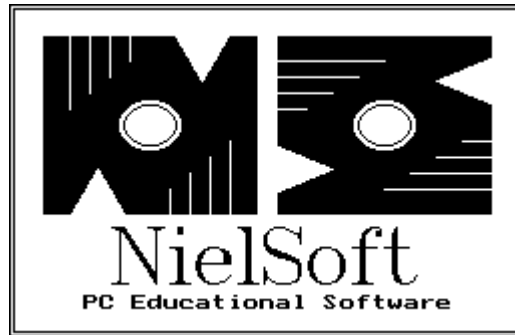


LOGIC AND STRATEGY



N i e l S o f t
(PC Educational and Business Software)

L O G I C A N D S T R A T E G Y

Educational Software for the IBM PC and Compatibles
with CGA, (EGA, VGA), MDA or Hercules card

Age Range 8 to adult

EIGHT PROGRAMS

Eight assorted programs of various degrees of
difficulty to test your powers of logic and
strategy.

LIBRARIAN	Help the librarian solve her dilemma. Simple logic if you develop the knack!
SOLDIERS	Help the sergeant major sort out the soldier's barracks, under his strict rules.
MAZELAND	Get from Alixia to Zircon visiting each town once only.
MARIENBAD	Old Chinese strategy game - avoid picking up the last master.
STATION MASTER	Help the station master get the train in order. Number ordering problem with a twist!
RIVER PROBLEM	Old favourite - get the man, fox, chicken and grain across the river. With certain rules!
GUESS THE NUMBER	The computer picks a number - can you guess what it is? An introduction to binary searching.
FOUR-IN-A-LINE (not MDA)	Popular strategy game - get four counters in a line.

FEATURES

Both strategy games include options to play an
opponent or against the computer.

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Educational Software for the IBM PC and 100% Compatibles

SYSTEM REQUIREMENTS

- * IBM PC, PC-XT, PC-AT or fully compatible machines running PC-DOS or MS-DOS Version 2.0 or greater.
- * Minimum of 256K Random Access Memory (RAM) required.
- * CGA, EGA or VGA colour graphics card or compatible with Colour monitor. Hercules monochrome card or compatible with monochrome monitor.

COPY AND USE RESTRICTIONS

- * All the software on the disc is copyright material of NielSoft, 1989. You are licensed for use on a single machine and to make 1 copy of the master disc for backup purposes only to protect your investment.
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- * We hope you enjoy your purchase and find the programs both entertaining and educationally rewarding.

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LOGIC AND STRATEGY

SUMMARY

- * LOGIC AND STRATEGY is a set of eight programs to test your powers of logic and strategy.
- * The programs are suitable for children of 8 to adult, although children of 6 and over will enjoy playing the strategy games MARIENBAD and FOUR-IN-A-LINE.
- * Each program starts with an opening screen describing the task to be completed.
- * The programs use consistent key presses, wherever possible, to facilitate ease of use. These are clearly described in the opening screens.

FILES PRESENT ON DISC

LOGIC.EXE
LIBRARY.EXE
SOLDIERS.EXE
MAZELAND.EXE
MARBAD.EXE
STATMAST.EXE
RVRPROB.EXE
GUESSNUM.EXE
FOURLINE.EXE

RUNNING THE PROGRAMS

- * To run Logic and Strategy, type LOGIC at the DOS prompt and press RETURN.
- * Select a program by typing the letter (A to H) as indicated next to each program.
- * The selected program will then load and run. Read the task screen carefully before attempting to use your logic and strategy powers!

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1. LIBRARIAN

TASK: To help the librarian sort out three trays of books so that each tray contains 8 books. She has 24 books arranged at present in three trays marked A, B and C:

Tray A contains 7 books.
Tray B contains 6 books.
Tray C contains 11 books.

RULES: You can move any number of books from one tray to another provided that the number moved is equal to the number within the destination tray.

e.g. If tray A contains 3 books then only 3 books may be moved to that tray.

EACH TRAY MUST CONTAIN AT LEAST 1 BOOK AT ALL TIMES.

MOVES: Enter the tray letter and number of books to be moved (e.g. B3) and press RETURN.
Then enter the letter of the tray to move the books to (e.g. A) and press RETURN.

Press ESCAPE at any time to quit the task and return to the opening screen.

2. SOLDIERS

TASK: The Sergeant Major has decided to place his 9 soldiers in the outside barracks.

To start the task he has collected all 9 soldiers together in the middle barrack and decided to move 1 soldier at a time from one barrack to another.

