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Setup and system requirements

4PLAY 4.95 was developed and tested using a 486-66 with 16 megabytes RAM, SVGA monitor, Sound Blaster 16 bit sound card and MS Windows 95.

4PLAY 4.95 uses only 32 bit OCXs and DLLs for better performance under Windows 95.

System Requirements

- 486 with at least 4 megabytes of RAM. (8 megabytes is recommended)
- MS Windows 95
- MS compatible mouse.
- 10 megabytes free hard-drive space.

Optional

- Sound Blaster compatible sound card.

UPGRADES

You may upgrade your shareware or registered version of 4PLAY 4.95 anytime by downloading a small patch file from the [RWB Productions Home Page](#).

You may not need to DL the entire 4 disk set if you have already done so.

Entering player information

4PLAY 4.95 opens with the player information window. This window allow you to enter various player and game options.

Number of Players



You set the number of people who are playing the game by pressing the < and the > buttons. 4PLAY 4.95 supports up to 6 players.

The number of players cannot be changes once a game is started.

Game Tempo



This slider control how quickly 4PLAY 4.95 progresses. Setting a slower setting will cause the action to progress more slowly, a faster setting will cause it go faster. NOTE: Other factors may effect the tempo of the game, such a player's clothing and their willingness to part with it.

Player Name and Sex



When you start entering player information you should enter their name and sex first. You must enter a name for each player.

Player Preferences



These options are used to set the player's personal preferences and their clothing information. You must set the clothing options prior to starting the game.

Start Button

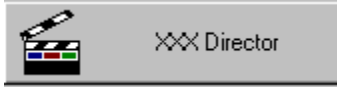


This button starts the game.

Advanced Button



This button activates the advanced options window. This window allows you to configure many advanced game options.



This button activates the configuration window for the XXX Director.

Playing the game

See also

[The Game Board](#)



4PLAY is a board game where each player rolls a pair of dice. They then move around the game board.

Players may buy property, when another player land on their property they must either 'pay or play'.

Other spaces and options add to the game :

- Lotto

When a player lands on this space they win a sum of money. The amount is random and increases as the game progresses.

- Grab Bag

When a player lands on the grab bag they are given an action card. These cards are usually solo performance based. But the player may have to do something for another player. The player may choose to use a chicken out if they have them available.

- Free Clinic

The free clinic is a resting space, unless you are sent there, then you have to pay.

- Play Pen

When a player lands on the play pen they are given an action card that involves another player. Either player may choose to chicken out.

- Rest Stop

A player landing on the rest stop will win the slush fund.

- Goto the Clinic

Landing on this space sends you to the free clinic, except it is not going to be free.

The Game Board

Player Information

Click here to set a player's preferences

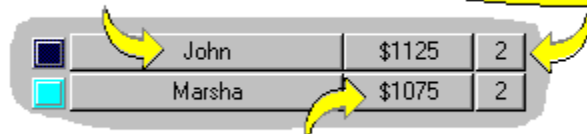




	John	\$1125	2
	Marsha	\$1075	2

Here to buy a chicken out

Click here to set a player's clothing

Here to buy a chicken out



	John	\$1125	2	
	Marsha	\$1075	2	

Here to go to the bank

Game Options

Click here to change sound/music settings

Click here to change the game level



here to go to the bank

here to save a game

here to set a player's clothing

here to activate the XXX Director configuration window



here to reconfigure game options

here to activate the help application

Tips and Tricks



Advanced Window

- Selecting as many toys as possible will greatly increase the available action cards and will lead to much more fun!
- Although you can only set one external action file to be used, you can use the [External Action Editor](#) to import several card files into a single file.
- Setting a user password will prevent anyone from playing 4PLAY 4.95. This is useful if you have children.
- Turning the Icon Animation option off may speed up the game's performance on slower systems.

Personal Preferences

- Selecting as many of the personal options as possible will greatly increase the available action cards and will lead to much more fun!
- If you are playing with more than two players and one player wishes to interact with only one person you may use the 'Interact Only With' option to select that player.
- Selecting a higher 'Kinky Index' will increase the number of actions you may be involved in.

