

Ataxx 1.0

The rules of Ataxx are very simple :

You may move your piece one or two squares.

Moving one square causes a new piece to appear in that square.
Moving two squares causes the original piece to disappear, and move to the new square.

You may not move onto a barrier or another piece.

After each move, every enemy piece adjacent to the new piece will be captured.

The player with the most pieces at the end of the game is the winner.

Changes from v0.1 :

- ◇ Players stats - wins, losses, and ties for each level for each player
- ◇ Suggestions for moves
- ◇ Different size boards (6x6, 7x7, 8x8)
- ◇ Now works on a Mac SE

I have tested this program on a classic, SE/30, and the II series, and it runs without obvious problems. If you do find any bugs, or if you have any suggestions, write me at :

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