

# *WinGenius Game Series ~ Shareware*

## Contents

***NOTE: In the registered version each of the five games has its own complete help file. This is the help file for WinCheckers slightly modified so you can see the type of help files you will be receiving with your registered copy.***

The following Help Topics are available:

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For Help on Help, Press F1

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## **How do I call Pinnacle Customer Support?**

See the section on [Pinnacle Customer Support!](#)

## Contents ~ Troubleshooting Questions and Answers

### I am having problems with my display driver?

If you are having problems with your display driver, check with the vendor to make sure you have the latest version of the display driver. For your convenience, the following is a list of popular display drivers, their vendors, and each vendor's technical support phone number in the United States.

Vendor: ATI (416) 756-0711  
Display Drivers: Mach 64, Mach 32, VGA Wonder, Win Accel  
Vendor: Chips & Technology (408) 434-0600  
Display Drivers: 655xx, 82c452, 82453  
Vendor: DGIS (714) 680-0386  
Display Drivers: Digisys  
Vendor: Diamond (408) 736-2000  
Display Drivers: Viper, Stealth, Speedstar Plus, Speedstar 24  
Vendor: IBM (800) 426-7378  
Display Drivers: XGA, XGA2, 8514, 8514a  
Vendor: Orchid (510) 683-0300  
Display Drivers: 1280 Fahrenheit, Prodesigner, Prodesigner II  
Vendor: Paradise (415) 960-3353  
Display Drivers: VGA, Win Accelerator  
Vendor: Tseng (215) 968-0502  
Display Drivers: ET4000  
Vendor: Video7 (800) 248-1850  
Display Drivers: Video7

## **Contents ~ Troubleshooting Questions and Answers**

### **I get a Windows error when I invoke a game?**

Please re-install the WinGenius Game Pack and see if the problem happens again after re-installing. If you still have the problem after re-installing check to make sure you have the latest version of your video driver.

Customer Support is supplied for the registered version of the WinGenius Game Series. Select the Order menu item for how to order the registered version.

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## Acknowledgments

The WinGenius Game Series was developed in association with Apogee Software. And it was brought to you by the most excellent efforts of the following people.

Produced by:

Tim Campbell  
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Todd Flolo  
Rebecca Thatcher Ellis  
Cindy Clague  
Bob Clague

Thanks for purchasing our games! We hope you enjoy the games as much as we did making them!

## Contents

# The User Interface

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## Contents ~ The User Interface

### Status Bar

Shows information and messages at the bottom of the game window that help you use the game. To display or hide the status bar, see the [View Status Bar](#) menu item.

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### Keyboard

While the computer opponent is analyzing its next move you will see the word THINKING! twirling at the center of the board. If you want to interrupt the computer opponent for any reason you can press the Esc key a few times until you get a dialog box asking if you want to stop the computer opponent. If you say Yes your current game against the computer is ended.

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### Mouse Actions

#### **Left Button Single Click**

When the mouse cursor changes from a standard pointer to a pointing hand you can click the left mouse button to either perform a move or capture.

If you have started a move which requires you to perform two mouse clicks you can click outside the highlighted board locations, where your mouse cursor is a standard windows pointer, and the game will take you back to the beginning up that turn. This is good if you change your mind in midstream.

#### **Left Button Double Click**

When the computer is thinking you can interrupt it by double clicking the left mouse button just outside up the playing board. This will bring up a dialog box asking if you want to stop the computer opponent. If you say Yes your current game against the computer is ended and the board is set up for a new game.

## Contents ~ The User Interface

### Toolbar



Click the toolbar buttons for help about that button.

## **Toolbar: Turn the Sound On or Off**

Clicking the Turn the Sound On or Off button toggles whether the sound is On or Off.



means the sound is On



means the sound is Off

If you want to select new sounds for different events in the game use the Edit Sounds... menu item.

## **Toolbar: Get a Hint**

Clicking the Get a Hint button tells the computer opponent to analyze the current game and suggest a best next move for you. This button is the same as the Help Hint menu item. If you are playing against the computer opponent at [Genius Difficulty](#) this button will not be available.

