

**WBSolo**

<b>COLLABORATORS</b>
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# Chapter 1

## WBSolo

### 1.1 WorkBenchSolo Documentation

WorkBenchSolo

Version 1.2

Copyright © 1996 Argiris Maistralis

Introduction

Requirements

Rules

Description

Distribution

The Author

Credits

History

### 1.2 What WorkBenchSolo is

#### INTRODUCTION

WorkBenchSolo is a simple Intuition Based solo game.

It opens a window on WorkBench screen and it is played by one player using the mouse.

The goal of the game is to remove the pawns until only one is left on the board.

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## 1.3 Requirements

### REQUIREMENTS

In order to run WorkBenchSolo you need AmigaDos 2.0 or above and some kbytes of free memory.

## 1.4 Solo Rules

### RULES

Solo is played on a cross-shaped board, like the one shown below.

```

      o o o
      o o o
      o o o
o o o o o o o o o
o o o o . o o o o
o o o o o o o o o
      o o o
      o o o
      o o o

```

As you can see there are 44 pawns on that board and only one empty place. Every time you move one pawn, another pawn is removed from the board. You can move a pawn only two places horizontally or vertically. The new place for the moving pawn must be empty and it must jump over another pawn. The game is over when you can't make any other valid movements. The major goal is to leave only one pawn on the board. Can you do it?

## 1.5 Game Description

### DESCRIPTION

WorkBenchSolo is a game that follows the rules of the well known solo game.

You can run it from the workbench by double-clicking on its icon or from the cli by typing its name.

Moving

Menus

Buttons

## 1.6 Moving Pawns

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## MOVING

Before you move a pawn you must first select it. The selected pawn is highlighted. You select a pawn by clicking the mouse on it. If you click on a pawn that cannot be moved, it won't become highlighted. If there is a selected pawn on the board and you click on an other pawn, the new pawn will become selected and the other will be deselected.

When you cannot make any other valid movements then the game is over. The program will notice it and a requester will appear telling you how many pawns are left on the board.

WBSolo uses a buffer where it stores the movements that you have made, so that you can save them on the disk and restore them from disk later. This option lets you cancel some movements that you have made, without restarting the game.

## 1.7 Menus

## MENUS

WBSolo has the following two menus:

Game	Move
New Game	forward
About...	backward
Quit	to end
	to start
	Load moves...
	Save moves...

## Game

New Game -Clears the movements buffer and starts a new game.  
 About... -Credits.  
 Quit -Exits program at once.

## Move

forward -moves one place forward on the movements list.  
 backward -moves one place backward on the movements list.  
 to end -moves to the last place on the movements list.  
 to start -moves to the first place on the movements list.  
 Load moves... -Brings up a file requester to let you select a file of saved movements.  
 Save moves... -Brings up a file requester to let you select a file where the movements should be stored.

WBSolo uses `asl.library` to open the file requesters. If `asl.library` isn't present it uses a custom requester. If loading or saving a file fails, you will be told.

## 1.8 Buttons

### BUTTONS

There are some buttons on the window of WBSolo. The title bar of the WBSolo window looks like this:

```

      move backward
      |
close gadget | | move forward
              | | depth gadget
              | | |
              v v v
+-----+-----+
|*|WBSolo |<|>|[]|
+-----+-----+

```

As you see there are four buttons:

```

Close gadget      -When you click on this gadget there are two things
                  that could happen:
                  -A new game starts if you have made any movements.
                  -Program exits if you haven't made any movements.
Depth gadget     -Brings WBSolo window back and front.
Move backward    -moves one place backward on the movements list.
Move forward     -moves one place forward on the movements list.

```

## 1.9 Distribution

### DISTRIBUTION

You can freely copy the files included in this archive but you are not allowed to change them in any way.

This software is provided AS IS without any warranty of any kind. I'm not responsible for any loss using WBSolo. Use it at your own risk.

WorkBenchSolo is based on the well known solo game.

## 1.10 Me the author

### CONTACTING THE AUTHOR

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```

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Bug reports and suggestions are welcome.

## 1.11 Credits

### CREDITS

The rest members of Infinity Labs: Manolis Pappas  
Menelaos Mikedis  
Andreas Apesos

## 1.12 History

### HISTORY

WorkBenchSolo is my first program written in C for the Amiga.

Version 1.0 (18.12.95) Initial release

Version 1.2 (16.3.96) Current release

#### New features:

- \* Now uses a buffer to keep the movements and store them on disk.
- \* Move buttons added on WBSolo window.
- \* Pawns can now get highlighted only if they can be moved.
- \* Some stupid bugs fixed.

I don't think that such a program accepts any improvements.  
If you have anything in mind just let me know.

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