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System Requirements

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Operating System

Your computer must have Microsoft Windows 3.1, Microsoft Windows for Workgroups 3.11, Microsoft Windows 95, or Microsoft Windows NT 3.5, or higher versions of these operating systems.

Disk Space

This program requires approximately 4 megabytes of space on your hard drive.

Hardware

A mouse or pointing device is required.

To access our web site you must have a modem and a connection to the Internet.

In order to hear sounds you must have a sound card and speakers. Note: SOUND IS NOT REQUIRED TO USE ALL OF THE PROGRAM'S FEATURES. INCIDENTAL MUSIC ONLY IS PLAYED.

Installation

3.5" Diskette Installation

USING WINDOWS 3.1, WINDOWS 3.11, OR WINDOWS NT 3.X

1. Place the diskette into your 3.5" floppy drive.

2. In Program Manager click on FILE, then click on RUN.

3. Type in A:\INSTALL and press Enter. (If your 3.5" drive is not A, then change it to the letter associated with your 3.5" drive.)

4. Follow any instructions that appear on the screen.

USING WINDOWS 95 OR WINDOWS NT 4.0

1. Place the diskette into your 3.5" floppy drive.

2. In the start-up screen click on START, then click on RUN.

3. Type in A:\INSTALL and press Enter. (If your 3.5" drive is not A, then change it to the letter associated with your 3.5" drive.)

4. Follow any instructions that appear on the screen.

CD-ROM Installation

USING WINDOWS 3.1 OR, WINDOWS 3.11, OR WINDOWS NT 3.X

USING WINDOWS 95 OR WINDOWS NT 4.0

USING WINDOWS 3.1 OR, WINDOWS 3.11, OR WINDOWS NT 3.X

1. Place the CD into your CD-ROM drive.

2. In Program Manager click on FILE, then click on RUN.

3. Type in D:\CDSETUP and press Enter. (If your CD-ROM drive is not D, then change it to the letter associated with your CD-ROM drive.)

4. Follow any instructions that appear on the screen.

USING WINDOWS 95 OR WINDOWS NT 4.0

1. Place the CD into your CD-ROM drive.

2. In the start-up screen click on START, then click on RUN.

3. Type in D:\CDSETUP and press Enter. (If your CD-ROM drive is not D, then change it to the letter associated with your CD-ROM drive.)

4. Follow any instructions that appear on the screen.

Main menu

{ewc D2HTools, D2H_256Color, help0004.bmp}

The main menu allows you to select whether or not sound accompanies your game:
Click on "Sound on" to toggle whether or not you hear sound effects while playing.
Selecting help allows you to view game rules.

Starting the Game

{ewc D2HTools, D2H_256Color, help0005.bmp}
To start the game, double click on the Backgammon Deluxe icon in Windows.

Summary of Rules of Backgammon

There are many variations of the game of backgammon.   Backgammon Deluxe is one variation. While classical backgammon starts with each player throwing one die to determine who goes first, Backgammon Deluxe allows the human player to start the game by clicking on either die.

Each player then throws or clicks on a die in turn. A player moves his/her pieces according to the number on the dice, starting with the number on the left die then that of the right die.

A player may move one piece the whole of their turn, or move separate pieces. If a player throws a double, meaning the same number on both die, then they move the number shown on one die four times. Again, the player has the option of moving one piece, or separate pieces.

The human player's pieces move in a counter-clockwise direction, and the computer's pieces move in a clockwise direction.

A board position is considered blocked if two or more opposing pieces are sitting at that position. For example, if you wish to move one position over and your opponent has two pieces at that position, an error message will be displayed letting you know that the move is an illegal move.

You can, however, move to a position in which your opponent has only one piece. This move sends your opponent to the center 'Bar'. On their next move, a player with a piece on the bar must use one of the die to re-enter the game starting at the first position on the opposing side. If the player cannot re-enter the piece on the bar, then they must pass.

The ultimate goal of backgammon is to remove all of your playing pieces from the board. You can not remove pieces until all of your playing pieces are in your inner table (the bottom right corner). You remove pieces by moving the amount on the die roll greater than the number of board positions remaining. For example, if a die shows three and you click on a piece with only two board positions remaining, that piece will be removed from the board and placed in the reserve area.

The first player to remove all of their board pieces wins the game. Enjoy.

More:

Levels

Levels

You may select whether the computer will respond on a novice level or as an advanced player.

Introduction

{ewc D2HTools, D2H_256Color, help0006.bmp}

BOMBLASTIC is a two-player strategy game where each player tries to capture the most board squares by surrounding the other player's pieces. If a player's bomb is between two of the opponent's, that bomb is then exploded and the opponent's bomb replaces or captures the square.

