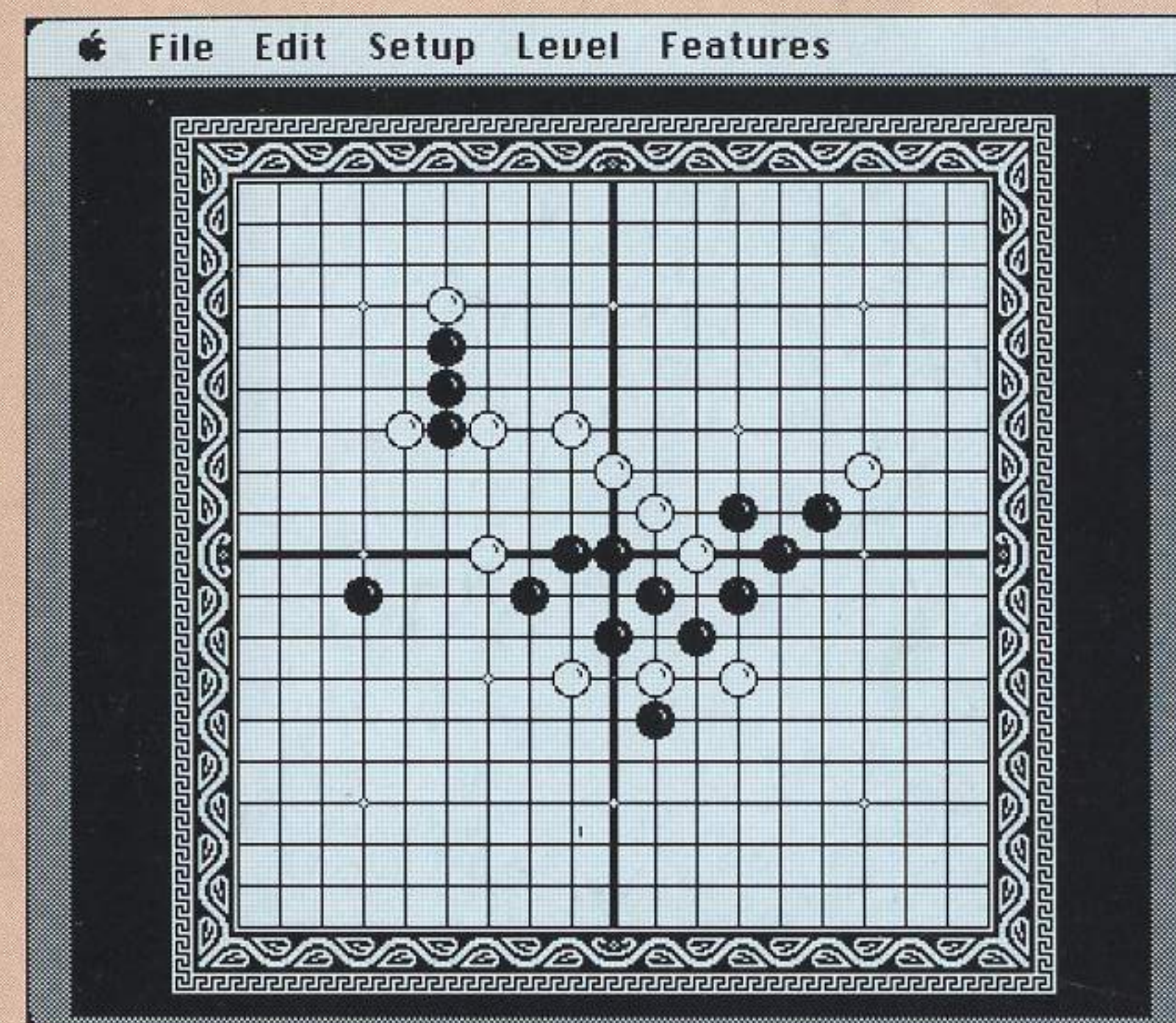


*Robert and Michael McNally
Programmers of Quintette*

Robert and Michael McNally have collaborated, joining their diverse skills to create Quintette. Robert, specializing in graphics and animation, has worked on numerous projects and programs for the Apple //, Macintosh, and Amiga. Among them are Sega's Star Trek and Activision's Ghostbusters. Now he has brought his flare for graphics and attention to detail to Quintette. Michael, presently a student of computer science and mathematics, contributed his analytical and logical skills to the design of Quintette's game playing algorithm. They live in Granada Hills, California where Robert works on graphic projects and Michael writes science fiction.

