

Solus Help Index

The index lists all Solus Help topics. Use the scroll bar to see more entries.

To learn how to use Help, press F1 or choose Using Help from the Help menu.

Commands

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Game Menu Commands

New Game

Starts a new game.

You can start a new game at any time, even before you finish a game.

About

Displays the About Dialog Box.

Exit

Exits Solus.

Related Topics

[Edit Menu Commands](#)

[Playing the Game](#)

Edit Menu Commands

Undo

Takes back your last move.

You can only Undo the last move you made. The Undo option is disabled after you select it until you make a new move.

Related Topics

[Game Menu Commands](#)

[Playing the Game](#)

Playing the Game

The object of Solus is to finish the game with only one game piece left on the board.

Playing Solus involves:

Making a Move

1 Move the pointer to an occupied square.

The pointer changes to a cross if you can make a legal move. To make a legal move , there should be at least one occupied square adjacent to yours, whose neighbour is empty.

2 Click and hold down the left mouse button.

The pointer changes from a cross to a game piece with inverse screen colors.

3 Drag the mouse to the unoccupied square you want to move.

4 Release the mouse button.

If you made a legal move the pointer changes back to an arrow or cross depending on the position of the game piece.

Taking Back Your Move

* Choose Undo from the Edit menu.

Starting a New Game

* Choose New Game from the Game menu.

or

* Press Ctrl+N

Related Topics

[Rules of the Game](#)

Rules of the Game

Rules of Solus:

- 1 To make a legal move you must choose a square in which the pointer changes to a cross.
- 2 You take pieces of the board by jumping over them and landing on an unoccupied square.
- 3 You can only jump over one occupied square.
- 4 You can only move in the horizontal or vertical direction.
- 5 You can undo only your latest move.
- 6 When there are no more moves left, the game is over.

Related Topics

[Playing the Game](#)

Adjacent

The square directly above, below, to the left, or to the right of your position.
You must be on a legal square, a square where the pointer turns into a cross.
You can jump over an adjacent square only if it is occupied.

Neighbour

A neighbour lies on the same line with your position and the adjacent square.
The neighbour should be unoccupied so you can complete your move.