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Help On Playing Uff Da!

Game Classification:

Uff Da! is a one-player game of strategy, skones, and waffles.

Game Objective:

The objective of Uff Da! is to remove as many skones from the board as possible by jumping them diagonally with other skones.

Game Overview:

Each session of Uff Da! begins with an arrangement of 48 skones placed upon 64 waffles. The player is then required, at his or her leisure, to choose a skone by clicking it with the left mouse button. This skone must now be used to jump diagonally over another skone and onto an empty waffle. Each successful jump conducted adds 5 points to the current score. If you decide that you have made an illogical move, press the undo button to revert to your previous state.

Finishing the Game:

A game is finished when a player has exhausted his or her available moves. If your score is one of the highest, you will be prompted to enter your name into the Uff Da! Valhalla.

See Also:

[Resetting Uff Da!](#)

[Pausing Uff Da!](#)

[Exiting Uff Da!](#)

Help On Resetting Uff Da!

Method:

Choose menu item Game from the Uff Da! menu and then select Reset.

Help On Pausing Uff Da!

Method:

Choose menu item Game from the Uff Da! menu and then select Pause.

Help On Exiting Uff Da!

To exit Uff Da!, choose menu item Game from the Uff Da! menu and then select Exit.

Help On Registering Uff Da!

This unregistered version of Uff Da! will become inoperable if it has been tampered with or your trial period has expired. Should the application terminate at the expiration of your trial period, it is time to become a registered owner.

[Benefits of becoming a registered owner:](#)

- Free updates (price of media only)
- Information about other NordicSon products
- A warm fuzzy feeling inside that enables you to play the game better.

[To become a registered owner:](#)

Send \$5.00 to:

Michael Wilder
10342 Lindley Ave #216
Northridge, CA. 91326

Feel free to enclose any comments/suggestions with your registration fee.
E-mail Mike any time of day at the following address:

mwilder@huey.csun.edu

About Uff Da!

Uff Da! was designed and implemented by Michael Wilder dba NordicSon. The main implementation tool utilized was Microsoft Visual C++. No third party development tools or engines were used. Feel free to drop Mike an e-line at:

mwilder@huey.csun.edu

If you are a potential employer, be advised that Mike is always looking to upgrade his employment status, especially if it means Windows product development.

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Skone:



A skone is depicted above. Each Uff Da! session begins with 48 skones and ends with as few remaining skones as possible. Skones can only be removed from the board by jumping them diagonally with other skones. Each successful jump conducted adds 5 points to the current score

Waffle:



A waffle is depicted above. There are 64 waffles on the game board, 48 of which are occupied by skones. Each jumping skone must jump another skone and land on an unoccupied waffle.

Undo Button:



The undo button is depicted above. In the event of any unpleasant situations, clicking the undo button permits the user to step backwards as many moves as he or she so desires