## **Toolbar: Redo the Last Undo**

Clicking the Redo the Last Undo button puts back the last move undone by either the Toolbar: Undo the Last Move button or the [Edit Undo](#) menu item. If you keep clicking this button it will redo the undone moves in consecutive order until there are no more undo`s to redo.

## **Toolbar: Undo the Last Move**

Clicking the Undo the Last Move button undoes the most recent move, continuing back as you click it to the first move the game. This button does the same action as the [Edit Undo](#) menu item. If you want to redo an undo you can either click the Toolbar: Redo the Last Undo or select the [Edit Redo](#) menu item.



## **Toolbar: Save the Current Game**

Clicking the Save the Current Game button on the toolbar saves the current game to the name shown in the caption at the top of the game window. This button does the same action as [Game Save](#) menu item.

## **Toolbar: Open a Saved Game**

Clicking the Open a Saved Game button on the toolbar takes you directly to the [Game Open...](#) dialog box.

## **Toolbar: New Game**

Clicking the New Game button on the toolbar takes you directly to the [Game New...](#) dialog box.

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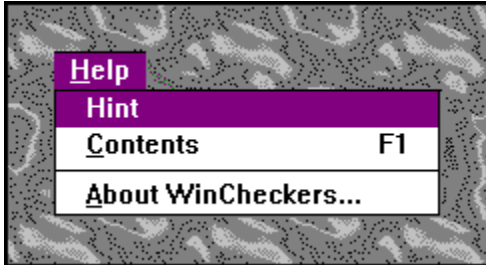
### Menus



Click the menu item for help about that item.

## The User Interface ~ Menus

### Help



Click the menu item for help about that item.

## **About...**

This menu item brings up a dialog box which contains legal text, all-in-all pretty dry stuff.

## **Contents... F1**

This menu item brings up the help file starting with the Contents page. Pressing the F1 key during your turn is the same as using this menu item.

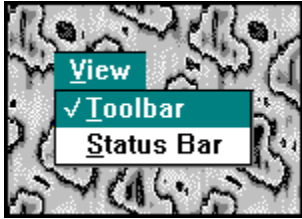
## **Hint**

This menu item tells the computer to give you its idea on your next best move. The strength of this particular hint is relative to the current Difficulty level you have the computer opponent playing at. When you are playing the computer opponent at the Genius Difficulty level this menu item is turned off. You wouldn't be a genius if the computer opponent helped you beat itself!



## The User Interface ~ Menus

### View



Click the menu item for help about that item.

## **Status Bar (View Menu Item)**

Select this menu item to toggle whether the status bar is visible or not.

## **Toolbar (View Menu Item)**

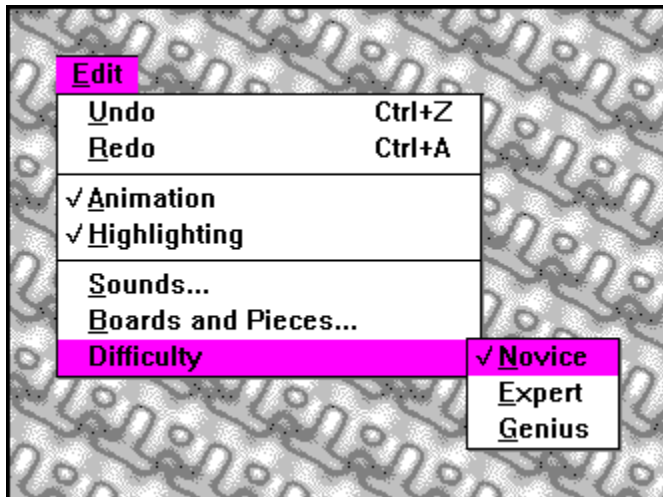
Select this menu item to toggle whether the toolbar is visible or not.

## **Menu Check Mark**

When there is a check mark present to the left of a menu item it means that the feature represented by that menu item is currently being used. When the check mark is gone the feature is not being used.

## The User Interface ~ Menus

### Edit



Click the menu item for help about that item.

## **Highlighting**

This menu item turns the highlighting of available turn locations off and on. Be sure you understand the rules of the game before turning off highlighting. The highlighting is there to help you play the game. Even if you have the highlighting turned off the mouse cursor will change when it is within a board location where a valid move can be performed.

