

Unite 3.0 for Macintosh

User's Guide

Downloading, Installation, and Registration

1. System Requirements
2. Downloading
3. Installation
4. Uninstalling
5. Registration

Getting Started

6. Players
7. Rules of the Game
8. Entering Moves
9. Tips on Game Play

Advanced Features

10. Saving and Playing Back Games
11. Other Boards
12. Stats & Standings
13. Preferences
14. Auto-Update

Administrivia

15. Bug Reports
16. Credits
17. References

Downloading and Installation

1. System Requirements

Unite 3.0 comes in two versions -- one for Mac OS X and one for Mac OS Classic.

The Mac OS X version requires Mac OS X 10.1 or later. The Mac OS Classic version requires any version of Mac OS up to 9.2.x.

Check <http://kevingong.com/Unite/> for the latest version.

2. Downloading

You can download Unite from the Unite web site (<http://kevingong.com/Unite/>) using any browser. Select the Mac OS X or Mac OS Classic version as appropriate for your system.

3. Installation

On Mac OS X, the file is downloaded as **Unite30X.bin**. Your browser will probably automatically convert the file to **Unite30X.dmg**. If not, double-click the **Unite30X.bin** file to convert it. The **Unite30X.dmg** file, will probably automatically be converted to mount a disk image named **Unite 3.0**. If not, double-click the **Unite30X.dmg** file to run Disk Copy to convert it. Open the **Unite 3.0** volume. You should now see a folder named **Unite**. Drag the **Unite** folder to where you want to keep it on your hard drive.

On Mac OS Classic, the file is downloaded as **Unite30Classic.hqx**. Your browser will probably automatically convert the file to **Unite30Classic.sit**.

If not, double-click the **Unite30Classic.hqx** file to convert it. Once you have the **Unite30Classic.sit** file, double-click it to create the **Unite** folder. Drag the folder to where you want to keep it on your hard drive.

4. Uninstalling

To uninstall, simply drag the **Unite** folder to the trash.

Unite saves some documents in a **Unite Data** folder in your Documents folder. You may drag the **Unite Data** folder to the trash, as well.

5. Registration

Unite is not a free program. It is shareware; the price is \$10 (US dollars). This means that you may try out Unite; if you like it and decide to keep using it, you must pay the registration fee. You can register your copy of Unite online. Go to the order page to register online:

<http://order.kagi.com/?XY5>

You can also get to the ordering page by selecting **Register Online...** from the **Command** menu in **Unite**, or by clicking the **Register Online** button on the splash screen.

For your convenience, payment is accepted in the following forms:

- Major credit cards - including VISA, MasterCard, American Express, Diners Club, Discover, and Eurocard.
- Check or money order
- Cash of all kinds - US dollars and over 30 other different types of currency including the euro and Japanese currency; currency conversion is done automatically.

Once you register, you will be sent a registration code which you enter to complete your registration. To enter your code, select **Enter Registration Code** from the splash screen or **Command** menu.

Besides being the right thing to do, registering will:

- Prevent the splash screen (with 10-second delay) from appearing during launch

- Prevent the registration reminder dialogs from coming up every 8 games.

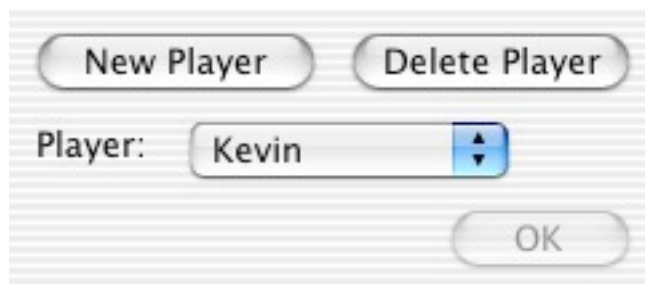
Unite has a free upgrade policy. Unite 3.0 is free to all users who registered previous versions of Unite. All future versions of Unite are free to users who register for version 3.0. Future versions will be available on the web, but they will not be sent directly to you. See the auto-update section for more details.