The game ends when no valid moves can be made, and the winner is the player with the highest score. The all-time high score is saved, and can be reset at any time.

To begin playing Bomblastic, click on a square. The computer opponent will then take its turn, and so on. The goal of the game is to capture as many squares as possible while avoiding placing your bombs between two of your opponent's bombs.

More:

Levels

Levels

You may select whether the computer will respond on a novice, beginner or expert player.

Introduction

To start playing chess, click on the piece you wish to move, and then click on the destination you wish to move it to. Or, if you wish for the computer to make the first move, click on the 'Move' button and the computer player will start the game. Each player then takes turns moving their 16 chess pieces across the board.

The King can move to any adjacent empty square, or an adjacent square occupied by an unprotected opposing piece.

The Queen can move along the diagonal, horizontal, or vertical in any direction over unoccupied squares. And can capture an opposing piece by landing in its square.

The Rook can be moved along the horizontal and vertical in any direction over unoccupied squares. And can capture an opposing piece by landing in its square.

The Bishop can be moved along the diagonal in any direction over unoccupied squares. And can capture an opposing piece by landing in its square.

The Knight moves in an L-shaped direction over squares that may, or may not be occupied, capturing the opposing piece in the square it lands on.

A Pawn can move two squares its first move, but there after it moves one square at a time. It can capture opposing pieces on either diagonal square facing it.

To win at chess you must either capture or checkmate your opponent's king.

Chess Marvel allows you to play at different skill levels. At start-up, Chess Marvel plays at Novice level. To change to a higher level, click on the 'Novice' button until it reaches a level you feel comfortable with. Chess Marvel also gives you the option of undoing mistaken moves. To undo a move click on the 'Undo' button.

Introduction

There are many variations of the word search puzzle, Colossal Word Search is one variation.

{ewc D2HTools, D2H_256Color, help0007.bmp}
Choose a WORD PUZZLE TTILE from the CATEGORY list.

More:

Main Menu

Your own puzzle

Main Menu

Select a puzzle by clicking on it in the right lower pane.
Draw a line through words from the Word List in the diagram. Words in the diagram read left to right, right to left, top to bottom, bottom to top, and diagonally in a straight line.

{ewc D2HTools, D2H_256Color, help0008.bmp}

As you find words, they are highlighted in the word list.

Your own puzzle

You may create your own puzzles using your own word list as described in the program's help file.

Introduction

{ewc D2HTools, D2H_256Color, help0009.bmp}
Jigsaw Maverick is the classic jigsaw puzzle game, with pieces shaped like real jigsaw pieces. It offers different piece sizes for every age and skill level to enjoy.
The display above shows the golf course puzzle when you begin.

More:

Using Any Bitmap (*.bmp) As a Puzzle

Using Any Bitmap (*.bmp) As a Puzzle

You can turn any .BMP image into a jigsaw puzzle, or, you can use the images that come with Jigsaw Maverick. To use the .BMP image of your choice, click on the 'Game' menu item and then the 'New Jigsaw' item. Find your selected BMP image, click on it, and it will be brought onto the screen.

{ewc D2HTools, D2H_256Color, help0010.bmp}

After you have selected an image, click on the 'Scramble' menu item at the top of the screen, and select the number of puzzle pieces you desire.

{ewc D2HTools, D2H_256Color, help0011.bmp}

After clicking on the desired number of pieces, the puzzle will scramble:
Puzzle pieces can be moved by clicking on them, and 'dragging' them to the desired location. If the sound is on, you'll hear a beep every time a piece lands in its right location.

Introduction

Mancala is one of the oldest two-player strategy games in the world. It has many variations, and this version known as Kalaha, is just one variation. Kalaha has been played for more than 7,000 years throughout Asia and Africa.

The goal of the game is to capture as many "stones" or playing pieces as possible.

The game begins with 4 stones or playing pieces in each pit. The human player makes the first move.

The player picks up all the pieces in one of their pits and sows the pieces, one in each pit, around the board counter-clockwise, including into their own Kalaha. If there are enough pieces, the player continues sowing into the pits on the opponent's side of the board.

If a player's last piece lands in their own Kalaha, then the player gets another turn.

A player may capture the pieces in their opponent's pit if their last piece is sown in an empty pit on their side of the board. The player then gets to capture all of the pieces in the opposite pit (the opponent's) and store them in their own Kalaha along with the capturing piece.

When all six pits on one side of the board are empty, the game is over. The player who still has playing pieces in their own pits gets to put them in their own Kalaha. The winner is the player with the most "stones" or pieces in their own Kalaha.

Introduction

ROCK SLIDE - the falling rocks game. It's a race against time as you arrange the rocks in rows without any spaces.