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QUINTETTE



A Timeless Game
of Skill and Tactics.

PLAYER'S MANUAL



Quintette™

The Dancing Stones

quintet, quintette (kwin tet') *n.* [< Fr. or It.: Fr. *quintette* < It. *quintetto*, dim. of *quinto*, a fifth < L. *quintus*: see QUINT¹]
1. Music *a*) a composition for five voices or five instruments, as for string quartet and piano *b*) the five performers of such a composition **2.** a group or set of five persons or things

Documentation Written by Robert and Michael McNally

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Quintette™, a re-creation of the classic Japanese game *Ninuki-Renju*, is a fast-paced strategy game for two players, based on several ancient games such as GO and Go Moku. **Quintette** strikes a delicate balance between the simplicity of Go Moku, and the deep strategies of GO. At first glance **Quintette** looks like a variation of tic-tac-toe, and it's rules are deceptively simple to learn, but the player soon finds more sophisticated levels of strategy, and the game becomes increasingly absorbing. The **Quintette** application also plays Go Moku, and can be used as a playing surface for other games that use the same type of board as **Quintette**, such as GO.

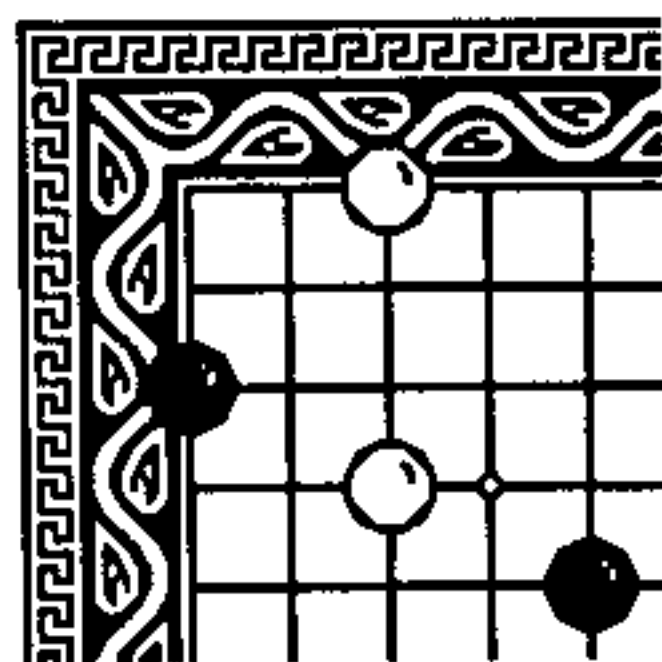
THE OBJECT

There are two ways to win in **Quintette**:

1. By creating an unbroken row of five (or more) of your stones in a row, horizontally, vertically, or diagonally, or
2. By capturing five (or more) pairs of your opponent's stones.

THE BOARD

The board is a 19 x 19 grid of intersections. Stones are placed on the intersections (called **points**), and on the edge of the board; not in the spaces between them:

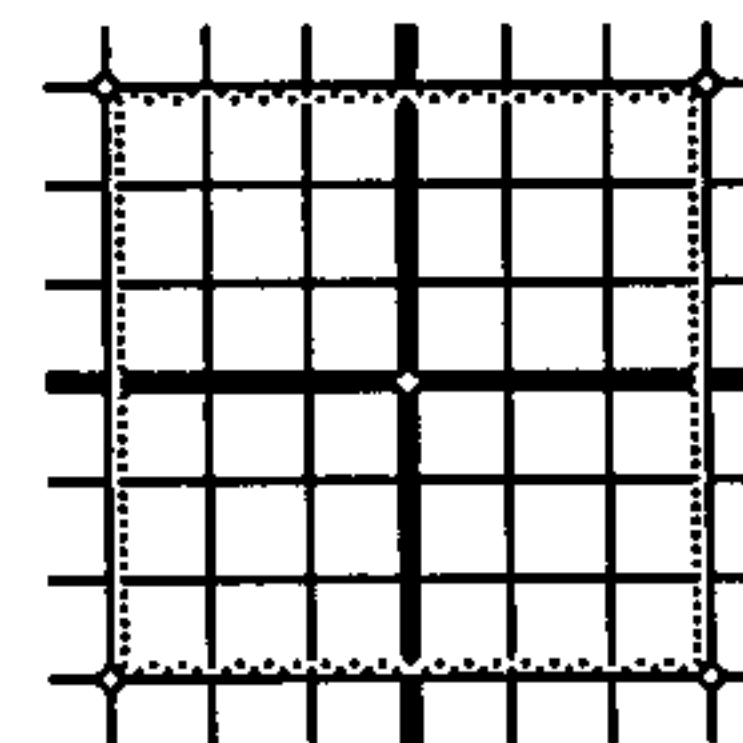


THE STONES

The first player (normally black) places the first stone on the center point. The players then take turns placing their stones, one per turn, on any empty point. Stones are not removed from the board, except when they are captured (see below). The game continues, turn by turn, until one player wins.

THE TOURNAMENT RULE

In **Quintette**, as well as Go-Moku, the first player has a slight advantage over the player that moves second. To remove this advantage, the Tournament Rule states that **the first player's second move must be three or more points away from the center**. A square may be traced between the four innermost stars on the board. The first player's second move must be on or outside this square:

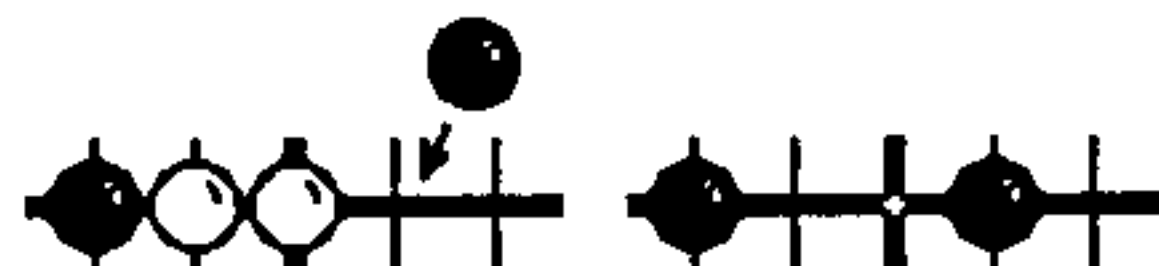


The Tournament Rule may be turned off. See below.

CAPTURING

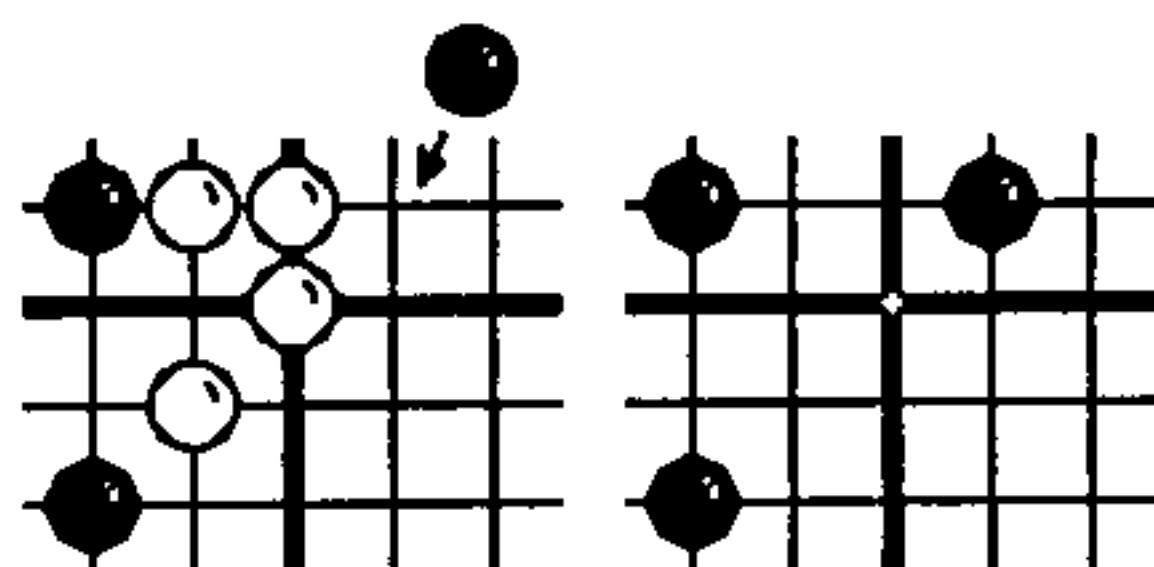
You may capture a pair of your opponent's stones by bracketing both of the pair's ends with your stones. Only pairs (two adjacent stones, horizontally, vertically, or diagonally) are vulnerable to capture. Captured pairs are always removed; you may not choose to leave them on the board. Captured pairs are indicated on the sides of the board.

