TakeOne Help

Origins

TakeOne is based on the board game Solataire.   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 the 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 the current game state will be saved in a file called   TakeOne.Gam. When you   start TakeOne   again you can choose **Resume** from the Game menu and continue from where you left off.

PlayBack

As you make your moves during a game TO records each one. When you select **Playback** from the Game menu, TO 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 kets

[ALT] + 1   Selects *Fast* playback.

[ALT] + 2   Selects *Medium* playback

[ALT] + 3   Selects *Slow* playback

Board Setup

You can change the colors of the board and pieces permanently through WIN.INI -

Solid Board

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

[TakeOne]
SolidBoard=0

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

[TakeOne]
LightSquare=<COLORNAME>
DarkSquare=<COLORNAME>

where <COLORNAME> is one of the values listed later.

Piece Colors

You can change the colors of the pieces by entering the   following lines in WIN.INI

[TakeOne]
NormalPiece=<COLORNAME>
WatchPiece=<COLORNAME>
DeadPiece=<COLORNAME>

COLORNAMES

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

_