To start a new game, simply click on the 'New Game' button at the bottom right of the screen, or type the letter 'N' for New Game.

{ewc D2HTools, D2H_256Color, help0012.bmp}

Once the rocks start falling, use the arrow keys to move the rocks to the Left, Right, or Down. The Down arrow key speeds up the downward movement of the rocks. The up arrow key flips the rocks upside down.

You can 'pause' the game by clicking on the 'Pause' button, or by typing the letter 'P'. If you need help, click on the 'Help' button or type 'H'.

The all-time highest game score is recorded, and can be reset at anytime.

Introduction

There are many variations of the game of Dominoes, Shark Dominoes is one variation.

{ewc D2HTools, D2H_256Color, help0013.bmp}

Each game round starts with the 28 dominoes face down in random order. The Human player and the computer player take turns drawing 11 dominoes each.
The remaining dominoes are removed from the board.
Play starts with the first player that has the double six domino. If no player has the double six domino, the next highest double domino (5-5, 4-4, 3-3, etc.) is placed in the center of the board.
The other player then tries to match one of their dominoes to one end of the double domino. If the first domino is a double five, the other player will add any of their dominoes containing five dots on one end. Dominoes are placed length-wise rather than at right angles.
If a player cannot match the dominoes at either end, then the player must pass and then try again on the next turn.
Points for the game are scored by adding both ends together.   If both ends add up to a multiple of five (5, 10, 15, 20, etc.) then the player receives those points.
Play continues until one player has used all of their dominoes or until no player can play. If no further plays can be made, the player with no dominoes, or with the least number of points (dots) on the remaining dominoes wins the round. The player subtracts the total of their points from the total of the opponents' points and scores the balance to the nearest five multiple (5, 10, 15, etc.). Rounds continue until one player scores 200 points. The first player to score 200 or more points wins the game.

More:

Levels

Levels

You may select whether the computer will respond on a novice level or as an advanced player.

Introduction

{ewc D2HTools, D2H_256Color, help0014.bmp}

Each player starts with 12 pieces, either 12 black pieces or 12 red pieces. The black pieces are set up on the first 12 black squares and the red pieces are set up on the first 12 black squares on the opposite side of the board.

Players alternate turns moving one diagonal square at a time. In this version of checkers the red player moves first, followed by the black player. A player can only move to unoccupied squares. Once a piece moves to the opposite side of the board it is "crowned" and it is then called a "king". A "king" can move backward or forward one square at a time, as the limits of the board permit.

Players must "jump" an opponent's piece in the next square if the square beyond it is vacant. If another "jump" is available from the new square, then the player must continue jumping until it runs out of jumps. An opponent's piece that is jumped is "captured" and removed from the board.

To win at checkers you must either capture all the pieces of your opponent, or block your opponent's forces so they cannot move. The player making the last move wins.

Introduction

{ewc D2HTools, D2H_256Color, help0015.bmp}
SUBZERO is a two-player strategy game where each player tries to capture the most board squares by "trapping" the other player's pieces. If a player's submarines are between two of the opponent's, those subs explode and the opponent's subs replace or capture the squares.
Each game begins with two player and two opponent submarines at the center of the board. Play begins by clicking on a square that traps an opposing sub between two of your subs.
The game ends when no valid moves can be made, and the winner is the player with the highest score. The all-time high score is saved, and can be reset at any time.
The goal of the game is to capture as many squares as possible while avoiding placing your subs between two of your opponent's subs.

Introduction

Wari is one of the oldest two-player strategy games in the world. It has many variations, and this version just one variation. Wari has been played in West Africa and other parts of Africa for thousands of years. The goal of the game is to capture as many "stones" or playing pieces as possible.

{ewc D2HTools, D2H_256Color, help0016.bmp}

The game begins with 4 stones or playing pieces in each pit. The human player makes the first move. The player picks up all the pieces in one of their pits and sows the pieces, one in each pit, around the board counter-clockwise. If there are enough pieces, the player continues sowing into the pits on the opponent's side of the board.
A player may capture the pieces in their opponent's pit if their last piece is sown into a pit in which there are two or three stones. The player then gets to capture all of the pieces in that pit, as well as all of the pieces in any preceding pit that has two or three stones in them on the opponent's side. All captured pieces are placed in the player's end pit.
When all six pits on one side of the board are empty, the game is over. The player who still has playing pieces in their own pits gets to put them in their end pit. The winner is the player with the most "stones" or pieces in their end pit.

Options

You may play Wari with 3, 4 or 5 stones in each pit. Select the number of stones from the GAME menu.

We encourage all our users to provide comments and suggestions about this program.   This program is supported by voice, fax and Internet e-mail.

Voice

Phone our customer support line at: (310) 886-3510

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