XXX Director

- You may add an image or movie to the director's list several times if you like. This is useful if you would like a single file used in different level or if you would just like it to be used more often.
- A good way to insure that the director files are configured properly is to add all the desired files to the director's list. Then, select each file and set its level and action type.
- Remember, you must set the director's frequency or it will not be used during game play.
- If an image is difficult to make out from the thumbnail, you may view that image full screen by double-clicking on the thumbnail.
- You may add multiple images to the list quickly by using the standard Windows multi select keys (SHIFT and CTRL) to select the desired files from the files list box.
- The most common cause of problems with the director is not adding enough files for EACH level to the list. Adding only a few files can result in the director not finding valid actions and players.

Creating and editing action cards

See also

[Using External Action Cards](#)

External action cards are stored in a external file (*.EXT). These cards are mixed in with those contained within 4PLAY 4.95 during game play.

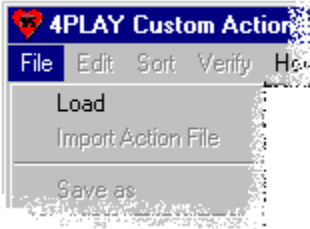
Editing External Action Cards

In order to edit or add external action cards you must run the External Action Card Editor. You may run this program directly or from the 4PLAY 4.95 Configuration window.

Using the Editor

You may use the [external action editor](#) to edit an existing action card file or to create a new one.

Editing an Existing Action File



To edit an existing action file, select *File* then *Load*.

Entering an Action Card

To enter an action card you first type in the action sentence along with it's player tags. Valid player tags are:

- **Male**
- **Female**
- **Male2** and **Male3**
- **Female2** and **Female3**

Player tags tell 4PLAY 4.95 where to insert the player's names when the action card is used during a game. For example :

Male, you are going to kiss Female.

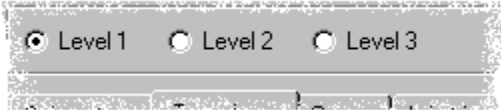
When this card is used, 4PLAY 4.95 will replace the 'Male' and 'Female' tags with the appropriate player's names.

When more that two players are required in an action card, then the 'Male2', 'Male3', 'Female2' and 'Female3' tags are required. For example:

Male you are going to kiss Female and Female2 deeply.

NOTE: You may notice that the space for entering an external action card is limited. This is so that there will be enough room on all the action windows for the complete action card.

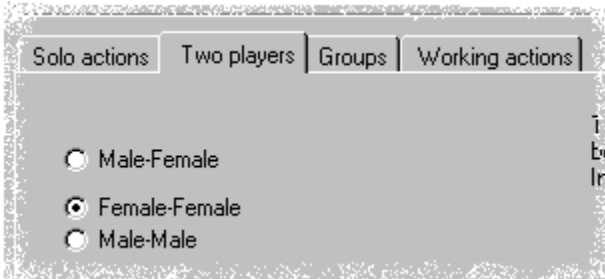
Setting the Level



Once you enter an action card you must tell 4PLAY 4.95 which level it should be used in.

Setting Action Type

You must also set the action type, this tells 4PLAY 4.95 what players are needed for this action card.



- Solo Actions are actions requiring only a single player.
- Two Players are actions needing only two players.
- Groups are actions that require more than two players.
- Working Actions are actions where one player is 'working' for another. These cards are used when a player lands on another's property.

Setting Toys Options

If your action card requires the use of any toys then you must select them from the toys list. You may select more than one toy for a given card.

Importing Action Cards

Since you can only use one action card data base during game play it is useful to use the import function to build your 'master' card file. You may import action cards from other *.EXT files into a single file for use during a game. You may want to sort the resultant file by level for simpler viewing.

Other Functions

New Action File

This option allows you to create a new external action card data base.

Save as

This allows you to save the current data base under a new filename.

Find

This function allows you to search for a word in the current data base.

Sort by Level

This options will sort the current data base by level.

Verify Action Cards

This option will check each action card for proper use of player tags. You should use this option before using a data base in a game.

