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How to Play BackGammon

Backgammon is probably thousands of years older than Chess. Together with Parcheesi it probably evolved from the practice of scoring the rolls of dice by moving a token along a track. About 1925 backgammon spurred into new popularity in the United States, due probably to the introduction of the doubling rule, which gave added scope for skill as well as "pepping up" the tempo of play.

Backgammon is played exactly as you would play it on a board. The object is to move all your pieces around the board and onto your home. The moves are governed by the roll of the dice. You are always white and the computer is black. White moves counterclockwise and white's home is in the lower right corner of the board. Two pieces of the same color form a block on a point and the opposite color may jump over the block but not land on it. Moving onto a point occupied by a single piece of the opposite color will bump that piece onto the bar. You must clear your bar, by moving onto an empty point in the quadrant farthest from your home, prior to moving any other pieces. If you have a move, you must take it even if it is not advantageous to do so. You must have all your pieces in your home quadrant before you can begin to move the pieces off the board. A piece may be removed when it rests on a point whose number shows on either die, or the die is higher than the highest occupied point.

Position the mouse over the dice to roll. One white die and one black die is an indication that the game is in-between plays, otherwise the die will be the color of player who is moving. At the end of your turn you must roll the die for black. When black has stopped moving roll the die to initiate your turn. The computer will check your moves for signs of cheating.

To use the doubling cube, simply click on the cube while it is your turn. The cube will change to white and indicate the current bet. If black wants to double, you will be asked if you accept. To undo your last move select the Undo Move command from the play menu. The pieces and the die will revert back to the positions and value that they had when you rolled the die. You can save a game in play and continue it later by using the commands under the Play menu.

GOOD LUCK

How to Play Bowling

Bowling is played just like you would play it at the bowling alley. To create your own score card use the CREATE NEW PLAYER in the Play menu. When you select a new player you must start a new game even if there is an unfinished game on the scorecard.

CONTROLS:

Use the mouse to align the ball in the alley.

First mouse click will start the speed pointer traveling to the left.

Second mouse click will set the ball speed and begin the speed pointer traveling back to the right.

Third mouse click will stop the pointer and will set the spin on the ball. The pointer to the left of center will curve the ball left and the pointer to the right of center will curve the ball right.

GOOD LUCK

How to Play Viper

The object of the game is to direct the snake to an apple before the timer runs out. When all the apples are cleared from the board, you advance to the next board. On the last board of the set you advance to the next level and start at board #1.

Remember **YOU ARE THE SNAKE.**

CONTROLS:

Left Mouse: Turn left.
Right Mouse: Turn right.
Left Arrow: Turn left.
Right Arrow: Turn right.
Up Arrow: Continue.
Down Arrow: Pause.
Page Up: View next board.
Page Down: View Previous board.
Pause Key: Pause.

Scoring is a function of level and board number. Bonus points are awarded when you successfully exit the board based on the length of your snake.

GOOD LUCK

How to Play Aliens

The object of the game is to shoot down all of the aliens before they can land on your planet. As they descend their rate of descent increases. The aliens drop bombs at an increasing rate as the level of play increases.

CONTROLS:

Mouse movement: Move the launcher left and right.

Left Mouse: Fire bullets.

Left Arrow: Move launcher left.

Right Arrow: Move launcher right.

Up Arrow: Fire bullets.

Down Arrow: Toggle game pause.

Pause Key: Toggle game pause.

Scoring is based on the current wave and the speed of the aliens.

GOOD LUCK

How to Play Patriot Missile

The object of the game is shoot down all of the scud missiles before they can destroy your cities. As the level play increases the number of incoming missiles increases and their rate of descent also increases. A longer reload time makes the game more difficult.

CONTROLS:

Mouse movement: Move the missile aim point.

Left Mouse: Fire patriot missiles.

Right Mouse: Toggle between missile sites.

Down Arrow: Toggle game pause.

Pause Key: Toggle game pause.

The indicator below each missile shows the reload status of each missile site.

Red indicates reload in progress.

Green indicates launch ready.

The white concentric circle indicates which missile battery is selected.

The score is based on the level of play, the reload time, and the remaining cities.

GOOD LUCK

How to Play Reversal

The object of REVERSAL is to put the random numbers into ordered sequence 1 through 9 in the minimal number of turns.

Place the pointer over a number and click. That number and all numbers to the left of it will be placed in reverse sequence. Continue to choose numbers until you have achieved the 1..9 ordered sequence and won the game.

