

# Corners

## Help Contents



Gamos presents computer game named Corners™. This product starts Gamos' series of logical games. Corners is computer analog of well known desktop game. In our opinion game improves your analytical thinking and memory. Furthermore, we hope it is a good entertainment at leisure time.

To learn how to use Microsoft Windows™ 3.1 Help, press F1 or choose Using Help from the Help menu.

## Introduction

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# Corners

## Rules of the Game



Either two or four players may take part in this game. Each player maybe a human or a computer. There are different color counters in four corners of square board. Your aim is to promote all the counters of your color to the opposite corner before than other players do that. Players make their moves one by one, in clockwise around the board.

In your turn you may move one of your counters:

- for one check in any direction,

or

- "jump" over a single counter (either your own or your opponent's) in any direction,

or

- make several jumps in succession if possible; each next jump can have new direction.

You cannot combine simple check and jumps. You cannot jump over two or more counters in succession.

The game is over when one player has promoted all his counters. That player is winner.

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### See Also

[How to Play the Game](#)

[How to Keep Score](#)

# Corners

## How to Play the Game



The Game Board is placed on the center of main panel. Also you can see four guards with standards in their hands near the board' corners. The Control Panel with five button is placed below the game board.

For more information about buttons on this Control Panel, move the mouse over the graphic. When the pointer turns to a hand, [click](#) to display information in the pop-up window. Alternatively, press TAB to highlight an area on the graphic, and then press ENTER.



To start the Game [click](#) left edge button on the Control Panel or press **F5** key. To select players [click](#) fourth button on the Control Panel or strike **F8** key. When select mode is enabled, arrow cursor goes to one of color standards. [Click](#) on standard to turn corresponding player: human, computer or none. To select next player click next standard. Press **Alt+F4** to terminate the game.

[Click](#) the counter you want to move and the check will change its color. Then click the check where you want to get your counter. It will also get repainted and, if the move was planned according to the rules, the counter will come there by the shortest path. If your have been mistaken, the counter won't move.

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### See Also

[Rules of the Game](#)

[How to Customize Environment](#)

[Glossary](#)

# Corners

## How to Play using keyboard



You cannot select cells using keyboard, but the following functional keys are active:

**F1** - call Help;

**F5** - start the game;

**F6** - turn sound on/off;

**F7** - choose difficulty level (three stages);

**F8** - select players;

**Alt+F4** - terminate and exit to MS Windows™ shell.

Also You can invoke menu commands using keyboard. You may press Spacebar, Enter, Alt+Backspace and Microsoft Windows™ system keys.

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## How to Keep Scores



Digits under guards show you a percentage of a task realized by each player.

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### See Also

[Rules of the Game](#)

[Menu Commands](#)

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## How to Use Menu



To call menu, click right mouse button anywhere in game panel. A number of menu commands doubles buttons on game panel. Another commands give You additional facilities.

Menu "**Game**" includes the following:

"**New**" - start new game. You can press also the button on the game panel.

"**Undo**" - undo last move.

Menu "**Options**" includes the following:

"**Logo**" - when checked, animated logo appears in game loading time. To terminate logo and start game You must press OK button. In other case simple logo also appears but You need not to do anything.

"**Sound**" - turn sound effects on/off. You can press also the button on the game panel.

"**Save Settings**" - when checked, all game settings including window position are saved on disk and restored in next session.

"**Prompt on Exit**" - when checked, You will be prompted to confirm choise.

"**Cursor Shape...**" - select mouse cursor shape. Not implemented.

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### See Also

[How to customize Environment](#)

# Corners

## How to customize Environment



Program allow You to customize game environment and save settings on disk. For this purposes choose **Save Settings** from **Options** menu. Also You can save game window position on desktop. All settings are saved in file CORNERS.INI.

A few words about sound. All sound effects are stored in WAVE format and use standard MS Windows™ drivers to playback.

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**See Also**

[Menu Commands](#)



## **Load/Save Game**

You can save current game on disk to continue later by loading this game from disk. All savings will record into the file with .SAV extention. If You enter file name with another extention last one will be dropped and .SAV attached. If there is no any characters entered on edit control the OK button is disabled. You can save game only once since new game started.

We hope You do not need our Help in using the Dialog Box controls.



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## Glossary



There are some terms need to be explained for You.

**Click:** Move mouse to locate mouse cursor on selected object and quickly press and release left mouse button.

**Double-Click:** See **Click** twice.

**System menu:** Appear if You **click** on left-side square in the window title bar.

**Maximize:** To enlarge a window to its maximum size by using the Maximize button (to the right of the title bar) or the Maximize command on the Control menu.

**Minimize:** To reduce a window to an icon by using the Minimize button (to the right of the title bar) or the Minimize command on the Control menu.

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## Problems



There are some problems that maybe or maybe not occur when you will run the game.

**BWCC.DLL not found.** This file had to be copied from distribution disk to MS Windows™ System directory. Another message can be displayed, "Program Manager could not find file or its components".

**Not enough memory.** There are exist three following decisions: first - terminate currently unused applications; second - if you use 256 color video mode now, change to 16 color mode because graphics resources for this mode need less memory; third - install additional RAM chips. Another good idea to remove large wallpaper (if any used) from Control Panel/Desktop.

**Some "snoring" sound when balls appear.** This happens when some 16-bit wave drivers are used. Sorry, but we can't help you because it's Microsoft problem or third party vendors.

**Panel looks like damaged.** Program does not support 1024x768 large fonts. Use another VGA or 8514 fonts.

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## Credits



These people have made the game for You:

**Vadim Kadyrov** - Programming.

**Igor Ivkin** - Artwork.

**Konstantin Mironovich** - Sound, Help.

## **Control Panel. Start the Game.**

Press this button to start a new game. You may choose players before start. For this purpose press corresponding button on Control Panel.

**Control Panel. Sound.**

Press this button to turn sound off/on.



sound turned on

sound turned off

**Control Panel. Difficulty level.**

Press this button to change difficulty level. There are four levels of difficulty, each one imaged by icon. Below You can see four icons for all stages correspondently in order to increase difficulty.



easy

complex

the most complex

## Control Panel. To select players.

Press this button to enter selection mode. Then click on each standard in guard's hand to turn player. You'll see three images on each standard: human face, computer or cross.



player is computer

no player



no player

player is human

**Control Panel. Exit.**

Press this button to terminate game and exit to Windows.





