

Stones II v 1.0, ©1997

By Nathaniel Tagg

Boring Stuff

This game is released as shareware. You may use it for 30 days, after which you must pay the \$10 shareware fee.

Send your \$10 (Canadian or US) to

Black Plaid Software

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Guelph, ON, Canada

N1G 2E1

You can send cheques, money orders, cash, Flainian Pobblebeads, stock certificates, or damp, poorly written IOUs made out to Nathaniel Tagg.

This program may be distributed freely, as long as all contents of the folder are copied. It may **NOT** be posted to AOL (America On-Line) or Compuserve, because they've pissed me off and I don't like them. This program may not be resold or included in for-profit shareware bundles without my permission. It may not be included on CD-ROMs bundled with magazines without my permission. In short, if you charge money to get at this program, you require permission to publish it.

Permission is hereby granted to: MacFormat UK Magazine, Inside Mac Games, Pacific HiTech, and eWorld to publish and distribute this or earlier versions of Stones. They've asked, and gotten. (MacFormat DIDN'T ask, but did attempt to mollify me. IMG hasn't asked, but Tuncer puts out a really great CD mag.. pick up a subscription.)

Why shareware? Because I've worked hard on it. If you want a free version, look at Stones v1.2, which has got the same basic game.

BUT... please drop me a line! Tell me what you think, and where you got ahold of the game. Thanks to all of those who have sent my comments, both by snail mail and email... I love it. Keep on sending your rule variations, and thanks to all who have written me about Stones 1. In one case, a person sent me some stones; I'll take my \$10 in gemstones if anyone wants to send them...

The Game

I have seen this game called Mancala, Ouaré, Awele, Ayo and Kalah. I've seen it marketed under the name Arcana, and heard of a commercial version called "Sorry". I've heard it referred to as being African. Mesopotamian, East Asian, or Indian in origin, and seems to come in almost as many variations as card games do. It's so old, I doubt if I'm infringing any copyrights. (Did copyright law exist in the Code of Hammurabi?) If anyone has any historical information about this game, let me know at the adress above. I'm interested. Also, I've included only some of the variants that either I know, or people have suggested to me. If there's a variation you loved as a kid, let me know what it is and I'll try to put it in.

Acknowledgments

Thanks to Tom Andersen for being my general programming guru. I'd like to thank everyone who ever replied to my cries for help on various Mac newsgroups; the internet is actually useful sometimes. I'd especially like to thank everyone who took the trouble to send me mail, and who's letters weren't returned. And I'd like to thank all my friends for putting up with me talking about the game for so long.

I'd love to hear from you if you have any comments about this program. I can be reached at:
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