Enable Arrests

Check this box to enable arrests and trials.

If this option is enabled, then pieces on the board may be arrested and put in jail to await trial. During this time, an arrested piece may not be moved. An arrested piece will appear behind bars while awaiting trial. The number of turns until its trial is displayed. When the trial is held, the piece will flash several times. If it is found innocent, then it will be released from jail. Otherwise, a rifle shot will sound, and the piece will disappear.

Frequency of Arrests

You can control how often arrests happen in the game.

For example, if the frequency of arrests is specified as *1 in 60 turns* , this means that arrests will be made, *on average*, once every 60 turns. At the start of each turn, the computer will generate a random number between 1 and 60, and if it equals 1, then arrests will be made.

No new arrests will be made if any pieces are awaiting trial.

Chances of Arrests

You can control the chances that a piece will be arrested when arrests are being made.

If arrests are being made (see "frequency of arrests"), and the chances that a piece will be arrested is set at *1 in 3*, then the computer will generate a random number between 1 and 3 for each piece on the board, and will arrest all pieces that have the number 1.

Chances of a Guilty Verdict

You can control the chances that a piece will be found guilty when on trial.

When the trial is held for a piece, and the chances of a guilty verdict is set at *1 in 3*, then the computer will generate a random number between 1 and 3, and will find the piece guilty if the number equals 1. Otherwise, the piece will be set free.

Maximum Number of Turns Until Trial

You can control when trials are held.

If you want all arrested pieces to have their trials within the 12 turns following the arrests, then enter the number 12 in the *Maximum Number of Turns Until Trial* field. When the computer is determining when trials will be held for arrested pieces, it will generate a random number between 1 and the specified number for each piece, and that will be the number of turns until the piece goes on trial.

Use Defaults

You can specify default settings for all of the arrest and trial parameters.

Press the *Use Defaults* button, and the default settings for arrests and trials will be displayed in the dialog box. They have been registered at that time. Then, press *Cancel* to exit the dialog box.

Apply

Press the *Apply* button to register the values for the arrest and trial parameters that you have specified in the dialog box. Then, press *Cancel* to exit the dialog box.

Cancel

Press the *Cancel* button to exit the dialog box.

If you have not pressed either the *Use Defaults* or *Apply* buttons since changing any of the parameters in the dialog box, the values that you have specified will not be registered. If you did press either one of those buttons, then the changes that you made before pressing them will not be changed, and the dialog box will simply be exited.

Enable Mines

Check this box to enable mines.

If this option is enabled, then the board will be a minefield. If a piece moves onto a square that contains a mine, or jumps a piece and lands on a square containing a mine, an explosion will occur and the piece will disappear. In the event of a jump onto a mine, the piece that was jumped will remain on the board.

The location of the mines on the board will change at the start of every turn. The user can specify the maximum number of mines that will be set at any time.

Maximum Number of Mines

You can specify the maximum number of mines that will be set on the board. The location of the mines on the board will change at the start of every turn.

The computer can set mines only at squares on the board which aren't occupied by a player's piece. The computer will never set mines at more that one-half of the unoccupied squares, even if you have specified a larger number.

Use Defaults

You can specify default settings for all of the mine setting parameters.

Press the *Use Defaults*   button, and the default settings for mines will be displayed in the dialog box. They have been registered at that time. Then, press *Cancel*   to exit the dialog box.

Apply

Press the *Apply* button to register the values for the mine parameters that you have specified in the dialog box. Then, press *Cancel* to exit the dialog box.

Cancel

Press the *Cancel* button to exit the dialog box.

If you have not pressed either the *Use Defaults* or *Apply* buttons since changing any of the parameters in the dialog box, the values that you have specified will not be registered. If you did press either one of those buttons, then the changes that you made before pressing them will not be changed, and the dialog box will simply be exited.

Enable Electric Fences

Check this box to enable electric fences.

If this option is enabled, then the electric fences on the left and right sides of the board will activate from time to time. When an electric fence turns on, all pieces (with the exception of super pieces) occupying the squares along the fence will be eliminated. The left fence affects all pieces in the first vertical column of squares, and the right fence affects all pieces in the last vertical column of squares.

Frequency for Fence Electrification

You can control how often the electric fence activates during the game.

For example, if the frequency for fence electrification is specified as *1 in 60 turns* , this means that an electric fence will be turned on, *on average*, once every 60 turns. At the start of each turn, the computer will generate a random number between 1 and 60, and if it equals 1, then the electric current will flow.

Maximum Number of Turns Electrified

You can control how long the electric fences will stay on when they are activated. Specify the maximum number of turns the fence will stay on. When the computer is turning on an electric fence, it will generate a random number between 1 and the specified number of turns, and that will be how long the fence will remain electrified.

Use Defaults

You can specify default settings for all of the electric fence parameters.

Press the *Use Defaults* button, and the default settings for the electric fences will be displayed in the dialog box. They have been registered at that time. Then, press *Cancel* to exit the dialog box.

Apply

Press the *Apply* button to register the values for the electric fence parameters that you have specified in the dialog box. Then, press *Cancel* to exit the dialog box.

Cancel

Press the *Cancel* button to exit the dialog box.

If you have not pressed either the *Use Defaults* or *Apply* buttons since changing any of the parameters in the dialog box, the values that you have specified will not be registered. If you did press either one of those buttons, then the changes that you made before pressing them will not be changed, and the dialog box will simply be exited.

Print command (File menu)