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Welcome to ***Pardon?*** for Windows!

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# Game Menu

## **New Game**

Anytime you are ready to begin a new game, select this menu option. This menu option is also good for stopping a computer vs. computer game. You begin a new game by first going to the New Game Dialog.

## **Load Game and Save Game**

These options allow you to save a game in progress and return to finish the game at a later time. While most games will only last around 15 minutes, it is sometimes useful to save your game. This is especially true in the case of a tournament game.

## **Undo Move**

If it is your turn and you have moved one piece, but still have one move left, you can choose to "un-move" your first piece. Once you have used both dice, however, the computer immediately begins its turn.

## **Move For Me**

If you would like the computer to make your next move for you, select this menu option. This is a great way to get used to the game when first learning to play.

## **High Scores**

This menu option will show you the best three scores to-date, and will allow you to clear them so you can start fresh with more-achievable scores.

## **Exit**

This is one way for you to close the game window and exit the program.

# Help Menu

## **Credits and About Pardon**

This is very important information. You definitely want to check these items out.

## **Rules**

This is how you invoke the help you are currently reading. But you probably already know that...

# Menus

Select the menu you would like to read about.

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# Moving Pieces

## Cursors

There are several cursors (mouse pointer shapes) used in the game. Each one gives you vital information about what is going on at any given moment. For example, when it is your turn to roll the dice, the cursor is shaped like two dice. And when the computer is taking its turn, the cursor is shaped like a "think" bubble.

## Making A Move

After rolling the dice, the cursor will change shape as you move it around the game window. When you move it over one of your pieces, it changes to a "pointing finger" shape. Clicking the left mouse button there will pick up that piece for movement. If you change your mind and don't want to move that piece, clicking the right mouse button will drop the piece back where you got it from.

Once the piece is picked up, the cursor will change to an "arrow" symbol to indicate valid moves. A "no" symbol indicates invalid moves and invalid clicking regions. Unlike the board game version of **Pardon?**, you do not need to count squares to determine legal moves. Just move the mouse around and look for it to change to an arrow.

When dropping a piece onto a square, it is critical to note where the arrow points because that is where the piece will be dropped. It will not be dropped on the square that the piece itself is over.

## New Game Dialog

This dialog is where you specify the name of each player and whether the players are human or computer. You can also elect to play a tournament instead of a single game.

# Options Menu

## **Music and Sound FX**

If you have a sound card in your computer, you may opt to turn on background music and sound effects. Each board has its own theme music.

On some machines, sound effects may seem to negatively affect response time. If you have a slower machine with little RAM and no disk cache, it is recommended that sound effects be turned off for optimal performance. If sound effects are important to you, you may want to consider increasing the size of your disk cache.

## **Board Motif**

There are six different board themes, each with its own graphics and sounds. Although the game plays the same with any of the boards, most players tend to settle on a favorite that they play on most of the time.

# Playing

1. Players start with 12 pieces each, in large rectangles at opposite ends of the board.
2. Players take turns rolling two dice and moving one or two pieces according to the numbers shown. Pieces can be started on any one of the three lanes.
3. A piece can be moved forward or a combination of forward and either left or right from one lane to another with one lane change per die per roll. Players can only move left on an odd numbered die, or right on an even number. A lane change cannot be diagonal and each rectangle (base) entered is counted, whether left, right, or forward. A piece cannot move backwards.
4. If the final position for a move lands a piece on an opponent's, it captures and sends that opponent's piece back to its starting base.
5. A player can have a maximum of two pieces on a single base. This is called a safe base, where neither piece can be captured. However, these positions can be moved over and the base they occupy is counted in any movement over them.
6. To enter the opposite end base and move a piece off the board, players must roll the same number on the dice as there are bases left to move.
7. Players have to move either one or two pieces the full number rolled on the dice or they forfeit the turn. An exception is made if a player has only one piece left, in which case they can use the number from one die to finish the game. Players miss a turn if they get doubles.
8. A player does not have to capture an opponent if the opportunity exists to do so.

Look here for [Strategy Tips!](#)



## Scoring

A winning player's score is calculated by taking into account how fast and by how many pieces they won. The highest score theoretically possible, therefore, is when a player gets all of their pieces off the board in 1 turn while their opponent gets none. On the other hand, winning by 1 piece after an hour of play will result in a much lower score.

There is actually a secret seventh board, but you will have to figure out how to get there on your own...

## Strategy Tips

Remember to lane change using combinations of left and right within the same turn if necessary to reach the end, double a piece, or capture an opponent. Capture an opponent if they are on your half of the board. Consider leaving a couple of pieces at the start until you have played most of your pieces. Avoid pairing all your pieces close to the finish.

## The Board

The board is composed of three columns, 13 rows, and two end zones. Pieces must, therefore, move a total of 14 rows to reach the other end zone. Players begin the game with 12 pieces in their respective end zones.

{ewc FH\_BMP.DLL,FH\_BMP,board.bmp}

A piece moving out of your home end zone can enter the board in any of the three columns. This can have a tactical advantage for players defending their home turf and doubling up on their half of the board.

## Winning

In Pardon, the first player to move all 12 game pieces from one end to the other wins. Luck helps, but good strategy will win the game. A player's score will be determined by "how much" they win by.

A tournament is at least four games, and the winner has to win by at least two games.



