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What is Multimedia Games?

Multimedia Games is a collection of puzzles, strategic board games, action games, as well as gambling games. These games are designed to challenge and entertain players. Each game selected in this version is implemented with amusing sound effects, which makes playing computer games more fun.



Boule

What is Boule?

Placing Bets in Boule

Throwing the Ball in Boule

What is Boule?

Boule is a popular gambling game that tests your luck. It is played in two stages: placing bets and throwing the ball.

Placing Bets in Boule

At the start of the game, you have \$100. To place a bet, drag the chip from the chip source to the target area on the betting layout. Before dragging the chip, you can adjust its value by clicking the up arrow or down arrow located to the right of the chip.

You can continue placing chips until no open areas are left on the layout or until you run out of money.

After you have placed a chip on the layout, you can drag it to another area, drag it back to the source, or change its value by dragging it to the source and then adjust its value.

Throwing the Ball in Boule

After you have placed one or more chips on the layout, the Throw button is enabled, and you can throw the ball at any time by clicking this button. When you click the Throw button, the ball rolls around the bowl, and eventually comes to rest within one of the eighteen indentations near the centre.

When the ball has stopped rolling, result of the throw is displayed at the top of the screen. The computer then removes all chips for losing bets and pays all winning bets according to the following guidelines:

- *Single number bet* gets a payment of 7 to 1
- *Characteristic bet* (high, low, even, odd, red or black) gets a payment of 1 to 1

Winning bets are paid by adding the amount won to the current value of the chip, which is left in its present location on the layout. The new total is shown at the bottom of the screen.

If your total is down to \$0, the game is terminated. You can then start a new game by choosing the New Game command from the Game menu.



Sliding Tile

What is Sliding Tile?

Starting Sliding Tile

Arranging the Sliding Tiles

What is Sliding Tile?

Sliding Tile is a puzzle to test your observation and challenge your problem solving technique. Players are asked to rearrange a set of scrambled tiles into its original pattern.

Starting Sliding Tile

When you run Sliding tile, you see 25 blank tiles. To start playing, you must choose one of the four Puzzle commands (Puzzle 1, Puzzle 2, Puzzle 3, Puzzle 4) from the Game menu. Each of these commands draws a different pattern on the tiles.

After you have chosen a Puzzle command and have observed the original pattern, choose the Scramble command from the Game menu. The program removes one of the tiles and randomly rearranges the remaining tiles.

Arranging the Sliding Tiles

You arrange the scrambled tiles back to its original pattern by clicking any tiles that adjoin the empty space. When you finally solve the puzzle, the program restores the missing tile, and you can see the original pattern again. You can now choose another Puzzle command to arrange another pattern.



Master Dice

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What is Master Dice?

When Master Dice starts, it generates a random arrangement of the numbers 1 through 6, which it keeps hidden from the player. The objective of the game is to master this sequence in as few attempts as possible. Each number in the hidden sequence occurs one time only. e.g. 4 2 5 3 1 6

Making a Guess in Master Dice

You make your guess by dragging each of the dice from the top of the window to a position within the first available row. You can freely rearrange the dice as often as you want. When you are satisfied with your arrangement, click the Next button or press Enter.

The Computer's Response in Master Dice

After you clicked the Next button, the computer displays a die in the column under the Next button. The number shown on the die indicates the number of dice that you positioned correctly in the current row. If none of the dice is in the correct position, the computer displays a blank die. The computer also places a new set of six dice at the top of the window. You can then make your next guess until you have guessed the correct sequence. You can make a maximum of 18 guesses.



Peg Solitaire

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What is Peg Solitaire?

The game begins with all the holes on the board filled with pegs. The objective of this game is to remove pegs and leave a single peg or a specific pattern of pegs remaining on the board.

Starting Peg Solitaire

At the beginning of the game, all holes are filled with pegs. To start the game, you remove a peg by clicking on any peg on the board.

Removing Peg in Peg Solitaire

After the first peg is removed, you remove the remaining pegs by jumping over them. You do this by dragging a peg from its hole, have it jump over an adjacent peg, and then drop the peg into the empty hole on the far side of the peg you want to remove. The computer will then eliminate the jumped peg. You then continue until no more moves are possible. The computer displays the result.



Queens' Problem

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What is Queens' Problem?

Queens' Problem is a board game that asked players to arrange several queens on a board so that no two queens occupy the same row, column, or diagonal on a board.

