Abacus

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COLLABORATORS

	TITLE : Abacus		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	Kai Nickel	July 25, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Abacus

1.1 Main page

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      One or two player board game
        Version 2.00 (96-10-01)


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1.2 Description

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                    Description


        Abacus an Amiga implementation of 'Abalone' - a board game
        for one or two player.

        It is played on a hexagonal board. Each player starts up with
        14 marbles, and the goal is to kick the enemy marbles off the
        board. The game is over when a player lost 6 of his marbles,

        Abacus runs on the Workbench, has got an install-script and
        is localized to English and German.

        This program is FREEWARE.

Requirements  To play Abacus you need:
```

     * Amiga with Kickstart 2.0 or higher (Kick 2.1 for german
      catalog)
     * Installed MUI-System Version 3.6 or higher

1.3 Installation

```
                          Installation


Automatic      The best way to get Abacus installed is to start the script
               "Abacus-Install". Don't panic: No files will be copied into
               your holy system directories!

               You can start Abacus after the installation just by clicking
               its icon from the workbench.

By hand        If the script does not work because you do not have Installer,
               just drag the "Abacus" drawer somewhere to your harddisk.
               Then take the "Abacus.guide" of your preferred language from
               "Abacus/Docs/<lang>/" and move it to the "Abacus/" drawer so
               that it can be used for online help.


Deinstallation Just delete the Abacus drawer. Thst's all.
```

1.4 Author

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                          Author


               Abacus was written by Kai Nickel

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Translation    As you can see my English is not very good, and I know that
               there are a lot of mistakes in this documentation. But
               despite this I hope that you can at least figure out what I
               wanted to say...

               If anybody wants to put this documentation or the catalog
               into "real" English or even translate it into any other
               language: please contact me!

Updates        If there will be updates of Abacus, I will send them to
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                    the Aminet (/game/board). But you may also call the (german)
                    Abacus-Support-BBS (24h online) called RPSBBS:

                    Modem: 49-6323-93066
                    Login: graph2d
                    Path : /Lokal/Support/Amiga/Graph2D
                    (my username is "Kai")
```

1.5 Playing rules

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                                    Playing rules


Idea              The game Abacus is played by two players on a hexagonal
                  board. Each player starts up with 14 marbles and the goal is
                  to kick the enemy marbles off the board. If a player lost 6
                  of his marbles he lost the game.

Moves             What the players have to do is to push one of their marbles
                  by turns. A marble can be pushed from its place to one of the
                  six neighbour places.
                  When the destination place is occupied by another marble,
                  that marble gets pushed into the same direction and so on.
                  This way you can push not only one but a row of marbles at
                  once - and if a marble is pushed over the board limits it
                  gets lost.

                  But not all kinds of moves are allowed! To push marbles of
                  the opponent, you got to have the majority of marbles in this
                  move. You are only allowed to push maximal three of your own
                  marbles at once, which also means that the number of pushed
                  enemy marbles is limited to two. The color of the marbles in
                  a row may not be mixed. First place have to be the marbles of
                  the active player followed by the marbles of the opponent.

                  The following list shows all possible moves. "X" marks a ball
                  of the active player and "O" a ball of the opponent. "." is
                  an empty place or a place outside the board. The push-
                  direction is alway from left to right:

                  Right

                    X .

                    X X .

                    X X X .

                    X X O .

                    X X X O .

                    X X X O O .

                  Wrong
```

```
                    X O .                    ( no majority )

                    X X O O .                ( no majority )

                    X X X O O O .            ( no majority )

                    X X X X .                ( more than three own balls )

                    X X O X .                ( mixed ball order )

