

DRAGON
32

Flipper

Inscrutable oriental electronic
strategy!



MICRODEAL

Loading instructions

There are 3 copies of Flipper on each side of the tape, once you have a successful load it is advised that you save the tape onto another tape to ensure that you have a copy should the original become damaged.

To load type:

Cload

Then press enter. If you get an I/O error then try the tape at different volume settings. If you still have trouble loading then try the second or third copies that are on the tape, you can find these by listening for a large gap on the tape. Should you still get loading problems then try to load the copies on side 2.

Care of tapes

That large transformer, the magnetic paper clip, the magnetic screwdriver and anything else that can produce magnetic fields are potential hazards to your tapes. Although they may sound correct they can easily become distorted. Keep them away.

Program operation, after loading type:

Run

Then press enter. The computer will ask for the number of players if O is selected then the computer will play itself. If the computer is to play then the user can select from the four levels of play for the computer. The game pieces are coloured green and red. Prompting for moves is by the colour of the "move" request as displayed on the screen. When a move has been selected press enter. If the player wants to change his move prior to pressing enter, the clear key should be pressed. A "P" can be entered if no moves are possible. When the game is over an "enter" will start a new game. Break will exit the program.

Object of the game

The object of the game is to fill the board with coloured pieces. Once this has been done the player with the greatest number of pieces is the winner.

Rules

- 1) A move is accomplished by jumping your opponents adjacent piece by one of yours. You cannot move if a space in the path chosen is occupied by one of your pieces. You can jump several of your opponents pieces if they are in the same row diagonal or column (any straight line). You must land on a vacant space. A move is legal when after the move your pieces will bound your opponents piece(s). When this occurs your opponents pieces will be flipped to your colour.
- 2) If a player cannot make a legal move then the player must pass.
- 3) You cannot jump an empty space.
- 4) A piece may "bound" an opponents piece as a result of a move in a direction other than the original move.

Tips

Flipper is a game of advanced strategy and planning. Don't expect to beat your computer until you have developed your skill, since the computer can evaluate possible moves much faster than you can. Note: for beginners, let the computer play itself for a few games and just watch the moves and try to anticipate the next move.

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