GOOD LUCK

How to Play Memory

The object of MEMORY is to repeat the sequence generated by the computer. The speed with which the blocks are displayed increases with the number you correctly get. At the intermediate level two new blocks are added after each successful repeat. At the advanced level 3 new blocks are added after each successful repeat.

Click on the block or use the number keys to repeat the sequence.

GOOD LUCK

Ordering Information

The software you have downloaded is DEMOWARE. As DEMOWARE it is a complete working copy of the original, with the restriction that after you have sampled the software a limited number of times, it will no longer load. The registered version of the software will allow unlimited use and will not display the registration warning when it loads.

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All games are designed to operate on any system which is running Windows 3.1. Game speeds are independent of processor speed.

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Double Oak Software
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Registered users will receive all of the following titles.

TITLE

War

Old Maid

Match It(Concentration)

Viper

Aliens(Space Invaders)

Missile(Missile Command)

Reversal

Memory(Simon)

Backgamn(BackGammon)

Go Fish

Bowling

MEMORY

Improve your short term memory while enjoying hours of entertainment. Just like Simon you played as a kid. Repeat the sequence of colored buttons as they randomly light up. Starts out easy but quickly builds to challenge even the best memories. Choose from three different levels of play. A quick and easy game which can bring hours of delight.

MISSILE

THE RUSSIANS ARE COMING!! THE RUSSIANS ARE COMING!! Quick, man your patriot missile batteries and stop the red horde from destroying the heartland. Timing and speed are critical. You must select the appropriate battery to engaging the incoming warhead based on warhead closure rate, missile speed, and intercept distance. Use your batteries wisely because they do take time to reload and you dont want to be caught with incoming warheads and not missile on the rails. Watch your batteries track your aiming sight as you seek to engage the warhead posing the highest threat. Incoming warheads increase in speed and frequency as you destroy each subsequent wave.

ALIENS

Our version of the arcade classic Space Invaders. Includes arcade graphics and sound. Aliens are advancing on the Earth and you are the only one who can stop them. Position your laser and fire away. Use caution because these aliens will fight back with bombs of their own. You can move quickly to avoid the return fire or hide behind one of your shields. Alien speed increases as they approach the Earth so work quickly to destroy them all before they land. When you have destroyed one wave maintain you vigilance because more aliens are approaching with increased speed. Good Luck, we are relying on you to save us.

VIPER

A classic arcade game with lots of action and sound. Start out easy with no obstacles and a short viper. You direct your viper around the playing board to gobble up the apples one by one. As you eat apples your viper grows, take care not to run into yourself! If you fail to remove an apple before the timer runs out the speed of your viper will increase and more apples will be added to the board. When you have successfully removed all the apples you will advance to the next board which contains a different obstacle pattern. When you have negotiated all of the boards on your level your viper will begin over again on the next level at higher speed. Pause the game to give yourself a short rest or save it and continue at another time. Design your own boards to add to the 29 provided or create an entire new board set of your own unique design. Unlimited challenges and timeless fun for all ages.

BOWLING

The same game you would play at the alley. You control the placement, speed and spin of the ball. Pin spacing is set by you so you can adjust the difficulty of the game. The computer will automatically keep your score so you can keep your mind on the game.

BACKGAMMON

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WAR

A simple two player card game for children. You face of against the computer showing a single card at a time. The high card takes both cards. Play continues until one player holds the entire deck. Select auto play and watch the computer take control of both hands and try to beat itself at its own game.

OLD MAID

A card game for 2 to 4 players. A single queen is discarded from the deck and the rest of the cards are dealt out to the players. Each player in turn draws a card from the player to his left and discards any pairs he has. The player who has the odd queen at the end of the game is the Old Maid. Turn on auto play and watch the computer play all hands.

GO FISH

A card game for 2 to 4 players. The same game you played as a kid. Now you can have fun without having to find someone to play with. You play against 1 to 3 players controlled by the computer. Try to remember what the other players ask for so you can get a jump on them when your turn rolls around. Two levels of play to challenge you as your skill increases. Auto play lets you take a break and watch the computer play all hands. You'll remember the fun you had when you were a kid.

MATCH IT

Our version of the classic game of Concentration. Match the pictures under the tiles. Try to beat the clock, try to clear the board with the minimum guesses, or try to both. Two levels of play to challenge you as your memory improves. Multiple sets of pictures to choose from to keep the game interesting through hours of play.

REVERSAL

A mind game to challenge everyone's intellect. The object of REVERSAL is to put the random numbers into ordered sequence 1 through 9 in the minimal number of turns. The solution is not always obvious and random number generation will keep you guessing.

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