Example: Black places a stone on the indicated point, bracketing White's pair. The pair is then captured and removed from the board, as shown.



Multiple captures: You may capture more than one pair of opponent's stones with a single move.

Example: Black's move brackets both of White's pairs, and thus captures them.



Moving into a captured position: You may play a stone on any unoccupied point, even if that point has been previously occupied, or forms a pair between two of your opponent's stones.

Example: White's move below is legal and no pieces are captured.

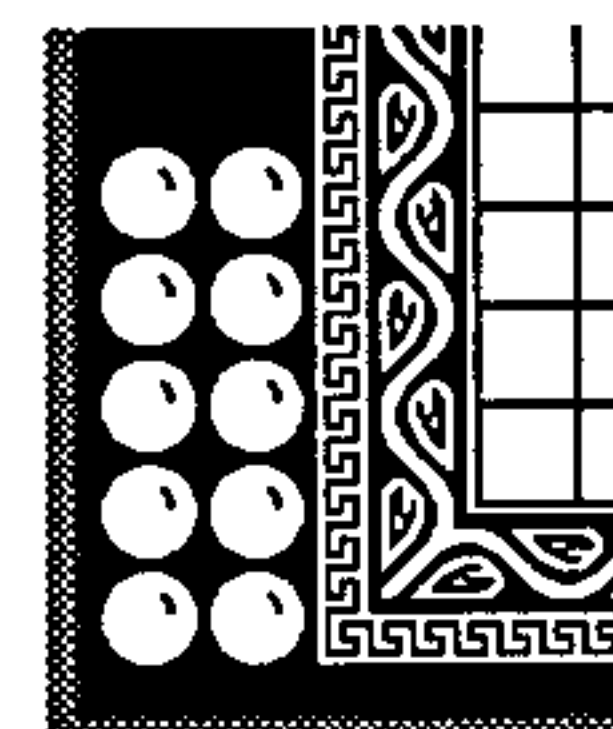


PLAYING HINTS

The goal of the game is to get an unbroken row of five (a **Quintette**)...



...or to capture five pairs of your opponent's stones (also a **Quintette**):



One subgoal of winning can be to obtain an unbroken row of four stones, unblocked on both ends. This configuration is called a **quartette**:



As you can see, no matter which end the opponent blocks, you may play the other end to achieve a win. If your opponent has the configuration below, a **trio**, you must quickly block one end or the other to prevent your opponent from making a quartette:



Some situations are not as obviously dangerous as the quartette and trio. In the situation below, Black must block in one of the three circled points in order to prevent White from making a quartette.



BASIC STRATEGY

To win **Quintette**, it is best to gain the initiative. The player who has the initiative is able to control the flow of the game more effectively, and influence it's final outcome. To gain the initiative, you must make stronger and more threatening moves than your opponents, forcing them to counter your moves rather than moving to advance their ultimate goals. Building intersecting groups of threes and fours can also be helpful in gaining the initiative. Move to give yourself the most options in the future, and work towards building a "double threat" that your opponent cannot block completely.

GO MOKU

The rules for Go Moku are identical to **Quintette** with one exception: Go Moku does not allow or consider captures, so there is only one way to win; by making five in a row. Moves which would capture in **Quintette** do nothing extraordinary in Go Moku, so don't make such moves unless you have some other strategic reason for doing so.

STARTING UP

If you are unfamiliar with how to start up a Macintosh application, it is advisable to read the Macintosh owner's manuals before trying to use **Quintette**. If you are familiar with how the Macintosh works, simply boot the disk, and/or double-click the **Quintette** icon from the Finder.

PLAYING THE GAME

When **Quintette** starts up, you will see the board in the center of the screen. It will be preset to play a game of **Quintette** at the Intermediate 1 level. The computer will take approximately 30 seconds to make it's move at this level. If you have not played **Quintette** before you may

want to select a lower level from the Difficulty menu. Black moves first, and the human player is Black, so you must make the first move of the game by using the mouse to move the cursor to the center point of the board, and clicking. You will notice that the cursor changes to the shape of a black piece when it is over a legal move (in this case, the center). If you try to make an illegal move, you will hear a sound indicating that it is not allowable. If you click again on an illegal move, **Quintette** will notify you as to why that move is illegal.

