Board Games For

Instructions

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 Fox & Hounds, the player who presses the button will be the Fox and the other will be the Hounds.

Starts a New game of Flag Ship.

Starts a New Game Of Pipes.

Starts a New Game Of Race Chase.

Starts a New Game Of Fox & Hounds.

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.
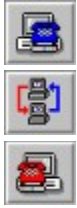
Displays these Instructions.

Toggles the About Screen on and off.

Exits Board Games For
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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 🐰 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 🐰 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 playing by your own rules.   The result is a true simulation of each of these 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 🐰 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

Flag Ship

Pipes

Race Chase

Fox & Hounds

 Rules Of Flag Ship

Object ~ The object of the game is to capture your opponent's Flag Ship or get it in a position where the Flag Ship cannot move to a space where it is not threatened by one or more of your Ships.

Begin ~ You Decide which player moves first.

Moves ~ All pieces move one square at a time.   Every ship can take any other ship except the Whaler.   The Whaler can not take a Schooner.

Rules For Pipes

Object ~ The object of the game is to be the first to complete a pipe system from one side of the board to the other vertically.

Begin ~ You decide which player goes first.   Pieces of pipe may be places anywhere on the board to begin.

Moves ~ .Each player takes turnes placing pieces of pipe on the board.   A player may replace a pipe simple by placing another on top of the old one.   Of cource this only applies to your own pipes.

Rules Of Race Chase

Object ~ The object of the game is to get all of your pieces around the board and into your garage.   The first player to move all four pieces into the Garage wins.

Begin ~ .You each roll the dice and the player with the highest total goes first by rolling again.

Moves ~ .A player starts by moving a piece from his home area onto the board.   You may either move one piece the total of your dice roll or split the roll between two pieces based on the roll.   EXAMPLE: Of you roll a 6 and a 3, you may either move one piece 9 squares or two pieces, one 6 squares and the other 3 squares.   If you land on a square occupied by yoiur opponent you will send them back home.

 Rules For Fox & Hounds

      Object ~ The object of the Fox is to get across the board.   The object of the Hounds is to corner the Fox so that it can not move.

      Begin ~ .You decide who goes first.

      Moves ~ .The Hounds can only move forward.   The Fox can move forward or backward.   NO jumping is permitted.

Registration

When You Register ~ You will receive the latest version along with other product information offered by WinGames.Inc.   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 🖐

VOL 2.0
REGISTRATION FORM

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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 🐰.
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 🐰.

This version will only let you play Pipes.   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 Pipes 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 .