Getting Started

6. Players

Unite keeps track of statistics, such as games played, won, and lost. More than one user can use Unite on a single machine, and Unite will keep track of separate statistics for each player. When you first run Unite, it will ask you for your name. Enter your name, which should be no longer than 12 characters. The next time you run the program, it won't ask for your name. If someone else plays, they should change the player and enter their name. To change players, go to the **Command** menu and select **Change Player...**

This will bring up the following dialog:



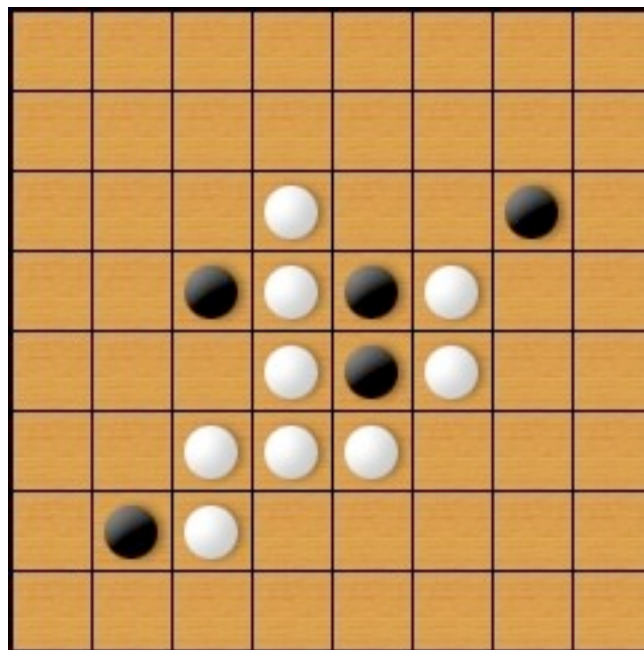
Select **New Player** and enter your name. You can switch between players by using the pop-up menu in this dialog. The current player's name is always shown on the right side of the game window.

7. Rules of the Game

Black moves first. Players take turns making moves. A move consists of moving a piece with the following restrictions:

1. A piece moves in a straight line -- up, down, left, right, or in any of the 4 diagonal directions.
2. A piece may jump over pieces of the same color
3. A piece may NOT jump over pieces of the opposite color
4. A piece may NOT land on a piece of the same color
5. A piece MAY land on a piece of the opposite color, capturing that piece and removing it from the rest of the game.
6. Most importantly, a piece must be moved EXACTLY the same number of squares as there are pieces in that line. The count of pieces includes both your pieces and your opponent's pieces.

The game is won by uniting your pieces in a single contiguous group. Diagonal connections are fine. Here is a sample winning position for white:



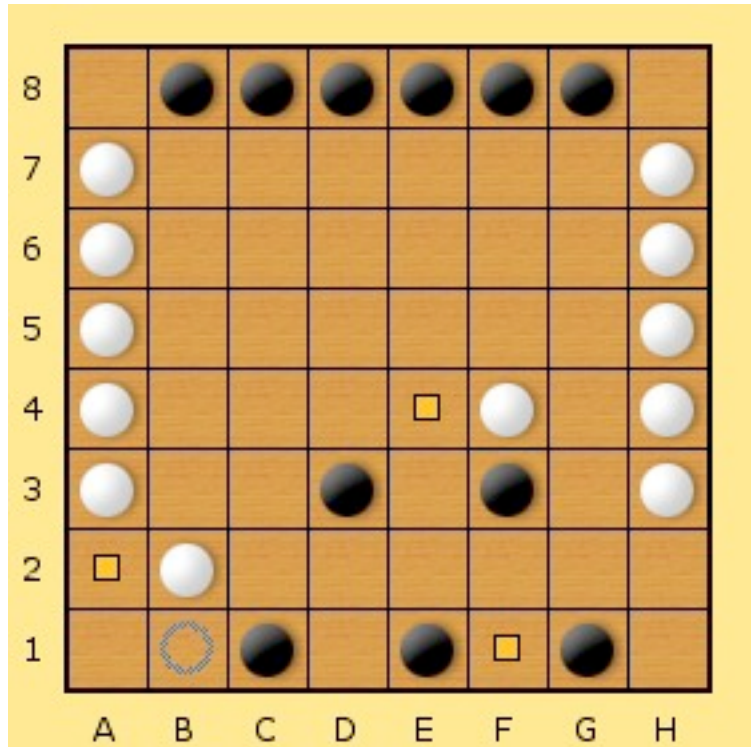
Special cases: If you have only 1 piece left, you win. If you unite your pieces, you win even if you simultaneously unite your opponent's pieces (by making a capture).

