

*1#2\$3+4K5 Contents

Welcome to Flip-It

This is my first venture into C++ programming in Windows. The game that you see here is the result of several months of long evenings spent huddled over my keyboard. As such, I dedicate this game to my wife, Jennifer, and my son, Justin, who had to put up with me during this project.

I sincerely hope that you enjoy this game as much as I did writing it.

Choose an object to get help on:

{bml main.shg}

[Technical Support](#)

1BuildAll
2CONTENTS
3CONTENTS
4index:00001
5;Contents;Welcome;Contents;

*6#7\$8K9 **Support**

I may be reached for technical support, questions, answers, and comments via CompuServe.

My account number is 73043,507. Please send all messages as e-mail or as a message in the WUGNET forum.

6BuildAll
7SUPPORT
8SUPPORT
9;Support;

*10#11\$12K13 **Cheat**

Cheaters never prosper, unless they are playing Flip-It. Cheaters must still be able to flip at least one of their opponents pieces.

Try it out, you'll love it!

10BuildAll
11CHEAT
12CHEAT
13;Cheat;

*14#15\$16K17 **Exit**

Selecting this command will exit Flip-It.

14BuildAll
15EXIT
16EXIT
17;Exit;

*18#19\$20K21 **Game Menu**

The game menu enables you to start a new game, save your current game or restore a previously saved game.

See Also

[New](#)

[Open](#)

[Save As](#)

[Exit](#)

18BuildAll
19GAME_MENU
20GAME MENU
21;Game Menu;

*22-#23\$24|K25 **New**

Selecting New from the game menu will start a new game. A new game will also be started if the size of the board is changed or if the difficulty level is changed.

See Also

[Preferences](#)

22BuildAll
23NEW
24NEW
25;New;

*26#27\$28K29 **Preferences**

This allows customization of the current game for your personal taste.

If you check the "Make Default Setting" box, the current preference will be used when Flip-It is run.

Note:

Changing the board size or difficulty will start a new game.

See Also

[New](#)

26BuildAll
27PREFERENCES
28PREFERENCES
29;Preferences;

*30#31\$32K33 **Open**

Displays a list of all the previously saved games. Choosing one will restore the board to the way it was when that game was saved. Perfect for when the boss leaves the room!

See Also

[Save As](#)

30BuildAll
31OPEN
32OPEN
33;Open;

*34, #35, \$36, K37 **Save As**

Displays a list of all the previously saved games. Type in a name to save the game. Choosing an existing name will overwrite that game with the current game. Perfect for when the Boss enters the room!

See Also

[Open](#)

34BuildAll
35SAVE_AS
36SAVE AS
37;Save As;

*38#39\$40K41 **Help Menu**

This menu contains two options, the Contents command (which displays this help file) and the About command, which displays the Flip-It about screen complete with version number and author's name (hey that's me!)

38BuildAll
39HELP_MENU
40HELP MENU
41;Help Menu;

*42#43\$44K45 **Hint**

When you ask for a hint, the computer tries to determine the best move that you could make, and makes it for you.

42BuildAll
43HINT
44HINT
45;Hint;

*46#47\$48K49 **How to play**

Flip-It is very similar to the "Reversi" game that shipped with Microsoft Windows 3.0.

A valid move is indicated by the cross-hairs instead of the normal mouse cursor. The player with the most pieces on the board at the end of the game is the winner.

The status bar at the bottom of the window indicates whose turn it is, and the lower right corner indicates the current score.

Strategy Tips

Play the game strategically. Place your pieces on the board where they are least likely to be changed by your opponent.

The four best moves are in the corners of the board. Once a piece has been placed in a corner, it cannot be changed. The sides of the board are the next best area to go. It can be extremely difficult to change a piece that has been placed on the side.

46BuildAll
47HOW_TO_PLAY
48HOW TO PLAY
49;How to play;

*50#51\$52|K53 **Options Menu**

This menu lets you choose special options to modify the current game. You can undo a bad move, request a hint, cheat (shhh!) or set preferences for the current game.

See Also

[Undo](#)

[Hint](#)

[Cheat](#)

[Preferences](#)

50BuildAll
51OPTIONS_MENU
52OPTIONS MENU
53;Options Menu;

*54#55\$56|57 **Undo**

This is the oops command! It gives you a chance to correct a bad move before your opponent can take advantage of it.

The Undo command will only undo the last human move. If you are playing the computer, this means that you can take back your move after the computer has moved!

54BuildAll
55UNDO
56UNDO
57;Undo;

*58#59\$60K61 **Status Bar**

The status bar contains the name of the current player, either White or Black.

On the right hand side is the scoreboard. When the game is over, the pieces are not tallied until after the Game Over message has been closed.

```
58BuildAll
59STATUS_BAR
60STATUS BAR
61;Status Bar;
```

*62-#63 **valid move**

A valid move will change at least one opponent's piece. It is accomplished by enclosing one or more of your opponent's pieces between yours. The mouse cursor will change to cross-hairs when you have a valid move.

