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4PLAY 4.0

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Welcome to 4PLAY 4.0, the premier adults only board game for MS Windows.

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Playing 4PLAY 4.0

Starting 4PLAY 4.0



To start 4PLAY 4.0, double click on the 4PLAY 4.0 icon pictured at left.

Setting up Player Information

When 4PLAY 4.0 starts you are at the Configuration Window. This window allows you to enter the number of players playing the game. As well as various information about the players.

Number of Players

To change the number of players playing the game, press the number of players < and > buttons to add or remove players. You must enter at least two players. And may enter as many as six.

Tempo

The Tempo slider bar allows you to control how quickly 4PLAY 4.0 changes levels. 4PLAY 4.0 uses 3 levels of play, each with more intense actions. When playing with more than four players you may need to adjust the tempo, you may make this adjustment after a game has started.

Player Information

To set up a player to play 4PLAY 4.0 you must enter their name, sex, preferences and clothing options.



- To enter the player's sex simply press the 'M' or 'F' buttons located to the right of the player's name.
- To enter a player's preferences press the > button located to the right of the player sex buttons. This button activates the [Player Preferences Window](#).



Clothing Information

The 'C' button located to the right of the preferences button allows you to enter the clothing that a player is wearing. You should set this information for each player before starting the game.

Game Information

Toys List

This button activates the Toys List Window. This window allows you to enter any toys or other items you might have. 4PLAY 4.0 will incorporate these items into the game play. Simply check the items you have.

XXX Director

The XXX Director allows you to incorporate graphics, sound or animation files into 4PLAY 4.0. Pressing this button activates the [XXX Director Configuration Window](#).

Advanced

This button activates the 4PLAY 4.0 [Advanced Configuration Window](#).

Sound

This button allows you to turn 4PLAY 4.0 sound and voice option on and off as well as to set their volume. If you have problems with using the sound or voice options please refer to the [4PLAY 4.0 Trouble Shooting topic](#).

Start Game

When you are ready to play, press the Start Game button. This will load the [4PLAY 4.0 Game Board](#).

4PLAY 4.0 Game Board



When 4PLAY starts the main game board is displayed. To roll the dice, simply press the Roll Button

Rules

The rules are pretty simple. You roll the dice and move around the board. If you land on an un-owned space you may buy it. If you land on another player's property you must 'pay or play'.

- If you roll doubles, you get to roll again.
- Nobody can buy property until all players have gone around the board once.
- You can 'chicken' out of all actions except for the 'pay or play', but you may pay the rent instead of working. That is if you have enough money.
- You may go a little in the hole paying rent, about \$200 times the level, after that you must work.
- If you go broke, go to the bank and either sell property, clothing or use the 'earn some cash' option to get some dough.
- Have Fun!

Player options and information

You may quickly access the player options and information by using the player name buttons.

Click here to set player's preferences

	John	\$1500	2
	Marsha	\$1500	2

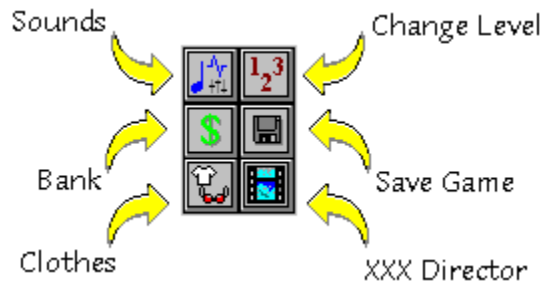
Here to buy a chicken out

Here to set their clothing

	John	\$1500	2
	Marsha	\$1500	2

Here to go to the bank

Icon Buttons



External Action Files



4PLAY 4.0 supports the use of external action card files. This allows you to add your own actions to the game. External action cards are mixed in with the 1000s of internal actions contained in 4PLAY 4.0.

4PLAY 4.0 will install several example sets of files. These files will end with the *.EXT extension. External action card files **MUST ALWAYS** be located in the same directory as 4PLAY 4.0.

