

## WinFive (TM) Help

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You can play WinFive on the WWW:

<http://cad.bu.edu/winfive>

Latest versions can be downloaded from that site.

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## Registering and Ordering WinFive (TM)

If you own a shareware copy of WinFive you can register your copy and obtain a [registration code](#) for **\$7.00**. This code will be either mailed to you on a postcard or e-mailed, depending on your request. Registration entitles you to receive future upgrades of WinFive.

Individual copies of WinFive (TM) on diskette can be ordered directly from Winning Strategies Corporation. Total cost including shipping and handling is **\$10.00** for US and Canadian addresses and **\$15.00** for overseas customers.

A registration code is generated for a given user name, so please specify a [Registered User Name](#) when ordering. To obtain a registration code or a copy of WinFive, please send your payment together with your address and a User Name to:

[Winning Strategies Corporation](#)  
[36 Wayne Road](#)  
[Needham, MA 02194](#)  
[Phone: \(617\) 449-3080](#)

We can accept checks and money orders (MUST be payable through a US bank). Purchase orders are accepted from major companies, governments, and universities. Massachusetts residents add 5% sales tax.

You can use the following order format:

User Name: \_\_

Address: \_\_

Request: \_\_ registration code or \_\_ WinFive(TM) diskette

Delivery (for registration codes only): \_\_ e-mail sent to address: \_\_  
\_\_ postcard

Total amount included: \_\_

## **Rules of the Game**

The game is played by two participants: you and the computer, or you and another person. One player uses **X**'s while the other player uses **O**'s. The players take turns placing their respective symbols on the board. The game begins with **X** going first. The objective of the game is to place 5 symbols of the same type in adjacent spaces along a horizontal, a vertical, or a diagonal line.

## **Starting a New Game**

You can play WinFive on the computer in one of the following three ways (see Game Type):

- you can play **X**'s and the computer will play **O**'s;
- you can play **O**'s and the computer will play **X**'s;
- you can play with another person.

You can begin a new game even before you have finished the current one. (Thereby ending the current game.)

To start a new game press this button:



The type of the next game will be determined by the current Game Type selection.

## Game Type

The type of the New Game is set in the Game pull-down menu option and can be one of the following:

- you always play the same symbol against the computer:
  - you always play **X**'s or
  - you always play **O**'s;
- your symbols alternate from game to game;
- you play a match against the computer;
- two people play against each other.

The match is terminated when a new type of a game is selected from the Game menu.

## Game Levels

Game levels can be set by using the Level pull-down menu option. Nine different levels from 1 to 9 are available to choose from. The levels can also be set by pressing a corresponding numeric key on the keyboard or by using the up/down buttons that are located next to the current level indicator:



Levels can be changed during the game so that the computer will make different moves at different levels.

**Note:** It takes the computer longer time to return a move when it plays at a high level, especially at a level above the 8th. A user may experience noticeable delays when playing on a slower computer.

## **Taking a Move Back**



This button sets the game back to what it was before the last human player's move. If the computer is not involved in the game (i.e., the game type is human vs. human), or the Manual or Planning mode is in effect, only the last move of the last player is removed. This button can be pressed several times in a row.

## **Computer Advice**



When this button is pressed, the computer suggests the next move to you. You can either accept or reject the computer's advice. If this or any other button is pressed when a hint is displayed, or the player makes a move, the hint is automatically removed.

**Remark:** The computer gives its advice based on a currently selected level. You will usually be able to beat the computer if you request the advice from it at a **higher level** than the one the computer uses for its own moves.

This option is very helpful for learning to play WinFive.



## **Planning Mode**



This button activates the Planning mode. In this mode all moves for both sides are made by the player. The computer makes no response. Upon exit from this mode all moves made while the mode was active are erased and the game resumes from the position that existed prior to the activation of this mode.

This mode is useful for testing alternative strategies in response to possible future moves of the other player.

To exit from the Planning mode press this button:



## **Manual Mode**



This button activates the Manual mode. In this mode you may set up the board by placing any number of symbols in any set of squares on the screen. The game will begin from this arrangement upon leaving this mode.

To exit from the Manual mode press this button:



## Other Options

### **File pull-down menu:**

You can save a game in its current state to a file by selecting the **Write Game into File** option. You can restore a previously saved game by selecting the **Read Game from File** option.

### **Options pull-down menu:**

you can **Change Board Size** at any time during the game. The following range of sizes is available: 13 x 13 to 35 x 35. The default size is 15 x 15 squares. If you select a resizing option in the middle of a game to a greater number of squares, that game will be resumed on the larger board. If the new board size is smaller than the area currently being used, the current game may have to be ended before the resizing.

When a game is resumed on an enlarged (or smaller) board, it will automatically be centered. A position can be centered on the board without resizing if the option **Center Current Position** is selected.

All other options are self-explanatory.

First player's icon. This player is always a human.

Second player's icon. This player is either a computer or a second human.

First player's symbol.

Second player's symbol.

First player's score.



Second player's score.

First player's timer.

Second player's timer.

This button ends Planning and Manual modes.