RULES: He has also decided that the total number of soldiers in each OUTER row or column of barracks must equal 4.

The totals are shown next to the outer rows or columns.

MOVES: Press the ARROW keys to select the start barrack and the destination barrack.

Press the ENTER key to confirm each selection or ESC to return to the opening screen.

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3. MAZELAND

TASK: To get from the town of Alixia to Zircon and collect the prize.

RULES: You can pass through each town ONCE only.

MOVES: Use the cursor keys to move around the maze in any direction.

Use the ESCAPE key to restart.

To help you remember your journey, each town will flash after you have passed through it.

If you pass through that town again you will be sent back to the beginning.

For each move you will travel 1 mile. The task can be done in 156 miles.

4. MARIENBAD

TASK: To force me (the computer!) or your opponent to pick up the last remaining marker.

RULES: 1) 16 markers are arranged in rows of 7,5,3,1.
2) Players move in turn.
3) Any number of markers may be removed from a SINGLE row only for each turn.

MOVES: Press A,B,C,D to indicate the row followed by
1 to 7 to indicate the number of markers to
remove.

e.g. A3 will remove 3 markers from row A.

KEY ACTIONS: BACKSPACE to change your input.
ENTER to confirm your selection.
ESCAPE to quit the game.

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5. STATION MASTER

TASK: To help the Station Master get his train out of Elennia Station.

RULES: The train can only leave the station when the engine, carriages and guard's van are all in order.

MOVES: Each press of a function key (marked F1 to F10 on your keyboard) will reverse the corresponding number of carriages at the left of the train.

For example, suppose the carriages are in the order:

81 462 445 90 377 296 386 253 784 619

and you want to reverse the first 5 carriages then you would press the F5 key. The carriages would then shuffle around into the order:

377 90 445 462 81 296 386 253 784 619

Can you develop the 'knack' with logical thinking to get the train in order ?

6. RIVER PROBLEM

TASK: To get the fox, chicken, grain and the man across the river using the river barge.

RULES:

- 1) The barge cannot cross unless the man is there to move it.
- 2) The fox will eat the chicken without the man to keep the peace.
- 3) The chicken will eat the grain if left alone with it.
- 4) The barge can only carry up to two items at a time.

MOVES: Press

- F to move the Fox
- C to move the Chicken
- G to move the Grain
- M to move the Man
- B to move the Barge
- L to move item to the Left bank
- R to move item to the Right bank
- Esc to cancel before completing a move
- Ctrl+End to quit the task

These keys are highlighted at the top of the game screen.

Can you beat 20 moves ?

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7. GUESS THE NUMBER

TASK: To complete a set of four number guessing games.

The computer will pick a number at random for each game in turn from the number ranges:

1 to 10
1 to 100
1 to 1000
1 to 10000

You are then invited to guess the number.

MOVES: Try a number and press ENTER each time you see the question mark.

If your guess is wrong the computer will respond TOO BIG or TOO SMALL.

From these 'hints', and using the correct strategy, you should be able to deduce the number.

RULES: You are only allowed a certain number of tries depending upon the range.

To progress to the higher number ranges you must complete each lower range in order, or a new game with a new set of numbers will started.

KEY PRESSES: Press ESCAPE to see a Summary Table of your progress.
Press CTRL+END to abandon the task and return to the opening screen.

I am thinking of a number between 1 and 10

Can you guess what it is in a maximum of 4 tries ?

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8. FOUR-IN-A-LINE

TASK: FOUR-IN-A-LINE is a game of strategy for 1 or 2 players.
You can either play against me (the computer!) or an opponent.
The object of the game is quite simply to get line of four counters in any direction:

Horizontally, Vertically or Diagonally.

RULES: A 7x6 grid of squares forms the board.

Players take turns to drop a counter into any 1 of the 7 columns.

MOVES: LEFT cursor key - Move to the left.
RIGHT cursor key or SPACEBAR - Move to right.
DOWN cursor key or ENTER - Drop counter.

MENU: Use the menu keys during the game to perform these commands:

N - N)ew game
Escape - E)scape from the game and return to this screen
S - Toggles the S)ound ON or OFF

Also, when playing the computer only:

A - A)uto play against myself
P - Switch P)layers
H - Get a H)int

Counters will appear in alternate colours as each move is made.

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FOOTNOTE

NielSoft is a new venture to provide quality educational and business software for the PC market. Future educational titles are in preparation and any suggestions and comments from teachers, parents or children will be gratefully received and considered. Our address is given on page 1 of this documentation.