8. Entering Moves

Before you begin, select **1 Player** under the **Options** menu to play against the computer or **2 Players** to play against another person.

If you are playing against the computer, select the skill level under the **Level** menu. The amount of the time the computer takes per move is dependent on both the level selected and how fast your computer is. On more recent Macintosh computers, the computer makes a move instantaneously on all levels except **Master**, where it takes a few seconds.

Click on a piece and drag it to where you want to move it. If you have **Learn Mode** on (under the **Options** menu), then whenever you click on a piece the computer will tell you which squares you can move to:



Here, the black piece at B1 can move to A2, E4, or F1.

9. Tips on Game Play

Capturing moves are neither inherently bad nor good moves. While it is true that the fewer the pieces you have, the fewer you need to connect, it is also true that if your opponent has more pieces, it is easier for them to block you from connecting. Keep both of these aspects of capturing in mind when deciding whether to do so.

Try to block your opponent's pieces so that they cannot connect, while at the same time not letting your pieces get blocked.

Try to connect your pieces in multiple ways. If you connect your pieces in a straight line, it is easy for your opponent to break the connection by capturing a single piece.

It is generally a good idea to try to control the center of the board. Bear

in mind that control may be fleeting if you move to the center too soon -- it will be easy for your opponent to capture pieces in the center at the beginning of the game.

Advanced Features

10. Saving and Playing Back Games

You can save a game in progress by selecting **Save** from the **File** menu.

You can load a saved game by selecting **Open** from the **File** menu. Once you have loaded a game, it will be displayed from the starting position. You can replay the game to the last position by selecting **Replay To End** under the **Commands** menu. Or you can replay a move at a time by selecting **Replay Next** over and over again. Once you have replayed the moves, you can resume the game.

11. Other Boards

You can play the game on one of 4 different boards. Select a different board by selecting it from the **Board** menu.

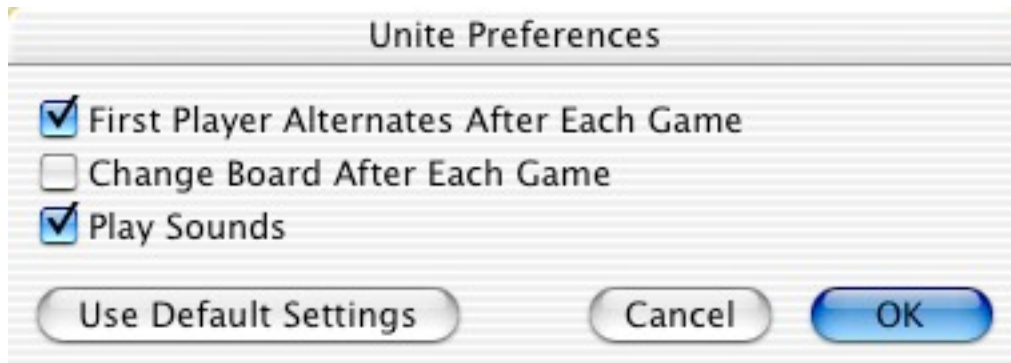
The blacked out squares in the board do not affect the count of pieces when determining legal moves. You may jump over a blacked out square, but you cannot land on one.

