Board Games For II

Instructions

Copyright (c) 1994 WinGames Inc

Buttons
Remote Connections
Settings
Games
Registration
Registration Form
Whats Disabled

Buttons

Start A New Game ~ Pressing one of the following buttons starts a new game. If you are connected to a remote opponent, pressing one of these buttons starts a new game on both players boards. If you are playing Chess, the player who presses the button will play on the white side of the board.

Starts a New game of Chess.

Starts a New Game Of Checkers.

Starts a New Game Of Backgammon.

Starts a New Game Of Goban.

Remote Connections ~ Pressing one of the following buttons, toggles a remote connection on and off. To start a remote connection press the button of the type of connection you want. To stop a remote connection, press the same button again. If a button will not stay depressed, then go to the Settings and make sure all settings are correct.

Wait for someone to dial in, and make a connection.

Make a connection over a network.

Dial out and make a connection.

Game Information ~ The following four buttons are used to view and configure game information.

Toggles the Settings screen on and then off.

Displays these Instructions.

Toggles the About Screen on and off.

Exits Board Games For II.

Remote Connections

Starting a Remote Connection ~ To establish a remote connection, simply press the appropriate remote connection button. The information entered in the Settings screen will be used to establish the remote connection requested.

Waiting To Connect ~ After pressing the remote connection button, a Metronome will appear at the bottom of the screen. If the Metronome does not appear or the remote connection button will not stay depressed, check Settings and make sure all appropriate settings are correct.

The Metronome shows that you are trying to establish a remote connection. The Metronome will continue to be displayed until the remote connection is made. Once the remote connection is established, the Metronome will be replaced by a symbol of the current connection type, and the remote message windows will be displayed.

Connection Established ~ Once a remote connection has been established you may start a new game or send a message to your opponent using the message windows.

To send a message, type in the left message window and hit the return key. When you receive a message from a remote opponent, the current connection symbol at the bottom of the screen will flash to indicate receiving a new message.

If for some reason, a connection fails, Board Games For II will return you to two player mode.

Stopping a Remote Connection ~ To stop waiting for a remote connection or to disconnect after a remote connection has been established; simply press the same remote connection button, used to start the connection, again. This will end the remote connection immediately and return you to two player mode.

Settings

Network Setting ~

Network Path To Connect With ~ Enter the complete path (Drive:\Path) of a directory on the network both players have write access to . Both players must enter the same path.

Dial Out Settings ~

Dial Out Phone Number ~ Enter the complete phone number (digits only) of the number you want to call.

Dial Out Initialization String ~ Enter a string that will be used to initialize your modem before it dials out. This string must include all of the following.

AT	Modem attention command
E0	Disable command echo
Q1	Disable response codes
&C1	Enable carrier detect recognition
&D2	Enable DTR recognition

Dial Out Prefix ~ Select the type of prefix needed for your phone line. ATDT is for touch tone lines, and ATDP is for pulse lines. If you require a special prefix select none and add the special prefix to the beginning of your Dial Out Phone Number.

Dial In Settings ~

Dial In Initialization String ~ Enter a string that will be used to initialize your modem before someone dials in. This string must include all of the following .

AT	Modem attention command
E0	Disable command echo
Q1	Disable response codes
&C1	Enable carrier detect recognition
&D2	Enable DTR recognition
S0=2	Enable auto answer

Serial Port Setting ~

Serial Port ~ Select the serial port to use when either dialing out or waiting for someone to dial in.

Baud Rate Setting ~

Baud Rate ~ Select a baud rate to operate at. Since only small amounts of data are being exchanged, high speeds are not necessary.

Games

Overview
Rules

Overview

Board Games For II was designed to be as close as possible to actually playing on a real board. Wherever possible, the computer was kept out of the design and the human element in. Only mundane tasks, like removing captured pieces or setting up the board, have been automated. This way, you still have the excitement of making a triple jump or playing by your own rules. The result is a true simulation of each of these classic yet timeless board games.

Two Player & Remote Game Playing ~ Whether you are on the same machine, or remotely connected, all aspects of playing any game are exactly the same. The only difference being, in two player mode, one player is blue, and the other is red, and when you are connected remotely, both players use blue.

The Main Screen ~ The Board Games For II main screen consists of a button bar at the top, the game board in the middle, and a message and status area at the bottom. The game board is where all the action takes place. The right side of the game board is considered the blue side, while the left is considered the red side. The message and status part of the screen is used to display remote messages, shows the status of a remote connection, and show which player should move next.

Moving Pieces ~ To move any piece once a game has been selected, simply move your mouse cursor over the piece, click and hold a mouse button, move it to where you want it, and let go. This is true for captured as well as active pieces, so if you make a mistake or an illegal move, simply correct it by moving the piece again.

Rules

- Chess
- Backgammon
- Checkers
- Goban

Rules Of Chess

Object ~ The object of the game is to capture your opponent's King or get it in a position where the King cannot move to a space where it is not threatened by one or more of your pieces. If it is obvious before this point, that there is no chance of avoiding defeat, you may resign. If neither of you can keep your opponent's King in Checkmate, you may end in a stalemate.

Begin ~ The player whose King is on a white square starts the game by making the first move.

