

THINK

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THE GAME

The object of Think is to compete against the computer or a friend in order to get four of your counters in a row, vertically, horizontally or diagonally on a six by six grid.

LOADING

AMSTRAD 464 OWNERS

1. Place the rewound cassette into the cassette unit and press PLAY.
2. Hold down CTRL and press the SMALL ENTER key.

AMSTRAD 664, 6128 and 464+ DISK OWNERS.

1. Hold down SHIFT and press the @ key. Type TAPE and press RETURN.
2. Connect a suitable cassette player to your computer, according to the User Manual, and insert the rewound cassette.
3. Hold down CONTROL and press the ENTER key.
4. Press PLAY on the cassette player.

NOTE: Full loading instructions can be found in your Amstrad Manual.

PLAYING THE GAME

Think! can be played with keyboard or joystick. Once the game has been loaded you will see the main icon menu screen. Here you can select what type of game you want. To move the cursor down press the SPACE key (or joystick down), to move the cursor up press the 'M' key (or joystick up). To change the selected icon press the ENTER key (or fire on joystick). The icons are as follows:-

ROW 1 - One or two player game. Tutorial or Problem mode.

ROW 2 - Speed of game:- NORMAL; SPEED THINK! (2 player only, this gives a limited time which you may set to play each move); BLITZ THINK! (2 players only, you may set a limited time in which to play all the moves of the game). If either player runs out of time then the opponent wins.

ROW 3 - Select counter colours between:- default colours, black and white, user defined.

ROW 4 - Select keyboard or joystick.

ROW 5 - Select new game or resume game in play.

ROW 6 - Sound on or off.

On the right of the game there are the following icon options:-

RULES - See an explanation of the rules and example plays.

SCREEN DUMP - Dump the current game screen to a ZX compatible printer.

SAVE GAME - Saves current game to tape.

LOAD GAME - Loads a game from tape.

PLAY GAME - Starts the game selected with the highlighted icons.

Once you have selected PLAY GAME you may be asked some questions then the game screen will appear. To place a counter on the board in keyboard mode type EITHER the letter or the number of the position you wish to push in from and press enter. In joystick mode move your joystick left or right until the cursor is in the correct position then press fire. If you wish to access the icons at the right of the screen then either press space or move the joystick down when it is your turn. To get back, move the cursor off the last icon.

The game screen icons are as follows:-

UP ARROW - Returns you to the main screen so that you can alter parameters (e.g. number of players, colours etc.)

LAST MOVE - Displays the last move played.

COMPUTER - Forces the computer to play the next move.

LEVEL - Shows the level at which the computer is playing. This can be altered during a game.

LIGHT BULB - The computer will suggest a move for you.

BACK - Takes back the last two moves.

During a game against the computer you can force the computer to take its move by pressing ENTER or FIRE.

At the end of the game you can review all the moves at speeds 1 to 9 by selecting the back icon.

TUTORIAL MODE – You play against the computer. When you input a move, the computer will decide whether it was the best move. If you are right the first time you get three points, second time two, third time one. At the end of the game you will receive a percentage score.

PROBLEM MODE – Using the icons you will be able to select one of six pre-set problems to solve. You can also create your own problems for the computer or another player to solve. To place the counters, position the cursor over the required squares one at a time. You may then press enter or fire to place at that position a player 1 counter. Repeating this changes the counter to a player 2 counter or clears the square. Afterwards you can go back to the main screen and play the game. All pre-set problems are for Player 1 to win in two moves.

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