For information on using an external action card file see the [advanced configuration options topic](#).

You may use the IMPORT option to import all the desired *.EXT files included with 4PLAY 4.0 into the main (ACTION40.EXT) file for use in the game.

NOTE: 4PLAY 3.02 users will have to re-enter your action cards created with the action editor for 3.02. The format differences make a conversion between the versions impossible.

Using the 4PLAY 4.0 External Action Editor

When you start the external editor, the file ACTION40.EXT will always be loaded automatically.

Entering an Action Card

To enter an action card, just press the Add New Action button. This will add a new card. Now you may enter your card. When typing in your action cards remember that you must provide the correct player tags or 4PLAY 4.0 will not be able to insert the player's name properly when the card is used. For example:

Male, Female is going to give you a big kiss!

When this card is used the 'Male' and 'Female' tags will be replaced with the player's name. And you get:

Jon, Marsha is going to give you a big kiss!

Pretty neat eh? But there are some things to remember about tags:

- The first letter of a tag must be capitalized, i.e Female and Male, not female or male.
- If the action involves more than one person of the same sex, then the second tag will end in a number. For example:

Male, you and Male2 are going to lay Female and Female2 down on the floor...

- Valid tags are Female, Female2, Female3, Male, Male2 and Male3.

Copy, Cut and Paste

You can cut copy and paste into the external action editor by pressing the CTRL-X, CTRL-C and CTRL-V keys respectively.

Configuring an Action Card

<input type="radio"/> Level 1	<input type="radio"/> Level 2	<input checked="" type="radio"/> Level 3
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Once a action card is entered you must set the Level it should be used in and the type of action it represents.

<input type="radio"/> Female Solo	<input type="radio"/> Male
<input type="radio"/> Male-Female	<input type="radio"/> Male
<input checked="" type="radio"/> Female-Female	<input type="radio"/> Male

Notice that four of the options are for players 'working' for another, these cards are used only by the 'pay or play' cards that are drawn when one player lands on another's property. All other actions assume no ownership relationship between the players.

Other options

File-Load

Allows you to load a new data base for editing.

File-Import Action File

This option is used to import another data base into the current action card file. The action in the other file will be added to the current one.

File-Save as

Saves the current action file under a new name.

File-New Action File

Creates a new action file.

File-Exit

Shuts the External Action Editor down.

Edit-Find

Searches through the current data base for a word or phrase. You may hit the F3 key to find the next occurrence once the first is found.

Sort-Sort by Level

This option sorts the action file by level.

Verify-Verify Action File

This option checks the tags for all actions and makes sure you have the proper tags inserted.

4PLAY 4.0 Testing And Configuration



You may use the 4PLAY 4.0 testing and configuration utility to test your systems ability to:

- Display 256 color graphics
- Play AVI files
- Play WAV files
- Play MIDI music files

You may also use this option to configure 4PLAY 4.0 after installing it on your computer.

[4PLAY 4.0 Trouble Shooting](#)

4PLAY 4.0 Trouble Shooting topic

My %\$@%# Game Is Not Working Right !

Sound

4PLAY 4.0 was designed and developed using a Sound Blaster 16 bit sound card and has been tested on several different cards. If you are having trouble with the sound options please [let us know](#) and we will make every effort to support your card. P.S. I plan to post a package of 16 bit WAV files to replace the 8 bit ones installed with 4PLAY 4.0, you can download these from the [RWB Productions Home Page](#), or FTP them from FTP.HTP.COM/RWB

MIDI Music sounds funny

First off, are you running Windows 95 ? I too have had trouble with the MIDI music under 95. I am trying to resolve that problem right now. If your MIDI works well under 95 and you know why it might not sound OK, let me know.

On some slower systems the computer may not be fast enough to keep up with playing the music in the background and the music may appear to skip.

Music does not play

In order to play MIDI music files you must have a valid MCI driver installed. Try playing a *.MID file using Windows Media Player, this should let you know if you have a driver installed. Also, check the 4PLAY 4.0 sounds options to insure that you have the music turned on.