Moves ~ .All pieces move to unoccupied squares, with the exception of a capture. A capture is when your piece takes the square of an opponent's piece, which is removed from the board. All captures are optional, except when necessary to avoid Checkmate.

...Pawn ~

The Pawn ~ moves one square at a time straight forward, except when it is capturing. A Pawn captures with one diagonal move. A Pawn may also move two squares straight forward on it's first move only. If a Pawn exercises this option, an opposing pawn, situated on the fifth square of an adjoining row, may capture it by moving onto the square which the Pawn has skipped over just as if it had stopped there.

...Rook ~

The Rook ~ moves only horizontally or vertically for any number of squares, but can't move over another piece.

...Knight ~

The Knight ~ moves any one of the following combined moves: one square forward and two to the left, one square forward and two to the right, two squares forward and one to the left, or two squares forward and one to the right. These moves are only horizontal and vertical, not diagonal. The Knight's move may pass over any other pieces in it's path.

...Bishop ~

The Bishop ~ moves only on diagonals, for any number of squares, but can't move over another piece.

...Queen ~

The Queen ~ moves any direction for any number of squares, but can't move over another piece.

...King ~

The King ~ moves only one square in any direction, but may not move into Check. The King may also participate in a move called Castling. Once a game, each player has the privilege of Castling, or moving the King two squares, either to the right or the left, and placing the Rook, toward which the King moved, on the square over which the King has passed. Castling can be done only when there are no intervening pieces, neither the King nor Rook has previously moved and the King is not in Check. The King may never move over the square an opposing piece is occupying.

Rules Of Backgammon

Object ~ The object of the game is to be the first to remove all your pieces from the board.

Begin ~ Both players roll the dice, whoever rolls highest starts the game by making the first move.

Moves ~ .Each move begins with a roll of the dice, unless you are doubling the cube. The cube is used to keep a running point total for the game. If a player doubles the cube and the opponent refuses, the game ends and the player who doubles receives the amount of points shown on the cube. After you roll the dice, one piece may be moved for both numbers or two different pieces may be moved. Doubles may be moved by four pieces, two pieces or one piece four times. The blue pieces move counter-clockwise to the bottom right quadrant of the board, the red pieces clockwise to the top right quadrant. If two or more of an opponents pieces are on a point, that point is blocked and your piece may not move onto the point. If a player is blocked from moving onto all points available from both numbers on the dice, the player loses the turn. If one of an opponents piece's is on a point available from your roll of the dice, you may move onto the point and send the opponents piece to the center bar. A piece on the center bar must reenter the board on an open point in the opponent's home quadrant. When all your pieces are in your home quadrant, you may begin removing pieces from the board according to the dice thrown. You can either move a piece or remove a piece from the board. When the numbers on the dice thrown are higher than any of the points you have pieces remaining on, a piece from the highest point may be removed. If one of your pieces is sent to the center bar, the piece must reenter in the usual way, move back around the board to your home quadrant, before you can continue removing pieces.

Rules Of Checkers

Object ~ The object of the game is to capture all of your opponent's pieces or block your opponents pieces so they cannot move. The player making the last move wins.

Begin ~ .After you and your opponent decide who goes first, that player starts the game by making the first move.

Moves ~ .All pieces move forward diagonally one square at a time. If a piece makes it to the far end of the board, it becomes a King and is crowned. Now the piece may move diagonally in any direction. A capture is when your piece jumps over an opponent's piece to a vacant square. The captured piece is then removed from the board. Jumps may be done in series, capturing more than one piece, during a player's turn. If you do not make a move to capture an opponents piece when possible, your opponent may remove your piece and it does not count as your opponent's move.

Rules Of Goban

Object ~ The object of the game is to be the first to place five of your pieces in a row, either horizontally, vertically or diagonally

Begin ~ .After you and your opponent decide who goes first, that player starts the game by making the first move.

Moves ~ .A piece may be placed anywhere on the board, where there is a vacant square.

Registration

When You Register ~ You will receive the latest version along with instruction on how to play a number of variations of these classic games. All in all there are 10 different games you will be able to play. They will come in a unique carry case along with complete installation instructions. Register now and receive a FREE future update without obligation.

How Do I Register ~ Simply print and then fill out the REGISTRATION FORM

BOARD GAMES FOR II
REGISTRATION FORM

NAME:_____

ADDRESS:_____

CITY:_____**STATE:**_____**ZIP:**_____

Where Did You Get BGF2

From A Friend

From A BBS

Name:_____

Number:_____

From A Store.

Name:_____

_____

Send $14.95 To:

WinGames.Inc

3905 Sandia Plano, TX. 75023

What's Disabled

After All This Is Shareware ~ So that we can hopefully continue to bring you these wonderful products we are charging a nominal fee for the complete Board Games For II.

This is $14.95. A fair price considering that when you share the cost with a friend each game costs you about $1.80 apiece. And just try to find another product that provides two player, network, and modem play.

To help you get familiar with the product we have provided you with this version of Board Games For II.

This version will only let you play Checkers. While you can look at the other boards and do things like rolling the dice, you can not move the pieces. You can however play Checkers either with a friend, over a network, or using a modem. This way you can see just how easy and fun Board Games For II is.

When you get hooked (and we know you will) simply fill out the registration form for Board Games For II and we will rush you a complete set of disks for you and a friend in a handy carry case along with complete installation instructions .