                    X X X O O X .            ( mixed ball order )
```

Broadway moves Despite the moves mentiones above, you may also move a row
                of two or three of your marbles "broadway". That means that
                they are moved all together left or right, instead of a
                straight forward push direction.
                The destination fields have to be empty, and you cannot push
                enemy marbles with broadway moves.

1.6 Game window

                                  Game window

Game board   On the left there is the game board. The small circles on
                the right indicate the number of marbles from each color that
                have been kicked out yet.

                To select a marble just click on it. To select more than one
                marble click on the first one, hold the mouse botton pressed
                and release it over the last one. All selected marbles will
                be marked, if the selection is according to the rules.
                To take back a selection just click on one of the selected
                marbles once again.

                To move a selected marble, click on that neighbour field you
                want to move the marble to. If the move is not against the
                rules, the move gets executed and the next player is on turn.

Player display On the right side of the window is a display that shows
                the names and colors of both player. The name of the player,
                that is expected to do his move, is marked.

Buttons   Down below is a list of buttons. They belong to the most
                important menu items. To find out what they do, please look
                at the according menu item.

Menu   The menu offers the following functions:

                Project

                Start game   - Reset board to start position and start game.
                                The player on the top always begins.

```
                    Stop game    - End a running game.

                    Undo move    - Take back the last move.

                    Save game as - Save present game board.

                    Load game    - Load previously saved board.

                    About        - Show Abacus information

                    Help         - Open online help like pressing HELP

                    Iconify      - Close Abacus and put an icon on the workbench
                                   to wake Abacus up again.

                    Quit         - End Abacus.

                    Settings

                    Abacus       - Open Abacus settings.

                    MUI          - Open MUI settings for Abacus.

Help                If you press the HELP-key you will get an online-help window
                    containing this documentation.
                    If you don't move the mouse pointer for a while, you will
                    see a bubble containing help for the object under the mouse
                    pointer.
```

1.7 Settings

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                                Settings


Name                Name of a player.

Color               Color of a players marbles. (This information will not be
                    saved.)

Computer            If set, the moves of this player will be done by the computer.

Depth               Calculation depth of computer player. The higher the better
                    but slower.

Empty fields        Color of the empty fields.

Selection           Color that is used to mark selected marbles.

Show legal          If this is active and you select a marble, all fields you
moves               can push that marble to will be marked.
```

1.8 History

History

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V2.00            * Completely rewritten in C++
96-10-01         * Nice user interface design with image buttons and configu-
                   ration abilities for used colors
                 * "Broadway" moves
                 * MUI3.6 GUI
                 * Mark fields where you can push a marble to.
                 * Faster

V1.00            * First version
95-09-09
```

1.9 Copyright

Copyright

Abacus is copyright ©1995-96 by Kai Nickel.

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Copies        Abacus is FREEWARE. You are allowed to play it and copy it
              as long as you don't have commercial interests.
              The original-archive must remain complete and unchanged when
              you copy Abacus.

              The author cannot guarantee the correct function of Abacus
              and cannot be made responsible for any negative consequences
              that may result from the use of Abacus.

              Abacus uses the MUI-system by Stefan Stuntz.

              MagicWB and some of the icons in the Abacus package are
              copyright by Martin Huttenloher.
```

1.10 MUI

MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user
interfaces. With the aid of a preferences program, the user
of an application has the ability to customize the outfit
according to his personal taste.

MUI is distributed as shareware. To obtain a complete package
containing lots of examples and more information about
registration please look for a file called "muiXXusr.lha" (XX
means the latest version number) on your local bulletin
boards or on public domain disks.

If you want to register directly, feel free to send

                        DM 30.- or US$ 20.-

                                to

                          Stefan Stuntz
                     Eduard-Spranger-Straße 7
                         80935 München
                            GERMANY

MUI in Abacus Abacus needs MUI 3.6 or higher to be installed. You are
               allowed to use MUI without registering for it - but
               when you register you can take advantage of some extended
               functions in the MUI preferences. It is very recommended to
               read the MUI documentation carefully - especially of the MUI
               preferences. Despite that I would like to show you in the
               following list some advantages of MUI-programs that
               could be useful using Abacus:

               If you want Abacus to work on an own screen and not
               on the Workbench then simply configure Abacus with the MUI
               preferences to use any screen you like.

               Windows of MUI applications are resizeable and
               completely fontsensitive what means, that they look
               fine with every font.

               MUI applications may be iconified at every time with
               an extra-gadget in the windows title bar.

               MUI applications are known to the system as commodities
               and can so be handled with the commodity-exchange program.