

DOTS AND BOXES

GAME MANUAL

- 03

PL2 -

1	1
2	2
1	



OLIONI



GAMES

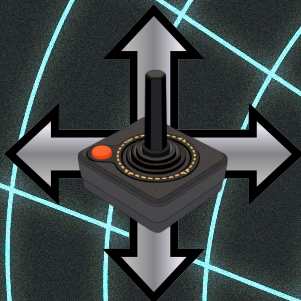
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PROGRAMMING: DOMINIC JOHNSON

Dots and Boxes is compatible with your Atari 2600 (original) and Atari 2600+ systems, as well as the classic Atari 7800 (original) and Atari 7800+.



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CONTROLS



Using the classic joystick, you move your square to form lines—left, right, up, or down—and press the "FIRE" button to complete a line. The game supports two players; toggling the SELECT switch changes the mode from Player 2 to AI, allowing for a fierce match against the computer, while the RESET button starts the game.

Once a full line is completed, the turn passes to Player 2 or the AI—with orange being Player 1 and blue being the opponent.

Once a line is complete, there is no way to draw over an existing line.

GAME OBJECTIVE



Take turns drawing lines between the dots; complete the fourth side of a square to claim it, and capture the nine squares to make your opponent lose.

When your line completes the fourth side of a square, your number—1 or 2—appears inside, awarding you a point.

You must then make another move and continue the game; completing a line gives you the chance to keep going until all squares are filled. Use your strategy and win.

ROUND INFORMATION

P1 4 VS P2 1

	1	2
	1	
1	1	

Winning a round

After completing the nine squares in a round, players can restart the game by holding the "FIRE" button for one and a half seconds; the board resets, allowing for new rounds to be played.

Strategy

Never draw the third side of a square unless necessary; your opponent will claim it.

Towards the end of the round, every move reveals something; count the chains of squares and force your opponent to open up space.

CREDITS

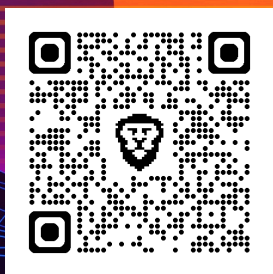


Programmed by Dominic Johnson
Game Design by Dominic Johnson
Distributed by Olioni Games
Cover Art by João Pedro F. Olioni

"Grimorie Lunabit" i collected Atari's when i was a child from the most unusual places, including ponds being fill full of rubble. didn't get back to it for a long time and found that atari done homebrew. i have TAFE competency in automotive wiring and timing control and are continuing digital electronics study's from a neat small library of electronic books that I have collected through out my time. my interests are quantum thermo mechanics and freshwater biology.

END.

You're likely familiar with the vast world of games available for the Atari 2600, but what about a world offering a diverse range of titles covering everything you could possibly imagine? If the answer is "No," why not check out the games from Olioni Games?



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