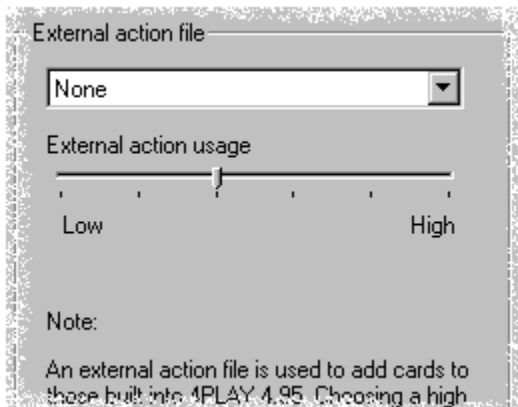
Using External Action Cards

See also

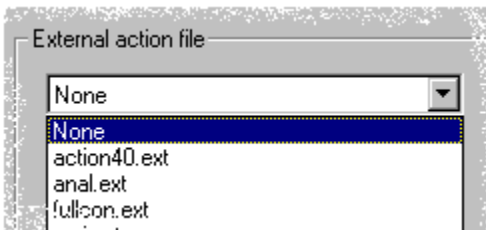
[Creating and editing action cards](#)



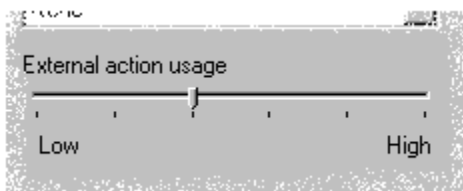
To use an external action file during a game you must select and configure that file in the Advanced Options Window.



First you should select an action file to use. You may select only one action file at a time. If you wish to use the cards from several action files, use the import function of the External Action Editor to import all the desired cards into one file.



Once you have selected the desired file you should then set the frequency, this controls how often external action cards are used during the game.



NOTE: External action cards will never completely replace the internal 4PLAY 4.95 action cards.

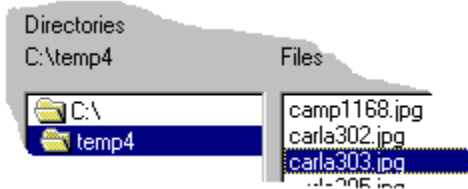
Using the XXX Director



The XXX Director allow you to use graphics, movie and sound files during the game. The concept is very simple. You choose a file, be it a JPG, AVI or WAV. Then you tell the game what level the file should be used in and what sort of action it represents.

Setting a file up under the XXX Director

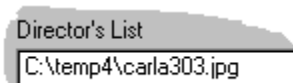
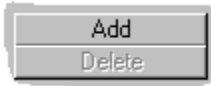
- First select the directory and path to the desired file.



- Then press the view button to *view or play* , play or hear the selected file. Notice that the caption of the view/play button changes depending on what type of file you have chosen.



- When you find a file you wish to use, press the *add* button to add this file to the director's list.



The director's list displays the files that will be used during the game.

Once you have a file(s) added to the director's list. You need to tell 4PLAY what level the files is to be used in and what sort of action it represents.



To configure a file, select it's name from the director's list by clicking the mouse pointer on it.



Once you select a file from the director's list you then need to select which level it should be used in. NOTE: If you wish, you may add a file to the list several times so that it may be used in different levels.

The last step is to tell 4PLAY what sort of action this file represents so that it can choose the

appropriate players when the director launches during game play.

Type of action

<input checked="" type="radio"/> None	<input type="radio"/> Male - Female	<input type="radio"/> Male - Male
<input type="radio"/> Male solo	<input type="radio"/> Female - Female	<input type="radio"/> Male - Female
<input type="radio"/> Female solo	<input type="radio"/> Male - Male	<input type="radio"/> Female - Male
	<input type="radio"/> Male - Male	<input type="radio"/> Male - Male

Hints

- Try adding all the desired files to the list first, then go down the list and set the level and action type for each file.
- If a image is difficult to see you may double click on it's thumbnail to view a larger image.
- Do not forget to set the director frequency, the director will not launch during game play if it is set to not used.

Director's Frequency

<input checked="" type="radio"/> Not used	<input type="radio"/> Infrequent	<input type="radio"/> Frequent
<input type="radio"/> Very Frequent		

See Also

[Multimedia Issues](#)

[Common Problems](#)

Multimedia Issues



AVIs

AVIs are standard Windows movie files. If you are running Windows 95 you should have no trouble playing an AVI. If an AVI file does not play under 4PLAY 4.95, try playing it with media player. To do this simply launch the AVI as you would any application or recognized file.

MOV and MPG

The 32 bit drivers for MOV and MPG are just now being released and more information and support will be added to 4PLAY 4.95 in the near future.

