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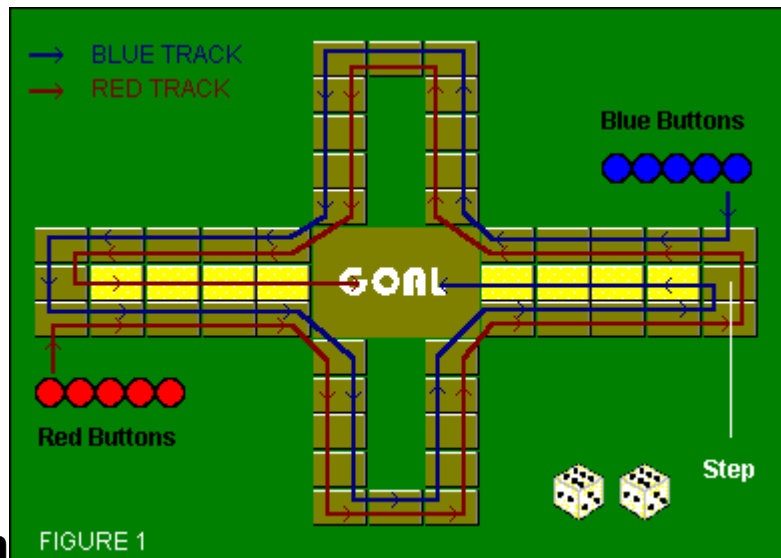
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What is M-Tracker?

M-Tracker is a challenging Dice game that combines both strategy and luck.

How to Win the game?

Move your five buttons through the track to the Goal, before the other player, to win.



Board description

The board consists of the following (please refer to fig. 1):

1. Steps: The track on which the buttons move.
Yellow steps refer to the 'Safe Steps', because once you reach them, your button is safe until it enters the goal.
Always follow the track that corresponds to your buttons when moving.
(Red Track for the Red buttons, and Blue Track for the blue buttons)
Both tracks are showed in figure 1.
2. Buttons: Two sets - five buttons each, one set for each player.
(five blue buttons and five red buttons)
When one or more buttons are located on a step (not outside), you will realize that the button is numbered. This number indicates how many buttons on the top of each other.
If **1** appears, only one button, **2** for two buttons, etc...
The outside buttons order is insignificant. Clicking at any one of them moves the next button, even if it is not the one clicked on.
3. Goal: The final destination for the buttons.

4. Dices: Two dices that are used for each round to determine how many steps the player is allowed to move.
Always read the number that is on the top of the dice.
5. Messages: watch for the messages while playing. They tell you what to do next, warn for a wrong move, etc..

M-Tracker always starts in a maximized window, regardless of the current video mode. However, you may resize the window, and the board will be shrunked or stretched accordingly. Try to make the window width:height as close to 4:3 to reduce the distortion.

How to Play the game

Starting a new game

M-Tracker 1.0 starts in the New game mode when first run. If you decide to start a new game while playing or after a game, select **Game** menu then select **Start**.

Exiting the game

Select **Game** menu, then select **Exit**

Playing against the computer

When M-Tracker 1.0 first starts, the game option is set automatically to playing against the computer. If you decide to set this option manually, select **Options** menu, then select **With Computer**

Note: This version (1.0) includes one skill level only

Playing against a human player

Select **Options** menu then select **Two Players**

Getting help

Select **Help** menu then select **Help**

Making a Toss

Wait for the message **Blue Toss** or **Red Toss** whichever corresponds to your buttons, then click at any of the two dices. The two dices change randomly

Moving a Button from outside the track to the first step

You must get a **6**, when tossing, to be allowed to enter a button on the track. This **6** must not be already used in moving another button. If so, wait for the message **Move from** and click at any of the outside buttons.

The button will be automatically moved to the first step of your track.

Moving a Button within the track

Wait for **Move from** message.

Click at the button to be moved

Wait for **Move to** message.

Click at the destination step. If the move is valid, the button will be moved from the source to the destination. Otherwise, you have to repeat the move from-to.

Moving a Button from the track to the goal

Wait for **Move from** message.

Click at the button to be moved

Wait for **Move to** message.

Click at the goal. The Button will be moved if a valid move.

If you move your five buttons to the goal first, you win.

Note This Game can be played by the mouse only. (Version 1.0)

Game Rules

The game consists of **rounds**. A **round** is :

1. Toss.
2. Move from - to, for both dice numbers.

Example:

Red Player makes a toss: result is **3** and **5** .