You might also try looking in 4PLAY40\WAV and make sure the MID files were installed.

WAV files do not play

WAV file are pretty much foolproof and should work fine on just about any system running Windows. Try checking the 4PLAY\WAV directory to insure that the WAV files were installed. Also check to make sure that your sound card will support **stereo** WAVs. All the included WAV files, except for WHAA.WAV are 8-Bit stereo. If your WAV files seem not to work, try playing WHAA, if this works then your card is not playing the others because they require stereo.

Video

My windows look funky

If you have the 256 color windows option under 4PLAY 4.0 enabled then you must have a Windows 256 color Video Driver installed. Check your Setup.

My windows still look funky

If you have a 256 color driver installed and you are still having problems, it may be video card dependant. [Report this problem](#).

My AVIs wont play

To play AVI files you need to have Video For Windows installed on your system. Try using Windows Media Player to open and play an AVI file. This will let you know if your computer can play AVI files.

System

4PLAY 4.0 is running very slowly

4PLAY 4.0 was designed to operate on 486 machines, but has been tested on 386 systems as well. If your system is running slowly, try the following:

- Close all other applications.
- Turn off the 4PLAY 4.0 256 color windows options.
- Try turning off the music and/or sound options.

Why can I only use one external action data base ?

While it is true that only one external action file can be used at a time you can simply import the other files you want to use into one file. This allows you to pick and choose not only which files you want to use, but individual action cards as well.

Windows 95

I get a warning 'Cannot Copy DDEM.DL_' when installing

So do I. I really have not been able to resolve this one. It does not effect 4PLAY 4.0 in anyway. I hate to blame MS, but I think this is an actual bug with 95 ?

Registering 4PLAY 4.0



4PLAY 4.0 may be distributed as shareware, this means that you may try the game, free for a period of thirty (30) days. Then you must pay a registration fee or delete the game from your computer.

Registering by mail

To register your copy of 4PLAY 4.0 send \$35.00 plus \$2.00 shipping and handling (overseas orders add \$5.00 US funds) to:

RWB Productions

#180 813 Oak Street 10A

Conway, AR 72032

All orders shipped within 48 hours.



Phone Orders

To register 4PLAY 4.0 by telephone call **1-501-796-8830** (9:00 am - 11:00 pm CST 7 days a week). Please have your VISA or MasterCard handy. Orders only please. Electronic transmission available on phone orders, you can receive your order within 24 hours.

Credit Card Orders

To register using your VISA or Master Card send the name that appears on the card, card number, exp. date and a phone number. Please state your age and sign the order. Charges will appear as INCAD, Inc.

Order by Fax

You may fax your order to **501-796-8328**. Please include a phone number or e-mail address.

Ordering Information

Please state your age and where you got your shareware copy of 4PLAY 4.0 when ordering. All orders shipped via first class mail within 48 hours of receipt.

Contacting RWB Productions



E-Mail

You may contact RWB Productions via Internet E-Mail at **RWBPROD@AOL.COM** or **RWBPROD@RWBPROD.COM**

WWW

The URL for the RWB Productions World Wide Web Page is **HTTP://WWW.RWBPROD.COM/**

[Registering 4PLAY 4.0](#)

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Download other products from RWB Productions, get product support and upgrade information.

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Advanced Configuration Window



This window allows you to set the advanced configuration options available to 4PLAY 4.0

4PLAY for Groups



4PLAY for Groups allows for more extensive actions when more than two players are playing. To activate this option simply click on the 4PLAY for groups label and select the frequency for the groups module to launch during the game.

Allow Interactions

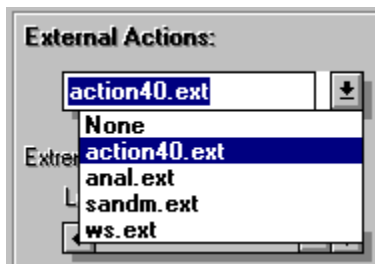
This option allows for actions between two compatible players who land on the same space. Note that when used, the allows interactions option is randomly turned on or off before each roll. This way it is not used every roll.

