# Contents

Welcome to Flip-It

This is my first venture into C++ programming in Windows.   The game that you see here is the result of several months of long evenings spent huddled over my keyboard.   As such, I dedicate this game to my wife, Jennifer, and my son, Justin, who had to put up with me during this project.

I sincerely hope that you enjoy this game as much as I did writing it.

Choose an object to get help on:
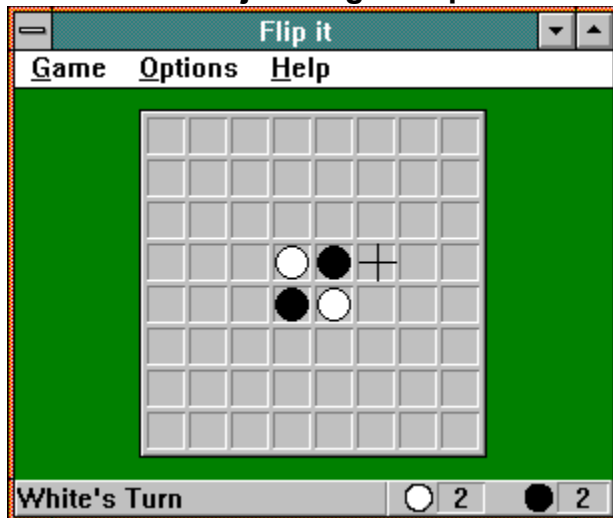
[Technical Support](#)

Support

I may be reached for technical support, questions, answers, and comments via Compuserve.

My account number is 73043,507.   Please send all messages as e-mail or as a message in the WUGNET forum.

Cheat

Cheaters never prosper, unless they are playing Flip-It.   Cheaters must still be able to flip at least one of their opponents pieces.

Try it out, you'll love it!

Exit

Selecting this command will exit Flip-It.

Game Menu

The game menu enables you to start a new game, save your current game or restore a previously saved game.

See Also

New
Open
Save As
Exit

New

Selecting New from the game menu will start a new game.   A new game will also be started if the size of the board is changed or if the difficulty level is changed.

See Also

Preferences

Preferences

This allows customization of the current game for your personal taste.

If you check the "Make Default Setting" box, the current preference will be used when Flip-It is run.

Note:

Changing the board size or difficulty will start a new game.

See Also

New

Open

Displays a list of all the previously saved games.   Choosing one will restore the board to the way it was when that game was saved.   Perfect for when the boss leaves the room!

See Also

Save As

Save As

Displays a list of all the previously saved games.   Type in a name to save the game.   Choosing an existing name will overwrite that game with the current game.   Perfect for when the Boss enters the room!

See Also

Open

Help Menu

This menu contains two options, the Contents command (which displays this help file) and the About command, which displays the Flip-It about screen complete with version number and author's name (hey that's me!)

Hint

When you ask for a hint, the computer tries to determine the best move that you could make, and makes it for you.

How to play

Flip-It is very similar to the "Reversi" game that shipped with Microsoft Windows 3.0.

A valid move is indicated by the cross-hairs instead of the normal mouse cursor.   The player with the most pieces on the board at the end of the game is the winner.

The status bar at the bottom of the window indicates whose turn it is, and the lower right corner indicates the current score.

Strategy Tips

Play the game strategically.   Place your pieces on the board where they are least likely to be changed by your opponent.

The four best moves are in the corners of the board.   Once a piece has been placed in a corner, it cannot be changed.   The sides of the board are the next best area to go.   It can be extremely difficult to change a piece that has been placed on the side.

Options Menu

This menu lets you choose special options to modify the current game.   You can undo a bad move, request a hint, cheat (shhh!) or set preferences for the current game.

See Also

Undo
Hint
Cheat
Preferences

Undo

This is the oops command!   It gives you a chance to correct a bad move before your opponent can take advantage of it.

The Undo command will only undo the last human move.   If you are playing the computer, this means that you can take back your move after the computer has moved!

Status Bar

The status bar contains the name of the current player, either White or Black.

On the right hand side is the scoreboard.   When the game is over, the pieces are not tallied until after the Game Over message has been closed.

valid move

A valid move will change at least one opponent's piece.   It is accomplished by enclosing one or more of your opponent's pieces between yours.   The mouse cursor will change to cross-hairs when you have a valid move.