimes these dithered colours can be quite horrible, so TakeOne allows you to control whether it will use pure colours or not.

To enable or disable its use enter the following line in the [TakeOne] section of TAKEONE.INI

PureColour=1 to enable pure colour

PureColour=0 to disable pure colour.

COLOURNAMES

WHITE, GREY, BLACK, RED, GREEN, BLUE, YELLOW, CYAN, PURPLE, DARK
RED,

DARK GREEN, DARK BLUE, DARK PURPLE, DARK CYAN, BROWN

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