12. Stats & Standings

The computer will keep track of how you fare against each skill level and against each board. To see how you've done, select **View Statistics** under the **Command** menu.

To see how you've done compared to other players on your machine, select **View Standings**.

13. Preferences

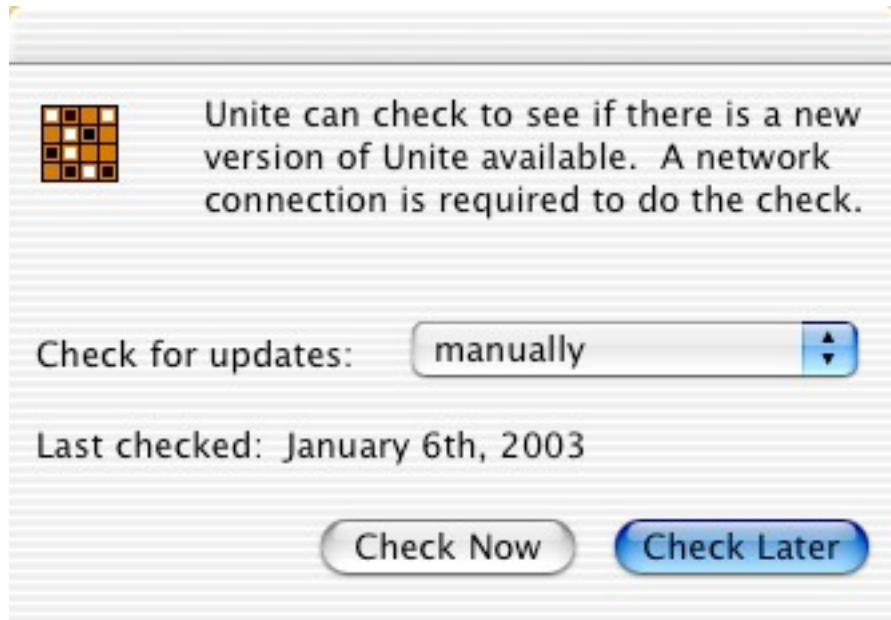


On Mac OS X, select **Preferences** under the **Unite** menu to change the preferences. On Mac OS Classic, select **Preferences** under the **Options** menu.

14. Auto-Update

The Mac OS X version of Unite can automatically check for new versions. Unfortunately, the Mac OS Classic version does not have this feature.

To check for a new version, select **Check for updated software...** under the **Commands** menu. The following dialog will appear:



If you select **Check Now**, Unite will check to see if there is a newer version of Unite than the one you are currently running. A network connection is required to do the check. After a few seconds, it will bring up a dialog telling you if a new version was detected. If a new version is available, then you are given the option of installing it now.

Alternatively, you can change the pop-up menu selection from **manually** to a duration of **every month, every 2 months, 3 months, 4 months, or 6 months**. Then select **Check Later**. Unite (when it is running), will then automatically check for updates after the appropriate duration and notify you when a new version is available. It is recommended that you only choose this option if you have a persistent connection to the Internet.

Administrivia

15. Bug Reports

If you would like to report bugs, request new features, or give user interface suggestions, please visit <http://kevingong.com/Unite/>. Once at the page, click on **Bug Report** and fill out the form. Thanks!

16. Credits

Engineering: Kevin Gong

Artwork: Yumie Sonoda

Unite 3.0 Testing: Dean Blackketter

Testers of previous versions: Gary Anderson, James Best, Joe Chung, Richard A. Fowell, Cliff Gong, Jennifer Gong, Sven Guckes, Randy Huang, David Jellinek, Toby Knieval, Kristin Lawson, Joon Song, and David Welch.

Unite is based on the game Lines of Action by Claude Soucie.

17. References

You can find links to web sites related to Lines of Action on the Unite web site at <http://kevingong.com/Unite/>.

You can read about Lines of Action in the book **Sid Sackson's Gamut of Games**.

You can contact me via email at kevin@kevingong.com.