

# **Abacus**

Kai Nickel

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**REVISION HISTORY**

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# Chapter 1

## Abacus

### 1.1 Main page

A b a c u s

One or two player board game  
Version 2.20

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### 1.2 Description

Description

Abacus an Amiga implementation of 'Abalone' - a board game for one or two player.

It is played on a hexagonal board. Each player starts up with 14 marbles, and the goal is to kick the enemy marbles off the board. The game is over when a player lost 6 of his marbles,

Abacus runs on the Workbench, has got an install-script and is localized to English and German.

This program is FREeware.

Requirements To play Abacus you need:

- \* Amiga with Kickstart 2.0 or higher (Kick 2.1 for german catalog)
- \* Installed MUI-System  
Version 3.6 or higher

## 1.3 Installation

### Installation

Automatic The best way to get Abacus installed is to start the script "Abacus-Install". Don't panic: No files will be copied into your holy system directories!

You can start Abacus after the installation just by clicking its icon from the workbench.

By hand If the script does not work because you do not have Installer, just drag the "Abacus" drawer somewhere to your harddisk. Then take the "Abacus.guide" of your preferred language from "Abacus/Docs/<lang>/" and move it to the "Abacus/" drawer so that it can be used for online help.

Deinstallation Just delete the Abacus drawer. Thst's all.

## 1.4 Author

### Author

Abacus was written by Kai Nickel

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Translation As you can see my English is not very good, and I know that

there are a lot of mistakes in this documentation. But despite this I hope that you can at least figure out what I wanted to say...

If anybody wants to put this documentation or the catalog into "real" English or even translate it into any other language: please contact me!

Updates      If there will be updates of Abacus, I will send them to the Aminet (/game/board). But you may also call the (german) Abacus-Support-BBS (24h online) called RPSBBS:

Modem: 49-6323-93066  
 Login: graph2d  
 Path : /Lokal/Support/Amiga/Graph2D  
 (my username is "Kai")

## 1.5 Playing rules

### Playing rules

Idea            The game Abacus is played by two players on a hexagonal board. Each player starts up with 14 marbles and the goal is to kick the enemy marbles off the board. If a player lost 6 of his marbles he lost the game.

Moves          What the players have to do is to push one of their marbles by turns. A marble can be pushed from its place to one of the six neighbour places.  
 When the destination place is occupied by another marble, that marble gets pushed into the same direction and so on. This way you can push not only one but a row of marbles at once - and if a marble is pushed over the board limits it gets lost.

But not all kinds of moves are allowed! To push marbles of the opponent, you got to have the majority of marbles in this move. You are only allowed to push maximal three of your own marbles at once, which also means that the number of pushed enemy marbles is limited to two. The color of the marbles in a row may not be mixed. First place have to be the marbles of the active player followed by the marbles of the opponent.

The following list shows all possible moves. "X" marks a ball of the active player and "O" a ball of the opponent. "." is an empty place or a place outside the board. The push-direction is always from left to right:

Right

X .

X X .

X X X .  
 X X O .  
 X X X O .  
 X X X O O .

Wrong

X O . ( no majority )  
 X X O O . ( no majority )  
 X X X O O O . ( no majority )  
 X X X X . ( more than three own balls )  
 X X O X . ( mixed ball order )  
 X X X O O X . ( mixed ball order )

**Broadway moves** Despite the moves mentioned above, you may also move a row of two or three of your marbles "broadway". That means that they are moved all together left or right, instead of a straight forward push direction. The destination fields have to be empty, and you cannot push enemy marbles with Broadway moves.

## 1.6 Main window

### Main window

**Game board** On the left there is the game board. The small circles on the right indicate the number of marbles from each color that have been kicked out yet.

To select a marble just click on it. To select more than one marble click on the first one, hold the mouse button pressed and release it over the last one. All selected marbles will be marked, if the selection is according to the rules. To take back a selection just click on one of the selected marbles once again.

To move a selected marble, click on that neighbour field you want to move the marble to. If the move is not against the rules, the move gets executed and the next player is on turn.

**Player display** On the right side of the window is a display that shows the names and colors of both player. The name of the player, that is expected to do his move, is marked.

**Buttons** Down below is a list of buttons. They belong to the most important menu items. To find out what they do, please look



at the according menu item.

