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Written in THINK C 6.0, so portions copyright by Symantec.

If you like this game and want to let me know, or if you find any problems with it, please send e-mail to me at one of the addresses at the end of this help text.

On to the better stuff. Dirty Dozen is a very simple game similar to the Puzzle DA that Apple ships with the System Software, but it's a lot harder to win. The object of Dirty Dozen is simple. All you have to do is move the large square to the bottom right corner of the puzzle. To move it there, you slide it and the other pieces around by clicking on them with the mouse. When a piece can move in more than one direction, click on the side closest to the direction in which you want the piece to move. That's basically it. If it sounds confusing, just try it out. You'll see what I mean.

Why is this game called Dirty Dozen? There are 12 different starting setups for the puzzle. The easiest one can be done in 43 moves. The toughest, in a minimum of 263 moves. The number next to "Best:" in the game window is the minimum moves for the current puzzle.

I got a game with the same name at a toy store in a local mall. It's made of really nice wood, the pieces slide real well, and I've lost at least 10% of what little sanity I have trying to figure out how to solve all of these puzzles.

Oh, and if you want the solution to any of the puzzles, don't bother e-mailing me. I don't know how to solve most of them, although I've solved up to the tenth one before.

Requirements: This game needs at least 2-bit color (4-color mode), and at least System 6.0.4. 8-bit color is the best choice, if it's available to you. I've tested it on a Mac LC, II, IIci, IIfx, and Quadra 800. It should work with any color-capable Macintosh. If you find ANY sorts of crashes, conflicts, redraw problems, etc., PLEASE let me know at one of the e-mail addresses below, and I'll try to fix it right away.

KNOWN BUGS:

- If you change your the monitor that the game window is on to black and white, you will get an all-black game window. This will also happen if you move the game window to a black and white monitor. Right now, I don't have the time to implement the necessary code to fix this.

And if there's some other software that you can think of that you'd like to see, drop me some mail. I'm always looking for other ideas to keep me staring at a computer screen until the wee hours of the morning.

You can reach me at any of these addresses: (Internet is best)
nternet: triantos@claris.com

merica On-Line: Triantos

ppleLink: triantos@claris.com via the Internet gateway

Oh, and this is NOT a Claris product, so please don't call Claris' Technical Support or Customer Support if you need help with it.