

Quarters®

Rules

Description of Quarters' Rules

Quarters is a game that can be played with any 12 coins (I like quarters).

The Set-up: The twelve quarters are divided into three piles: pile one has three quarters; pile two has four quarters; and the remaining pile has five quarters (i.e., 3,4,5).

Rule 1: The game is played between two people.

Rule 2: Each person can take any number (including all) of the quarters from **ONE** pile per turn!

Rule 3: Each person takes coins in turn until one quarter is left.

Rule 4: To win, you must leave your opponent a single quarter for him/her to take. In other words, the person left with a single quarter on the playing field **loses!**

Rule 5: At the start of the game, someone has to go first (duh!).

In the program **Quarters**, you make the decision as to who goes first. If you choose for the computer to go first, you must click the "Computer Start" button. However, if you choose to go first, then just click the quarters you want to select and then click the "Remove Coins" button when you are done. The computer will move after you finish and will select the quarter(s) it wants. After which, the control will be returned to you to make your move and so on until the game is finished.

One last thing, the computer almost always wins -- because it knows the **Secret!**

If you want to know the **Secret**,
then checkout how under the Secret Menu Item.

REGISTRATION

Quarters is a copyrighted "**freeware**" product written by our resident Macintosh "wiz" (i.e., tedd). The program is an example of a "Rule-Based" Artificial Intelligent (AI) system (tedd made us say that -- we haven't a clue of what it is). In any event, you may obtain a current copy of this software application from a number of locations, including on-line services, bulletin board systems, user groups, friends, relatives, associates, OR download it from our web site:

<http://www.sperling.com>.

The standard and customary freeware "rules" apply to this product, specifically:

(1) **Quarters** must be distributed "as is";

(2) Users groups, bulletin boards, etc. may only charge a reasonable duplication fee for distribution;

(3) And, the legal requirements as noted in the disclaimer.

To register for the latest releases of this, and other, software we provide, please send your name, address and email address to:

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MENU Explanation

FILE - **Sound** - Toggles sound on/off

Quit - Quits the program.

EDIT - **Undo** - Items not applicable to this program.

Read Me - **Rules** - Shows the rules of the game.

Disclaimer - Shows the legal disclaimer.

Secret - Shows how to get the secret of how the game is WON!

Program Operation and Suggestions

Warning: Do not alter the internal workings (i.e., resources) of this program in any way!!! If the program detects that it has been altered, it will not run.

Requirements

Quarters requires around 400k of memory to operate. It should run on any Macintosh computer running system 7. If you have any difficulty running it on your machine, please tell us.

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