Menu	The menu offers the following functions:
	Project
	New           - Reset board to start position and start game. The player on the top always begins.
	Save as       - Save present game board.
	Load          - Load previously saved board.
	About         - Show Abacus information
	Rules         - Show 'Rules of the game'-window
	Help          - Open online help like pressing HELP
	Iconify       - Close Abacus and put an icon on the workbench to wake Abacus up again.
	Quit          - End Abacus.
	Move
	Undo          - Take back the last move.
	Computer      - Let the computer do a move for you.
	Settings
	Abacus settings .
	MUI          - Open MUI settings for Abacus.
Help	If you press the HELP-key you will get an online-help window containing this documentation. If you don't move the mouse pointer for a while, you will see a bubble containing help for the object under the mouse pointer.

## 1.7 Settings

### Settings

Name	Name of a player.
Color	Color of a players marbles. (This information will not be saved.)
Computer	If set, the moves of this player will be done by the computer.

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Depth	Calculation depth of computer player. The higher the better but slower.
Empty fields	Color of the empty fields.
Selection	Color that is used to mark selected marbles.
Show legal moves	If this is active and you select a marble, all fields you can push that marble to will be marked.

## 1.8 History

### History

V2.20 97-01-03	<ul style="list-style-type: none"> <li>* 5 difficulty levels, improved algorithm</li> <li>* Computer move</li> <li>* Calculation status window with ability to abort calculation</li> <li>* 'Load' works again</li> <li>* Replaced 'Start/Stop' buttons by 'New' button</li> <li>* Borderless requesters (do you like that?)</li> </ul>
V2.10 96-12-07	<ul style="list-style-type: none"> <li>* Better computer player algorithm with some random elements</li> <li>* Rules-of-the-game window</li> <li>* GUI cosmetics, new Icons</li> <li>* Internal: versionstrings out of the catalogs, recompiled with MCPP4</li> </ul>
V2.00 96-10-01	<ul style="list-style-type: none"> <li>* Completely rewritten in C++</li> <li>* Nice user interface design with image buttons and configuration abilities for used colors</li> <li>* "Broadway" moves</li> <li>* MUI3.6 GUI</li> <li>* Mark fields where you can push a marble to.</li> <li>* Faster</li> </ul>
V1.00 95-09-09	<ul style="list-style-type: none"> <li>* First version</li> </ul>

## 1.9 Copyright

### Copyright

Abacus is copyright ©1995-97 by Kai Nickel.

Abacus is FREWARE. You are allowed to play it and copy it as long as you don't have commercial interests. The original-archive must remain complete and unchanged when

you copy Abacus.

Explicit permission to publish Abacus is given to the Meeting-Pearls and the Aminet CD series.

The author cannot guarantee the correct function of Abacus and cannot be made responsible for any negative consequences that may result from the use of Abacus.

Abacus uses the  
MUI-system  
by Stefan Stuntz.

MagicWB and some of the icons in the Abacus package are copyright by Martin Huttenloher.

## 1.10 MUI

### MUI

This application uses

MUI - MagicUserInterface

(c) Copyright 1993/94 by Stefan Stuntz

MUI is a system to generate and maintain graphical user interfaces. With the aid of a preferences program, the user of an application has the ability to customize the outfit according to his personal taste.

MUI is distributed as shareware. To obtain a complete package containing lots of examples and more information about registration please look for a file called "muiXXusr.lha" (XX means the latest version number) on your local bulletin boards or on public domain disks.

If you want to register directly, feel free to send

DM 30.- or US\$ 20.-

to

Stefan Stuntz  
Eduard-Spranger-Straße 7  
80935 München  
GERMANY

MUI in Abacus Abacus needs MUI 3.6 or higher to be installed. You are allowed to use MUI without registering for it - but

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when you register you can take advantage of some extended functions in the MUI preferences. It is very recommended to read the MUI documentation carefully - especially of the MUI preferences. Despite that I would like to show you in the following list some advantages of MUI-programs that could be useful using Abacus:

If you want Abacus to work on an own screen and not on the Workbench then simply configure Abacus with the MUI preferences to use any screen you like.

Windows of MUI applications are resizeable and completely fontsensitive what means, that they look fine with every font.

MUI applications may be iconified at every time with an extra-gadget in the windows title bar.

MUI applications are known to the system as commodities and can so be handled with the commodity-exchange program.

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