Arranging Queens for Queens' Problem

The computer starts a game using four queens. To begin playing the game, simply drag each queen from the holder at the top of the window and drop it on a square within the board. If one or more queens have already been placed within the same row, column, or diagonal, each of these queens will be highlighted. You must move this queen to another valid position, or back to the holder before you can continue with any other moves. The screen flashes when you have successfully placed all queens on the board.

Selecting the numbers of Queens

Players can select to arrange different number of queens from the Game menu.



Ringo

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What is Ringo?

Ringo is a game of tactics. One player is the attacker, who tries to capture the fortress at the center of the circular playing board. The other player is the defender, who tries to seize all of the attacker's pieces before the fortress can be taken. You will play as the defender and the computer as the attacker.

Starting Ringo

Your playing pieces are yellow and the computer's are red. Click the Start button to begin the game. You and the computer take turns making move during the game. The computer makes the first move. If you want to skip your turn, click the Pass button.

Computer's Move in Ringo

The computer moves according to the following rules:

- Move a piece into the adjoining empty space towards the centre of the board.
- Move a piece to either side of the piece if it is empty.
- Jump over your piece on its adjoining space towards centre of board into an empty space. Your piece will be removed from the board.
- Jump over your piece on its either side into an empty space. Your piece will be removed from the board.

Your Move in Ringo

Use the mouse to drag your piece from its current position to a new position according to the following rules:

- Move a piece to any of the four adjoining empty space.
- Jump over the computer's piece in an adjoining space in any direction into an empty space. The computer's piece will be removed.
- Jump over an adjoining computer's piece that is located within the fortress to an empty opposite space of the fortress.
- Cannot move a piece into the fortress.

Neutral Zone in Ringo

The neutral zone is the sector of the playing area that contains green and white areas. The computer cannot jump over your piece if your piece is in the neutral zone, and you cannot jump over a computer's piece that is in the neutral zone.

Win Ringo

The game continues until either the computer wins by placing two pieces within the fortress or you win by removing all but one of the computer's pieces.



TriPack

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What is TriPack

TriPack is a game that challenges your reflexes and tests your sense of spatial relationships. In this game, you race against time to arrange groups of falling triangles to pack them as tightly as possible, forming connections between the two sides of the playing area.

Starting TriPack

Choose the New Game command from the Game menu to start TriPack. A block of triangles appears at the top of the playing area and falls towards the bottom. This process is repeated until the triangles are stacked to the top of the playing area.

Manipulating the Falling Block in TriPack

Use the following keys on the numeric keypad to manipulate a falling block of triangles before it reaches the bottom of the playing area or lands on top of another block:

- Left arrow (4): Moves block to the left.
- Right arrow (6): Moves block to the right.
- Down arrow (2): Moves block rapidly straight down.
- Up arrow (8): Flips block in the vertical direction.
- Centre key (5): Flips block in the horizontal direction.

Removing Block of Triangles in TriPack

Whenever a block of triangles forms a continuous horizontal connection (that is, the baselines of the triangles form a horizontal line between the two sides of the playing area), both rows of triangles are removed. Triangles can be arranged in many ways to form a connection. All triangles in the rows adjoining the connection are removed, even if one of the rows does not contribute to the connection.

Scoring in TriPack

Each time you form a connection, you are awarded the points equivalent to the square of the number of triangles removed. For example, if six triangles are removed, you are given 6 points for each triangle; if seven triangles are removed, you are given 7 points for each triangle.

Reset Highest Score in TriPack

Use Reset Hi Score from the Options menu to reset the previous highest score to zero.



Word Square

What is Word Square?

Forming a Word Square

Strategy and Hints for Word Square

What is Word Square?

A word square consists of equal-length words that can be read in both the vertical (top-to-bottom) and horizontal (left-to-right) directions. The objective of the game is to arrange the given individual letters to form a word square.

Forming a Word Square

At the start of game, players are given an empty three-letter word square and nine individual letters below it. Drag each letter from the bottom of the empty word square and drop it on one of the empty slot of the word square. You are free to change a move by dragging a letter from one slot to another, or from a slot to the area outside the word square.

As soon as you correctly guess the word square, the computer congratulates you and ends the game. You can then choose another game from the Game menu.

Strategy and Hints for Word Square

One rule of thumb can help you narrow the possible arrangements in a word square. If a letter occurs an odd number of times, at least one of these letters must be placed along the diagonal between the upper left corner and the lower right corner of the word square.

Setup

All sound effects come with each game requires Microsoft Windows sound driver. For more detail, please refer to the Microsoft Windows manual.

Toggle Sound Effects

Sound effects in each game can be toggled on and off by choosing Sound from the Game menu.

