Rhodes, version 1.0
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Rhodes is free!

I originally loaded Rhodes onto America Online. The compatibility limitations were described (as best I understand them) in the comments associated with it on that service. I know how frustrating it can be to spend the time and money to download something that just won't work with a certain hardware/software configuration. I apologize if Rhodes won't work well on your system, but I only have so much control over how it's distributed.

Also, there's just no way I can predict with complete certainty the way an application I develop will work on all systems or how it will interact with other software running on a machine. As a shareware developer, I simply haven't the test facilities available to commercial companies, and examples come to every mind of how even they often fall far short of perfection. Computer programming is, alas, still very much an art. That said, though, I'll tell you Rhodes runs very well on my IIci with both Systems 6.04 and 7.01. I would say it runs satisfactorily on my Mac Plus and System 6.05. That suggests to me a fairly wide range of compatibility. I recommend it be run on at least a 68020 machine under System 6.07 or better. You can expect less satisfactory, but probably acceptable, results with a Mac Plus or Classic.   I wouldn't consider trying it on anything less. If you do have problems, or just want to make a comment, send me a note. My address is below.

Rhodes was designed with a black and white monitor in mind. You'll get better performance on a color machine if you'll set your monitor to black and white in the "Monitors" control panel. (Of course, for absolutely optimum performance, you should get Color Rhodes. See details below.) Also, older machines handle sounds a little differently, and there is a slight pause every time you hear one. If you find that aggravating, turn the sound off.

I don't want anything for Rhodes, the black and white version. But please respect my copyright. Don't change the program; don't change these notes. Shareware companies may distribute this version of Rhodes (I mean, the black and white version), provided, of course, nothing is changed, proper attribution is made, and that the payment of shareware fees is urged (although Rhodes is free). I DO NOT consent to its distribution if customers

are charged for the program itself. The usual custom of charging by the disk, when bundled with other similar programs, is fine.

 All that's quite a prelude for what's really just a little toy. But you'd be surprised how necessary it is. Weird world!

 Okay, Rhodes is yet another maze game. The object is to get the Rhodes Scholar through the hedge maze at Oxford. (Name him whatever you want. "Bill" comes most immediately to my mind. That's what I'll call him.) But Bill is unusually dull for a Rhodes Scholar. He'll need your help to maneuever through the different levels of the maze. (Levels? Okay, so it's not real authentic.) What you want to do is see how far you can get him before he runs out of patience. If you do well enough, you might get to be a Rhodes Scholar yourself.

 Bill starts at the top of the maze and tries to get to the exit at the bottom, but he gets confused easily. If he runs into the hedge, he'll turn and try another way. (Running into hedges makes Bill impatient.) It's not uncommon for him to end up going in circles. Sometimes you have to add or remove a piece of the hedge to help him get where he wants to go. To do that, just click in the window. If a hedge is there, it will disappear; if not, it will appear. (You can't mess with the border hedges.) Adding and removing hedges, though, takes quite a toll on Bill's patience, since it's an obvious demonstration that he can't find the way himself. (Adding is quite a lot less taxing than removing. Add hedges instead of removing them if you can.) If you succeed in getting him to the exit, the next level will slide up and you'll start again. When he moves to another level, Bill's confidence grows, and so there'll be a little increase in patience, depending on the level. But, because of his now higher expectations, hitting hedges or having hedges added or removed causes greater impatience than before. When he finally runs out of patience, the game's over. If you've maneuevered him through enough levels, you'll be offered a Rhodes Scholarship of your own.

 (One thing I've noticed may require explanation. Sometimes it may seem the mouse is responding a little sluggishly when you click a hedge on or off. This really only seems to be when you're trying to click in the space Bill has decided to go next. The game won't let you do that. You have to click at least a space ahead for it to have any effect.)

 The menus aren't complicated. Under the Apple menu is the standard "About" option and desk accessories (or, whatever you have in the Apple Menu Items folder for System 7 and above).

 "New" under the File menu gets you a new game. It gets a new maze, resets

patience to 50000 and the level to one. In effect, "New" is a way to start over. If Bill isn't moving, "Go" gets him going. If he's not, the same item (now called "Stop," as you might guess) pauses him. Select "Quit" in the unlikely event you'll ever want to stop playing.

 The Edit menu is for desk accessories. It means nothing to the game.

 The first item in Options is "Rhodes Scholars." It will get you a list of the ten highest scorers. "Clear Scholars" will clear the list. You can turn the sound off and on with the last item under the menu.

 The Speed menu determines how fast Bill will move. I really meant this more to let you configure Rhodes for your system than to just vary the speed. For my IIci, (25 megahertz) I like the setting at about 6. For an fx or Quadra (no guarantes it will work on those machines), it would probably need to be slower because they're faster. For my Mac Plus, a 2 is about right. Try out different settings to see what you think's comfortable. The speed has no bearing on scoring. WARNING: For an extemely fast machine, a fast setting might be hazardous. I had to slow it down a bit because on the "Fastest" setting my IIci would outrun the Sound Manager, which caused a variety of nastiness. If you must try it at high speed (I'm talking to those with the fast machines), turn the sound off first. (Options menu)

Have fun!

ABOUT COLOR Rhodes

 I never intendedRhodes to be just a demo for Color Rhodes. I actually began it as only one of a series of C programming examples for my son, who has a Mac Plus. So it couldn't have color and couldn't require a very fast processor. As I was working on it, though, it seemed to me to be a pretty interesting game. I thought others might enjoy it, so I went ahead and finished it up with the intent of posting it on America Online.
 I'm a programmer, though, and like all programmers I hate to see a finished product. I decided to make a color version. The colorization didn't take very long, so I was once again faced with the horrible prospect of being done. Well, I added a maze editor. With Color Rhodes you can edit or delete existing mazes and add new ones of your own. Then I decided to add a little bit to the game itself. Now each level has as many as three "patience pills." (Patience pills?) Taking a patience pill makes Bill a bit more patient. How much more depends upon the color of the pill. Red calms him a little; blue, a

little more; and silver, yet more. I think it makes the game more interesting. Now, alas, I'm done. A lot of work has gone into the Color Rhodes, so I've decided to charge a little bit for it. My ventures into shareware haven't been so successful, so I'll sell it to you by mail if you're interested. Ten dollars sounds reasonable, so that's what I'm asking. That includes all postage and packaging. If you'd like a copy, send $10 to

Michael D. Speir
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Tampa, FL 33609.

(I'm "Logogrip" on America Online)

If you don't like it for any reason, I'll be glad to give your money back.

P.S. When you got this game you probably noticed its nifty little folder icon. That was done with a little utility I got from America Online called Folder Icon Maker, by Gregory M. Robbins. If you'd like to spruce up your desktop with custom folder icons, I recommend you get it. It, too, is free. You'll need to be running under at least System 7.