## **Genius**

This is the most difficult mode you can play against the computer opponent. In addition, if you select this mode hints are disabled.

## **Expert**

This is the middle level difficulty mode when playing against the computer opponent.



## **Novice**

This mode is the easiest difficulty mode when playing against the computer opponent. We all have to start somewhere. Sometimes even this mode is darned hard to beat!

## **Boards and Pieces...**

Select this menu item if you want to change the art work used for the board and pieces. When you select this item a dialog box appears which lists all the art sets available for the current game. You can select one and then press the OK button or you can just double click on the one you want. If you use a display driver with only 256 colors while the new board is being loaded your screen will turn weird colors. DONT PANIC! This is just how Windows switches between two different sets of 256 colors.

## **Sounds...**

This menu item brings up a dialog box where you can assign sounds in the form of wave (.WAV) files to different sound events within the game. To use the dialog box first select the sound event you want to assign a different sound to and then in the right list box navigate to where the wave (.WAV) file you want is and then select it. You can hear a sound by selecting a wave file and then pressing the Test button.

## **Animation**

This menu item toggles whether you are using animations or not. If there is a check mark to the left of the word Animation in the menu you are currently using animations. If you are not using animations the game will flash a highlight at the end of the computer opponents move making it easier for you to see where it moved.

## **Redo**      **Ctrl+A**

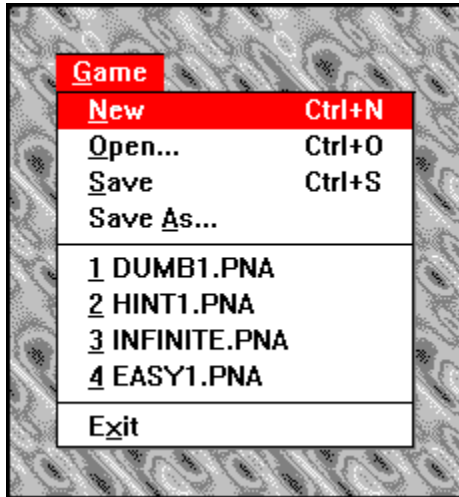
This menu item puts back the last move undone by either the [Toolbar: Undo the Last Move](#) button or the Edit Undo menu item. If you keep selecting this menu item it will redo the undone moves in consecutive order until there are no more undo's to redo. This menu item does the same action as the Toolbar: Redo the Last Undo button on the [toolbar](#).

## **Undo**      **Ctrl+Z**

This menu item undoes the most recent move, continuing back as you select it to the first move the game. This menu item does the same action as the [Toolbar: Undo the Last Move](#) menu item. If you want to redo an undo you can either click the [Toolbar: Redo the Last Undo](#) or select the Edit Redo menu item.

## The User Interface ~ Menus

### Game



Click the menu item for help about that item.

## **Exit**

*There`s a kind of release  
And a kind of torment in every goodbye for every man.  
- C. Day-Lewis*



## **Loading a Previously Saved Game**

This section of the Game menu has the names of the four previously saved games. By selecting any of the four you cause the game to load that particular game.

## **Save As...**

Displays the Save As dialog box, where you specify the name and location to save the current game to file. To quickly save a document with its existing name and location, click the Save button on the [toolbar](#).

## **Save Ctrl+S**

Saves the current game with the name and location you previously set in the Save As dialog box. When you save a document for the first time, the game displays the Save As dialog box. If you want to change the name or location of the current game, choose the Save As command. To quickly save a game with its existing name and location, click the Save button on the [toolbar](#).

## **Open...      Ctrl+O**

Brings up the Open dialog box where you can select a previously saved game for loading. To start a new game use the Game New menu item. To quickly open a saved game, click the Open button on the [toolbar](#).

## **New...      Ctrl+N**

Starts a new game. To open a previously saved game, use the Open command. To quickly start a new game, click the New Game button on the [toolbar](#).

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## How to Play

### How to Play WinBaffle

Every move has to be a capture. Captures are made by hopping along a line over an adjacent piece and removing it. You can make a capture, then switch to another piece to make another capture, even if the first piece still has captures available to it.