JPGs

4PLAY 4.95 now supports JPG graphic files. If you are downloading JPGs from the internet newsgroups please remember that some of the files posted there may not be valid JPGs. If a JPG seems not to display under 4PLAY 4.95, try viewing it with another viewer.

PNG

4PLAY 4.95 will soon support the PING standard.

GIFs

4PLAY 4.95 no longer supports the GIF format. Fo an explanation see the [FAQ topic](#).

FAQs

Frequently asked questions!



Are there any graphics included with 4PLAY 4.95 ?

There is a sample JPG distributed with 4PLAY 4.95, but no other graphics are included with the shareware or registered versions. The reasons are two fold. First until there is some sort of legal guidelines established nationwide, the distribution of adult graphics is not worth the risk. Secondly, graphics take up a lot of room and not everyone will want the same thing. So it would be impossible to include a diverse collection of images and movies and keep the distribution files size under a reasonable limit.

Where can I get graphics and movies ?

You can download more graphics and movies than you can shake a stick at from the BINARIES Newsgroups.

How can I upgrade my registered copy of 4PLAY 4.95 ?

You can upgrade anytime by downloading the upgrade package from the [RWB Productions Web Page](#). Just follow the instructions located in the README.TXT file.

What do I get when I register 4PLAY 4.95 ?

First, you get to continue playing the game. The shareware version of 4PLAY 4.95 will only allow a limited number of game plays.

You also get unlimited use of all the game features, including the Toys List, XXX-Director, External Action Cards and more.

Why does 4PLAY 4.95 not use GIF files ?

The company that owns the GIF compression routines has decided to charge a royalty on what was assumed by the entire on line community to be a 'public domain' graphics format. We at RWB Productions refuse to pay blackmail to UNISYS and have dropped support for GIFs.

GIF is a dying format anyway, JPG is the most widely used format for image exchange on the internet and PNG will soon offer another choice.

4PLAY 4.95 Trouble Shooting

See also

[FAQs](#)

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

Remember you can upgrade your registered copy of 4PLAY 4.95 at anytime by DLing a newer EXE package from the [RWB Productions Home Page](#).

Sound

4PLAY 4.95 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. There is a package of 16 bit WAV files to replace the 8 bit ones installed with 4PLAY 4.95, you can download these from the RWB Productions Home Page, or FTP them from <FTP.HTP.COM/RWB>

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 4.95 sounds options to insure that you have the music turned on.

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 directory to insure that the WAV files were installed. Also check to make sure that your sound card will support **stereo** WAVs..

System

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.

Contacting RWB Productions

See also

[Registering 4PLAY 4.95](#)



Phone

To order your copy of 4PLAY 4.95 call **501-796-8830**. Orders only please. 9:00 am - 11:00 pm CST, seven days a week.

Fax

You may fax RWB Productions at **501-796-8328**

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 4.95



4PLAY 4.95 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 4.95 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 4.95 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. You can instantly unlock your shareware version of 4PLAY 4.95 when placing a phone order. You must have your shareware copy of 4PLAY 4.95 running to unlock the game over the phone.

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.*

Fax Orders

You may fax your credit card order to **1-501-796-8328** (24 hours a day).

Registering on Compuserve

You may register 4PLAY 4.95 on Compuserve by going to keyword **SWREG**

The Registration ID for 4PLAY 4.95 is **10257**. Your order will be shipped within 48 hours of placement.

Ordering Information

Please state your age and where you downloaded your shareware copy of 4PLAY 4.95 when ordering. All orders shipped via first class mail within 48 hours of receipt.

A brief note about shareware



Shareware is a marketing scheme that allows you the consumer to evaluate software before buying it. You may use the software for a period of time then you decide between registering or removing the software from your system.

Supporting the shareware concept by registering your shareware not only helps you, it helps the entire on line community. Without registrations, shareware authors *cannot* continue to bring you the consumer quality software at a reasonable price.

Remember, hundreds of hours go into creating a game such as this. When you register you not only get your registered version, but you allow me to continue improving the game.

Internet



E-Mail

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

WWW Home Page

The URL for the RWB Productions World Wide Web Page is [HTTP://WWW.RWBPROD.COM/](http://WWW.RWBPROD.COM/)

Download other products from RWB Productions, get product support and free upgrades and bug fixes. Also check out our collection of amateur scans and Amateur CD ROM.