Once you make a legal move, **Quintette** will begin to contemplate it's response, and the cursor will flicker through a variety of meditative symbols. **Quintette** will then make it's move and it will be your turn again. When the game is over no moves will be valid, so to start a new game you must select New from the File menu. You may tell **Quintette** to hurry up and finish it's thinking by holding down the Command key (the cloverleaf key at the bottom-left of the keyboard) and pressing the period ("."). **Quintette** will then finish it's thinking in about five seconds, but it's move may be slightly inferior to the move it would have made if it is allowed to finish.

THE MENUS

The Apple menu in the upper-left hand corner contains the usual Macintosh desk accessories, and an **About Quintette...** option that will show you the version, author, copyright, and distribution notice.

The **File** menu contains the following commands:

New

Completely erase the current board position, and start a new game using the settings from the **Setup** menu (see below).

Save

Save your current game.

Save As...

Save your current game under a new name. This works like most other Macintosh applications.

Open...

Open a previously saved game. This works like most other Macintosh applications.

Quit

This ends your session with **Quintette** and returns you to the Finder.

The commands in the **Edit** menu are provided for use with desk accessories only. They have no use in **Quintette**.

Changing the settings in the **Setup** menu has no immediate effect on the game currently in progress, but will take effect when you start a new game by selecting **New** from the **File** menu, or clicking the **OK** button in the **Modify Board** mode. The settings in the **Setup** menu are:

Play Quintette

The new game will be played by **Quintette** rules.

Play Go Moku

The new game will be played according to Go Moku rules.

Human Black vs. Computer White

You will play black against **Quintette**.

Human White vs. Computer Black

You will play white against **Quintette**.

Human vs. Human

You and another player will match wits.

Computer vs. Computer

Quintette will play itself.

Black Goes First

The black player (determined above) goes first.

White Goes First

The white player (determined above) goes first.

Flip For It

The first player will be chosen randomly when the game starts.

Use Tournament Rule

If checked, the Tournament Rule will be enforced.

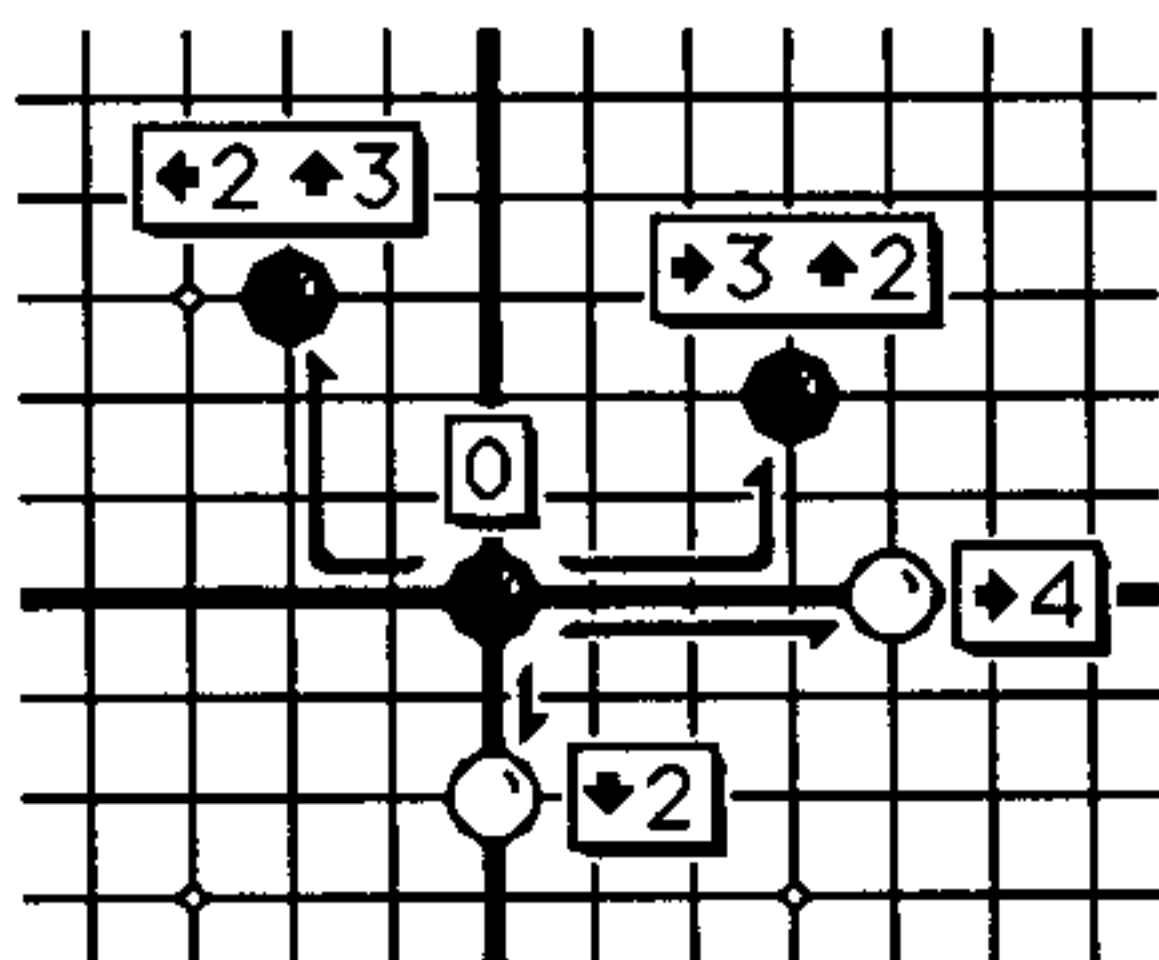
The **Difficulty** menu allows you to select how long **Quintette** gets to think about it's move. The times are approximately:

Novice 1	5-10 seconds
Novice 2	10-20 seconds
Intermediate 1	20-30 seconds
Intermediate 2	30-40 seconds
Intermediate 3	1- 3 minutes
Advanced 1	5-10 minutes
Advanced 2	10-15 minutes
Overnight	6- 8 hours

The **Features** menu contains the following commands and options:

Show/Hide Move List

This displays or removes the list of moves in the current game. Each move is notated by it's distance from the center point, which is designated 0:



Moves which cause captures are notated with an asterisk ("*"). You may use the scroll bar to scroll through a move list that is too long to fit on the screen at once.

Modify Board

Selecting this allows you to edit the current board position. You will see two buttons, labeled **OK** and **Undo**. Clicking the **Undo** button restores the board position to it's unmodified state. Clicking **OK** saves your changes and starts a new game using the settings in the **Setup** menu.

EDITING THE BOARD

Below the **OK** and **Undo** buttons is a stone that will be black initially and you will notice that clicking on it changes it from Black to White and back again. You can also hold down the Shift key to temporarily change the color of the stone. When you click on an empty point you will place stones of the same color as the indicator stone. You will continue to place stones of that color as long as you hold down the mouse button. Removing stones works the same way, except you click on an occupied point to begin removing stones.

SETTING CAPTURES

If the **Setup** menu indicates that the new game will be played by **Quintette** rules, two diamond shaped controls will appear at the lower-left and upper-right of the board. Clicking and dragging up and down in these controls will change the number of captures the players have. White stones appear for Black's captures, and Black stones for White's.

PLAYING OTHER GAMES

Several other ancient games, such as GO, use a board like that used in **Quintette**. By entering the **Modify Board** mode, no restrictions are placed on the movement of stones, so GO and other games can be played between two humans. You can save your game by clicking the **OK** button and saving as usual. Of course, **Quintette** does not know how to play GO, etc. so no Move List is generated.

Turn Sound Off/On

If you would rather not hear the sound effects generated by **Quintette**, select this option. To restore the sound, select it again.

Take Back Move and Done Taking Back

Moves in the Move List can be taken back. When you select **Take Back Move** one move will be removed from the board and any captures that move caused will be replaced. The game in progress will be suspended until you select **Done Taking Back**.

EXAMPLE: You realize that the move **Quintette** just made is a killer, and you wish to replay the move before **Quintette's**. You select **Take Back Move** and **Quintette's** move disappears. It is now **Quintette's** move again but it won't move unless you select **Done Taking Back**. You wish to take back your move now, so you select **Take Back Move** once again and your move (the one you didn't like) disappears. You now select **Done Taking Back** and the game resumes. It is now your turn and you are free to select a different move.

We hope you enjoy Quintette and would be interested in hearing your comments and suggestions. Please take a few moments to become a Registered Owner by filling out the card provided and sending it to us. We will notify you of additions and updates to Quintette, which as a Registered Owner you will be entitled to at a nominal update charge.