Continue hopping, and removing pieces, until all available captures have been made.

Your object is to finish so the last piece is located on the central point. When playing the more difficult boards, if you end up with two or one you have done a great job, despite the fact they may not be in the middle of the board.

Performing a capture is made easy because WinBaffle highlights all of your possible moves. When you move the mouse cursor over a highlight it will change from a pointer to a pointing hand. The pointing hand cursor is WinBaffles' way of telling you that you can perform a capture at this location. You have a choice of either clicking on the jumping piece or clicking on the destination board location. If there are two potential places for a piece to capture or if there are two or more pieces which can jump to a board location WinBaffle will reduce the number of highlights shown asking you to further clarify which board location or piece you wish to use.

### How to Play WinHex

The board starts empty. On each turn, players place a single piece in a vacant space. One player tries to build a chain of their pieces from the left side to the right side.

The chain can be long and twisty, so long as it has no gaps, and so long as it is all one color.

The other player, is trying to build a chain from the top side to the bottom side. Corner spaces belong to both colors.

The winner is the first to complete their chain.

### How to Play WinJump

WinJump occupies an older branch of the same family tree that gave us Chinese Checkers. The idea is to swarm out from your home camp, battle your way through a no-man`s-land, and occupy your opponent`s camp while he does exactly the same in your direction. It`s a bloodless battle, no prisoners are taken, but the game goes to whoever can pick and leap their way most quickly through the milling crowd in no-man`s-land.

On a turn, a player can either move or jump. A move is moving a piece to an adjacent vacant space in any direction, including diagonally.

A jump is jumping over an adjacent piece, in any direction, including diagonally, into a vacant space.

If more jumps are available for the moving piece, the player can take them or not. Jumping and moving are done within the Corner Camp exactly the same as outside it. The pieces jumped over can be either friendly or enemy, and they are not taken from the board.

The first player to fully occupy the enemy`s Corner Camp is the winner.

To stop an obnoxious opponent from simply leaving a piece in their Corner Camp forever so as to block the enemy from fully occupying it, the following rule is applied. A Corner Camp is considered full, even if one or more of the pieces in it belong to the player who started there.

Performing moves or jumps in your turn is made easy because WinJump will highlight all of your possible moves and jumps. When you move the mouse cursor over a highlight it will change from a pointer to a pointing hand. The pointing hand cursor is WinJump's way of telling you that you can perform a move or jump at this location. You have a choice of either clicking on the piece first or clicking on the destination board location first. If there are two potential places for a piece to move/jump or if there are two or more pieces which can move/jump to a board location WinJump will reduce the number of highlights shown asking you to further clarify which board location or piece you wish to use.

### **How to Play WinConnect**

Try to build a row of four checkers while keeping your opponent from doing the same. Sounds easy, but it's not. The vertical strategy creates a unique challenge. You must think in a whole new way to block your opponents' moves.

Performing a move in your turn is made easy because WinConnect will highlight all of your possible moves. When you move the mouse cursor over a highlight or a button at the top of a column the cursor will change from a pointer to a pointing hand. The pointing hand cursor is WinConnect's way of telling you that you can perform a move at this location.

### **How to Play WinCheckers**

WinCheckers is just like Checkers which is actually a name given to a family of games, of which there are well over a dozen, all of which use the familiar 64 square chess board. The version given here (called Draughts in England), is undoubtedly the most common. It made its first appearance in France, apparently during the 12th century. And yes, Checkers is taken very seriously in the proper circles. Tournaments are held every year around the world where champions are able to see as many as 15 to 20 moves ahead.

The object of the game is to capture all of your opponents pieces, or block them so they cannot be moved. Checkers are always moved diagonally, one square at a time, towards the other players side of the board.

You can capture an enemy checker by hopping over it. Capturing, just like moving, is always done on the diagonal. You have to jump from the square directly next to your target and land on the square just beyond it (diagonally!). Your landing square has to be vacant. If you have a capture available on a turn, you have to take it. If you have more than one, its your choice.

It is legal, in fact, required, to capture more than one piece on a single move so long as the jumping checker has vacant landing spots available to it that will also serve as legal take-off points for another jump.