FTP

You may also download the latest shareware versions of 4PLAY 4.0, 4PLAY 4.95, Win-Party and other products from RWB Productions from [FTP.HTP.COM/RWB](ftp://FTP.HTP.COM/RWB)

Free Upgrade Anytime

See also

[Registering 4PLAY 4.95](#)



When you register 4PLAY 4.95 you will be able to download newer versions and bug fixes at anytime from the [RWB Productions Home Page](#). Just go to the 4PLAY registered users area.

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Advanced Configuration

This window allows you to set many advanced game options. NOTE: Some of these options will not be available in the shareware version of 4PLAY 4.95

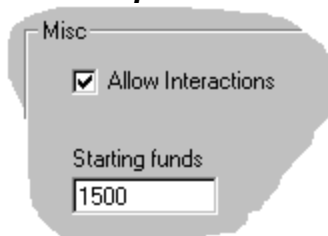
Game Options

Group Options



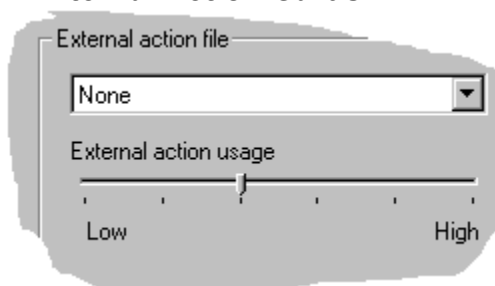
These buttons activate and control the frequency of the 4PLAY for Groups module. This module generates action cards for three or more players. These options are only available when you have more than two players.

Misc Options



- **Allow Interactions** : This allows for action cards when two players land on the same space. This option is randomly active for each individual turn. If you disable the allow interactions check box, no interactions will be allowed.
- **Starting Funds** : This determines how much money each player starts with.

External Action Cards



This option control the use and frequency of the external action cards. These cards allow you to add your own actions to the game. See the [Using external action cards](#) topic for details.

Toys List

The toys list lets you indicate what toys and other objects/foods you have access to. 4PLAY 4.95 will then incorporate these items into the game.

Sounds

This menu allows you to turn the sound and music options on or off.

Password

This menu allows you to password protect 4PLAY 4.95. Make sure you remember your password, without it you will have to re-install 4PLAY 4.95 to gain access to the game.

System

Player Movement Speed

This slider effects the pause when a player's game piece is moved around the board. You may need to adjust this on faster systems.

Stretch Video in the Director

This option will cause video movie files to be enlarged or shrunken to fit a predefined area. This may be needed if some movie files are very large or small.

Icon Animation

This option is used to turn the various animated icons on and off. Turning this option off may improve performance on slower systems.

Show Game Tips

Displays helpful tips when you open a window.

Bank Window



Sell Property

This button allows a player to sell some property to raise cash. This button will only be enabled if a player has property to sell.

Sell Clothing

This button allows a player to sell some clothing to raise cash.

Buy Clothing

This button allows a player to buy back clothing.

Earn Some Cash

If you are broke you may have to preform to earn a little cash.

Clothing Window

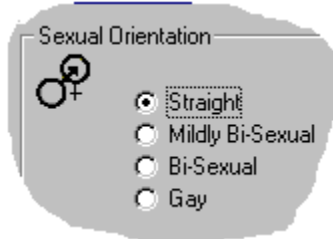


The clothing window allows you to tell 4PLAY what clothing a player has on. Certain options will be disabled depending on the player's sex.

Personal Preferences

This window allows a player to enter various personal preferences. Note that some options are not available in the shareware version of 4PLAY 4.95

Sexual Orientation



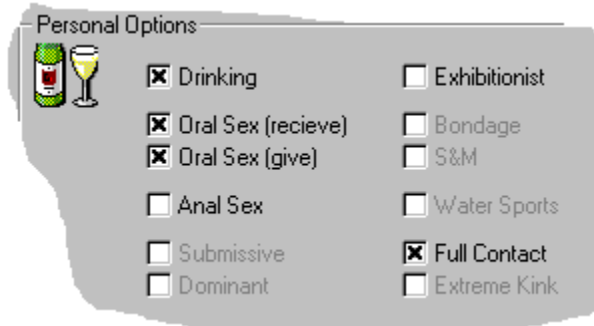
- **Straight** : Involved in action with persons of the opposite sex only.
- **Mildly Bi-Sexual** : Involved in some mild actions with persons of the same sex. Full actions with those of the opposite sex.
- **Bi-Sexual** : Full actions with persons of the same and opposite sex.
- **Gay** : Actions only with those of the same sex.