Starting Funds

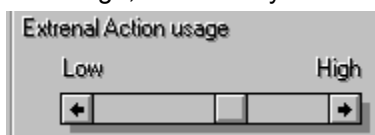
This controls how much money each player starts the game with.

External Actions

These controls allow you to use an external action card file during game play. You may customize your own action files using the [4PLAY External Action Editor](#). To use an external action card file:



- 1 Select the desired action file from the drop-down list box. Only *.EXT (action files) located in the same directory as 4PLAY 4.0 will be displayed.
- 2 Select how often the external file should be used using the frequency slider bar. When set to high, about every third action will come from the external database.



NOTE: You may only use one external action file at any time during game play. You may use the External Action Editor to Import any other desired files into a single 'master' file.

Player Preferences Window

The player preferences window allows you to enter various personal information about a player's likes and dislikes. This information is used to control their actions during the games. All these preferences are applied to an individual player so each player must set their own preferences.

Sexual Orientation

- Straight

No actions involving players of the same sex, Heterosexual.

- Mildly Bi Sexual

Some actions involving players of the same sex, but nothing too extreme. For example; touching, kissing, and some sexual contact. Still allows all actions with players of the opposite sex.

- Bi Sexual

Allows actions with players of the same sex, as well as those of the opposite sex.

- Gay

Allows only actions with players of the same sex. Though there may still be some very limited contact and actions with players of the opposite sex.

Kinky Index

Helps control the intensity of actions a player is involved in.

Personal Preferences

Allows the player to enter their sexual preferences. Be careful with the Extreme Kink option, this will lead to some pretty wild actions.

Interact Only With

This option allows a player to choose to only interact with another player. If a player selects this option they will only be involved in actions with the selected player.

XXX Director Configuration Window



The XXX Director allows you to incorporate graphics, sound or animation files into 4PLAY 4.0. The graphics, sound or animation file will be displayed or played and players will be selected to act out the action. The XXX Director supports GIF,PCX,TIF,BMP,WAV and AVI animation files.

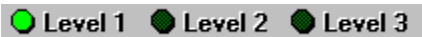
Adding a File to the Director's List

To add a file to the director's list for use in 4PLAY 4.0:

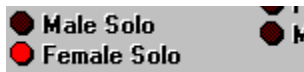
- 1 Select the directory where the file is located.
- 2 Click on the filename in the files list box. You may view or listen to the selected file by pressing the View or Play button located under the viewing window. Pressing this button will automatically play or view the selected file.
- 3 To add the selected file to the director's list, press the ADD> button.

Configuring a File for use in 4PLAY 4.0

Before 4PLAY 4.0 can use a graphics, sound or animation file during the game you must provide information about what sort of action it represents so that the game can select the appropriate players. To configure a file:



- 1 Click on the file's name in the director's list. Notice that this causes the configuration options to become 'enabled'.
- 2 Tell 4PLAY 4.0 what level the action should be used in by selecting the correct level option button. This is the green, level one, two and three buttons.
- 3 Tell 4PLAY 4.0 what sort of action this image, sound or animation represents by selecting the correct action (red) option button.



Director's Frequency

These option buttons (green, lower right hand corner) determine how often during a game the XXX Director should launch. If not used is selected, the director will not launch at all during a game.



Saving and Loading The List

You may use the Save and Load list option to save your Director's list. Remember that when you save a game, the list is also saved. If you wish to load a list other than that used in the last game, then you may re-load the Director's saved list.

IMPORTANT

In order to use a specific file type your computer must be capable of displaying or playing that file type. For example if you want to use full color GIF files, then you must have a 256 color Windows video driver installed. To play AVI files you may need to install Videos for Windows, this package is available from Microsoft. You may use the [4PLAY 4.0 Testing And Configuration utility](#) to test your system.

NOTE: When used in the game a image or movie will be stretched or compressed to fit in the director's window. This effect should not greatly effect the quality of images or movies.