If you can get a checker to the last row of the board, that checker becomes a king. Now it can move, or capture, going in either direction.

Performing the moves or captures in your turn is made easy because WinCheckers will highlight all of your possible moves. When you move the mouse cursor over a highlight it will change from a pointer to a pointing hand. The pointing hand cursor is WinCheckers' way of telling you that you can perform a move or capture at this location. You have a choice of either clicking on the piece first or clicking on the destination board location first. If there are two potential places for a piece to move/capture or if there are two or more pieces which can move/capture to a board location WinCheckers will reduce the number of highlights shown asking you to further clarify which board location or piece you wish to use.

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## Order the WinGenius Game Series?

**Select the Order menu item** for a complete explanation of how to order the WinGenius Game Series. There are many ways for your convenience, ranging from our **toll free 800 number** to downloading directly from CompuServe!

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## **Get Help from Pinnacle Customer Support?**

See the section on [Pinnacle Customer Support!](#)

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## **Fix the dang thing because it isn` t working?**

If you are suddenly experiencing problems playing a game from the WinGenius Game Series when you previously did not you should try the following remedies for potentially solving your problem.

First, try exiting Windows and re-booting your computer. Be sure and save any data files you might have open in other programs such as your spreadsheet or word processor. After re-booting bring Windows up and try playing the game you were experiencing problems with.

If you are still having problems try re-installing WinGenius to your hard disk. Then leave Windows and re-boot your machine. Enter Windows again and try running the game.

If neither of these fixes your problem perhaps you just installed some new or old software which might have changed things in your system. If this is the case other software will have problems not just WinGenius games. You may have to re-install Windows to resolve the problem.

Lastly, if all afore mentioned remedies do not solve your problem call customer support and let them know what is going on.

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## Quit the Game?

Use the [Game Exit](#) menu item.

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## Win the Game?

### **How to Win at WinBaffle**

Your object is to finish so the last piece is located on the central point. When playing the more difficult boards, if you end up with two or one you have done a great job, despite the fact they may not be in the middle of the board.

### **How to Win at WinHex**

The board starts empty. On each turn, players place a single piece in a vacant space. One player tries to build a chain of their pieces from the left side to the right side.

The chain can be long and twisty, so long as it has no gaps, and so long as it is all one color.

The other player, is trying to build a chain from the top side to the bottom side. Corner spaces belong to both colors.

The winner is the first to complete their chain.

### **How to Win at WinJump**

The first player to fully occupy the enemy's Corner Camp is the winner.

### **How to Win at WinConnect**

You have to capture all your opponents pieces or you have to make it so you opponent has no possible moves.

### **How to Win at WinCheckers**

You have to capture all your opponents pieces or you have to make it so you opponent has no possible moves.

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## **Know when a Game Ends?**

A game is finished when you get the end game dialog box. This dialog box states if you won or lost and then it gives you a quotation about winning or loosing.

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## Get a hint for my next move?

Read the section on the [Help Hint](#) menu item or the [toolbar hint button](#).

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## **Take back a previous move because it sucked?**

Read the section on the [Edit Undo](#) menu item or the [toolbar undo button](#).



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## Take a Turn or Make a Move?

Read the section on [how to play](#) the game.

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## Stop the computer opponent while it's thinking?

There are two ways of performing this action. Use the [Esc](#) keyboard option or use the mouse [left button double click](#) option.

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## **Make the computer a tougher Opponent?**

Use the [Edit Difficulty](#) menu item.

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## **Change the board and piece artwork?**

Use the [Edit Board and Pieces](#) menu item.

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## **Turn the Animations On and Off?**

Use the [Edit Animations](#) menu item.

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## Turn the Sounds On and Off?

Use the [toolbar](#) button for turning the sounds on and off.

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## **Change the Sounds?**

Use the [Edit Sounds](#) menu item.

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## **Open a Saved Game?**

Use the [Game Open](#) menu item or the [toolbar open saved game button](#).



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## Save a Game?

Use the [Game Save As](#) menu item.

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## Start a New Game?

Use the [Game New](#) menu item or the [toolbar New Game button](#).