Kinky Index



These options allow a player to control the intensity of the actions they are involved in.

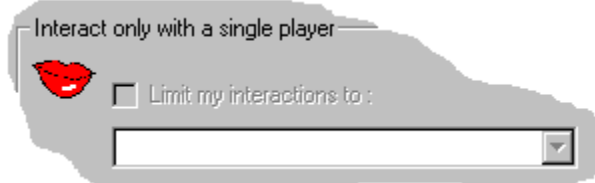
Personal Options



- **Drinking** : Determines is the player is willing to drink beverages during the game.
- **Oral Sex (receive)** : Determine is the player is willing to receive oral sex.
- **Oral Sex (give)** : Determine is the player is willing to give oral sex.
- **Anal Sex** : Indicates if a player is willing to be involved with anal action cards.
- **Submissive** : Indicates if a player tends to be submissive.
- **Dominant** : Indicates if a player tends to be dominant.

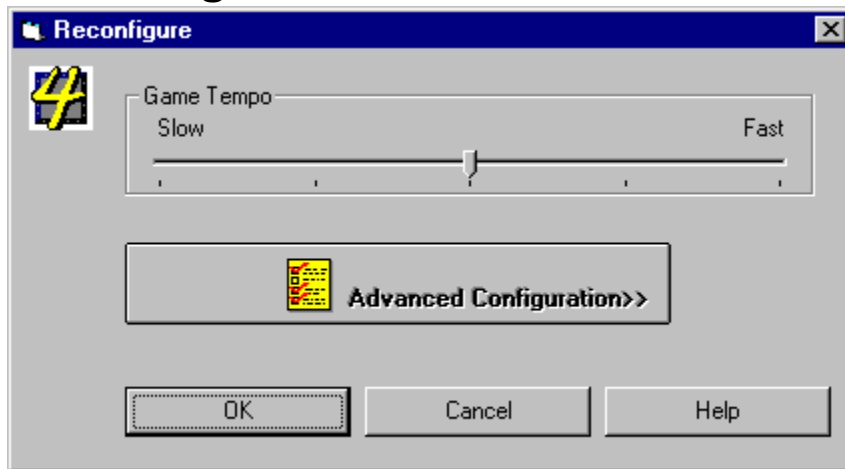
- **Exhibitionist** : Indicates that a player does not mind losing their clothing.
- **Bondage** : Determines if a player is involved in bondage action cards.
- **S & M** : Determines if a player is involved in S&M action cards.
- **Water Sports** : Determines if a player is willing to be involved in water sports.
- **Full Contact** : Indicates that a player is willing to engage in full contact sex.
- **Extreme Kink** : Choose this options if you have no inhibitions.

Interact Only With Option

A screenshot of a game interface. At the top, it says "Interact only with a single player". Below this is a red lips icon. To the right of the icon is a checkbox labeled "Limit my interactions to :". Below the checkbox is a dropdown menu with a downward arrow on the right side.

This option allow a player to stipulate that they wish to be involved in actions with only one player. The player simply chooses the other player they wish to interact with.

Reconfigure Window



This window allows you to change game options during game play.

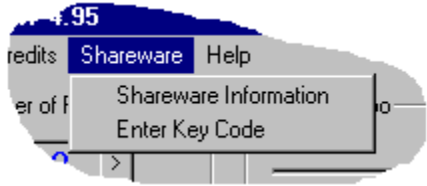
Game Tempo

This slider adjust the game tempo.

Advanced Configuration

This button activates the advanced configuration window.

Unlock Window



This window is activated by choosing Enter Key Code from the main window.

You will need to activate this window when you call to [register your copy of 4PLAY 4.95](#). You will be given a code which will unlock the game.

NOTE: You cannot receive the unlock code via mail, e-mail or fax. You must unlock the game in real time. For this reason, only phone orders may unlock the game.

