

* SOLEAU SOFTWARE PRESENTS *

TRIBOLO
(1.1)

(Three Way Othello)

Programed by William Soleau
1991

Version 1.1 (c) 1992

Requirements: EGA/VGA (Mouse optional)
Hard Drive Recommended

Files Needed:

Tribolo.exe Tribolo.ov1 Tribolo.ov3
Tribolo.ov0 Tribolo.ov2 Tribolo.ov4

** Note **

The default for Tribolo is using a mouse. The instructions are for mouse interface. The computer will sense if a mouse is installed. If not installed, your moves will be accessed by the arrow keys and the <Enter> key will be used to place your piece. If for some reason you have a mouse and it does not seem to be working properly with the game, create a dummy file called "NOMOUSE" in the directory where the game resides. This file will make the default for the game the keyboard. To create this file at the dos prompt
type-> copy con nomouse (press return)
type-> nm (press return)
(press the F6 key and then press return)

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* TRIBOLO (THREE WAY OTHELLO) GAME RULES *

The object of the game is to have the majority of your colored squares on the board at the end of the game. The rules are quite simple, it takes a minute to learn, and with practice you'll see yourself improving steadily.

In the game of Othello, you play against a single opponent and all your strategies are straight forward. However, in Tribolo, not only is the game board always different, but you now have two opponents! This makes all the old Othello strategies useless. You'll discover why as you begin to play.

There are three colors; you are Blue and the computer plays

your two opponents, Red and Green. At the beginning of each game (un-registered version), the board will appear with 12 randomly placed tiles of each color. There are also 12 grey tiles, which remain there for the duration of the game. You cannot place your pieces on these grey tiles.

When you first begin, you will be asked to press any key. The computer will then randomly decide who goes first. It does not play favorites!

On your move, the mouse cursor will appear on the game board. Move the mouse to an empty square (white) on the board, then click the left button to place your piece. A move consists of outflanking your opponents squares by placing your square so that your color is on either side, or on a diagonal, from your opponents squares (Red or Green). You must be able to flip over one of the opponents to your color, or the move is not valid. The computer checks all valid moves.

Now here is where Othello players will have to re-learn the game. You can only turn over your opponents if they are of all the same color, whether it is up, left, down, diagonal...etc.

b represents your move B=blue R=red G=green

Example: BRRRRRb you would capture all the Red squares between your two Blue ones. Therefore, it would flip them to look like this: BBBBb. A square may outflank any number of squares in one or more rows, in any number of directions at the same time, horizontally, vertically or diagonally. (A row is defined as one or more squares in a continuous straight line.)

However, using the same example, let's say a green was also in the line of red tiles...

Example: BRGRRRRb This is not valid

This would be an illegal move because the colors between your two blue colors are not all the same color.

Other Example: (A block of colors)

Your Move->	bGBRRB	Flips to->	bBBRRB
	RRGRRG		BBGRRG
	BRBGRR		

If on your turn, you cannot flip at least one of your opponents tiles, then your turn is forfeited and play passes to the next player. The computer will tell you if this is the case. However, if a move is available to you, you may not forfeit your turn. Sometimes it's hard to find out just where it is that you have a valid move. At anytime during your turn, you can press the <P>ossible key, and it will show you all the possible places you can place your tile. By pressing the est key, the computer will show you where you can turn over the most tiles. However, sometimes this is not to your

advantage, so use your own judgement. Also, some might consider this cheating... you be the judge.

You may not skip over your own color square to outflank an opposing square. Square(s) may only be outflanked as a direct result of a move and must fall in the direct line of the square placed down.

Example: bRRRBRRB flips to bBBBBRRB

The game is over when either all empty squares have been filled or when it is no longer possible for any player to flip any opponents squares. The computer will give you a running score of squares on the top of the screen. When the game ends, the one with the most squares of his color will be the winner.

Key Assignments:

<S>ound	=	Toggles sound on/off
sa<V>e	=	Saves game board so that you can continue at a later time.
<L>oad	=	Loads a previously saved game. This can only be used at the start of a new game.
est	=	Shows your best possible square for turning over the most tiles (not always the best place!).
<U>ndo	=	Takes back your last move
<P>ossible	=	Shows all your possible placement opportunities.
<N>ew Game	=	Starts a new game/does not record game in scores.
s<C>ores	=	Shows scoreboard The wins and losses and ties are recorded for all colors. A tie does not get recorded as a win for the two players involved, but goes into the tie category. Your percentage of wins is also shown, based on the number of games played. If you have the highest number of squares turned blue at the end of the game, and that is the highest you've ever had, you will be asked to input your initials and that total will be shown also.
<Q>uit	=	Quits Tribolo program

* SOLEAU SOFTWARE MEMBERSHIP / REGISTRATION *

Tribolo is distributed as Shareware. A registration fee of \$14.00 is requested if you find this game is a worthy addition to

your collection. The registered version of Tribolo will greatly speed up the loading and exiting of the program and give you different game board setups. By registering this game, you will instantly become a Soleau Software Member. All Soleau Software Members receive information and discounts on our other Shareware Games, plus Special Bonus Package Offers.

Tribolo is another game in our Mindscape Series. These are games which use problem solving skills as opposed to quick reflexes needed for arcade type games. Our company is dedicated to producing the finest logic games marketed through Shareware. Please take the time to read the TRI_REG.DOC file which describes how you can get information on our many other games and how to become a Soleau Software Member.

We at Soleau Software thank you for your support and hope you will continue to enjoy this as well as our other Shareware products.

Sincerely,

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* Viewing other game boards *

This version allows you a different game board every time you play the game. This is called the standard board #7. In the registered version, you will have access to other game boards with various set-ups. Each has it's own score card to record wins and losses. At the end of the program, you can view these game boards by pressing <S>ee... at the final screen. Information on registering is also shown on the closing screen.

Now start Triboloing..... and enjoy!!!