Red Player can move a button either **3** or **5** or ($3 + 5 = 8$) steps. If the player uses **3** to move a button, then **5** still can be used to move the same button, or another button. However, if the player moves a button **8** steps, then it is considered as using both dice numbers. Using both dice numbers is one **round**.

Each player is allowed every other round, unless the player toss **6** and **6**. Then the player is allowed one additional consecutive round.

Note Moves are obligatory if the player can make one.

Who plays the first round?

To decide who plays the first round, both players (including the computer) make an initial toss. The Blue Toss first, then the Red Toss. Whoever gets the highest total from both dices plays first. If both totals are equal, another toss is required from both players until one of the totals is higher.

Example

Blue Toss: **5** and **3** ($5 + 3 = 8$)

Red Toss: **6** and **1** ($6 + 1 = 7$)

Blue Play the first round.

Choosing the color

If the two players are human (***Two Players*** option is selected from the ***Options*** menu) , then it is up to both players to decide who gets the blue buttons and who gets the red buttons. If one player is playing against the computer, the computer is always assigned the red color, and the human player is assigned the blue color.(Version 1.0)

Moving a button from outside to inside the track

The players are not allowed to move their buttons from outside the track to the first step until they toss a **6** and they do not use it to move another button. This **6** can move an inside button 6 steps, or move an outside button to the first step.

Losing a round

The player loses a round (a move is not allowed) in the following cases:

1. The player does not have any buttons inside the track, and the toss does not include any **6**'s.

Example

If you have 3 buttons outside, and 2 buttons already in the goal, and you toss **2** and **4**, then you lose a round, because you can not use the two numbers in moving any button. But, if you toss **6** and **1**, you will be able to move an outside button to the first step on the track, then use **1** to move this button one step ahead. This explains why both several rounds at the game start

2. The player has inside buttons, but they are closer to the goal than the smallest toss number. Then the player can not use any of the two numbers to make a move.

Example

If you have one button that is two steps away from the goal, and you toss **4** and **5**, the smallest number is **4**, and you maximum allowed range to the goal is **3**. Then you lose a round, because you will not be able to use any of the two numbers to make the 3 steps move.

Important note

You are not allowed any partial moves.

Example

If you toss **3** and **4**, then you are allowed to move either **3**, **4**, or **7**. (i.e. 2 step move is not allowed)

Throwing the opponent player's buttons out

If you make a move, and the destination of the move is a step that has one or more opponent buttons, then you replace the opponent buttons on that step with your button. Those opponent buttons will be thrown outside the track, and the opponent player has to start all over again with them.

Reaching the safe steps

For each track on the board (Red track or Blue track), the last **4** steps before the goal (Yellow colored) are the safe steps, because once you reach them, don't worry about the opponent buttons. Every step on the board is common to both tracks except the safe steps, so there is no risk of your button being thrown out if it resides on a safe step. Please refer to figure 1 in [What is M-Tracker?](#) for a board description.

Getting both 6's in the toss

If a player toss to **6** and **6**, then the player can use these two sixes in moving any button (whether outside or inside the track). Then, the player gets one more round.

Cancelling a move

Players can not cancel a move after it is done. However, if a player selects a button to be moved, and the player decides to move another button instead, then clicking on any invalid destination, will produce an illegal move, and the computer will reject it, and ask the player again to make a valid move. Then, the player can now make the correct move.

Example

You have two buttons.

You click at one of them to be moved.

If you decide at this point that you do not want to complete the move, just click anywhere outside the track. The computer will warn you for an illegal move, and prompt you for another one. Now, you may click at the other button and move it.

Remember: If you make a mistake in the destination of the move, you have to start the move all over again by selecting the source and the destination.

Hints

The main two obstacles against you are:

1. Your buttons being thrown outside the track by the opponent buttons.

To avoid this obstacle:

- Try to avoid staying within a close distance in front of the opponent buttons.
- Try to move your buttons to the safe area.
- Always try to stay behind the opponent buttons.
- Do not leave your buttons close to each other, because it is harder to escape if an opponent button gets closer.
- If you get many 6's, do not use them all to enter your buttons on the track.
- Before moving, check if you can throw opponent buttons out. This should get the priority.

2. Random Toss.

You do not get the numbers you want all the time, so try to use what you get efficiently

