

Shuffleboard 3D for Windows v. 2.02

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2. About Shuffleboard 3D for Windows

In Shuffleboard 3D, you are up against the computer in a game of shuffleboard. The court is shown in a three-dimensional, 256-color, perspective view. You aim and propel your discs to the scoring diagram at the opposite end of the court using a mouse instead of a cue. You can hear your disc slide down the court, the cheers of the crowd, and the reaction of your opponent. Three computerized opponents, each with his own playing style, will challenge your skill, or you can play against another person.

Minimum system requirements for running Shuffleboard 3D: IBM-compatible computer with a mouse, 256-color display, and Windows 3.1 or 95.

1. How to Register this Copy of Shuffleboard 3D v. 2.02

Support cheap software through the shareware concept! If you decide to use this software after a 10 day trial period, please become a registered owner by sending your name, address, and a check or money order for US\$6.00 to the address below.

You'll get a registration number by return mail. To enter the number, select "Register" from the menu, then type your name and the number in the dialog box. After you enter the registration number, the two-player mode becomes available, so you can play against your friends.

If you would like to have the most recent revision of Shuffleboard 3D for Windows mailed to you on a floppy disk, add \$5.00.

If you are ordering from outside the USA, please send an international money order payable at a bank in the United States.

Mail Order Price List

Shuffleboard 3D for Windows Registration	\$6.00
Shuffleboard 3D for Windows Registration w/Disk	\$11.00

The classic game - true perspective view - 3.5" floppy disk

By the same Author

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To order, circle items desired and send check or money order to:

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305 Hourglass Lane
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3. Playing Shuffleboard 3D for Windows

The object of the game is to propel discs by means of a cue onto a scoring diagram at the opposite end of the shuffleboard court. In Shuffleboard 3D, you play the red discs and the computer plays the black ones. Your computer opponent will prompt you (in the status bar at the bottom of the screen, if it is turned on) when it is your turn to shoot. Use the "View" menu to turn on the status bar if necessary.

To propel a disc, point to it with the mouse cursor, then press and hold the left mouse button. A grid will be drawn on the ground behind the disc to help you aim (use the "View" menu, if necessary, to enable the aiming grid). Pull back on the mouse, and an aiming line appears to control disc speed and direction. When you release the left mouse button, the disc will be fired.

You control disc speed by how far back you pull the mouse. The farther you pull back, the faster the disc will go when released. You control disc direction by the direction in which you pull back on the mouse. The aiming line indicates the direction of travel.

In the corner of the screen, there is a blowup of the scoring diagram, as seen from above. The top view shows which discs are on the scoring diagram. Remember, a disc must be completely inside one of the scoring areas, not touching the lines, to count. If necessary, turn on the top view using the "View" menu.

The score is shown in the upper right corner of the screen. Remember, the points on court don't get added to the score until all eight discs have been played. The "View" menu can be used to turn on the scoreboard if it is not visible.

Each game is to 75 points, and three games make a match.

4. About Your Computer Opponents

There are three different computer opponents to try your skills: Aunt Mildred, Billy (a kid), and Joe Smith. You choose which opponent to play against using the "Opponent" selection from the "Game" menu.

Aunt Mildred is grandmother first and a shuffleboard player second. Her style is conservative, and she is much too kindly to knock your disc off the target.

On the other hand, Billy is a typical teenage kid who lives for the thrill of blasting away at any disc you may be fortunate enough to land on the scoring diagram. However, he is inclined to take risks beyond what his skill level merits.

Joe Smith is just an average kind of guy. His playing style is not too risky but not too conservative.

You can set your opponent's expertise by choosing "Skill Level" from the "Game" menu.

5. How to Play Against Another Person

Registered owners of Shuffleboard 3D can use the two-player mode, in which you play against another person.

To play Shuffleboard in the 2-player mode, select "New Game..." from the "Game" menu, or press the new file button on the toolbar. The new-game dialog box appears.

Select the "Human vs Human" radio button and then click on the OK button.

You are now playing in 2-player mode. You and your opponent take turns launching the shuffleboard discs. The status bar indicates whose turn it is, red or black.

6. Saving and Restoring a Game

You can save a match in progress and return to finish it at a later time. To save a game, choose "Save" or "Save as" from the "File" menu. Remember the name of the file where your game is saved.

To return to a previously saved game, select "Open" from the "File" menu. You will need to select the file where the game was saved.

9. Shuffleboard Rules

The official rules for Shuffleboard are maintained by the National Shuffleboard Association, Inc., Trailer Estates, Box 6343, 2010 Iowa Ave., Bradenton, FL 33507. The following is a summary of the official rules.

Playing Rules

Play alternates (red, then black) until all discs are played. Red plays from the right side from the head of the court, and from the left of the foot.

All National tournaments are best two out of three 75-point games.

Players place their discs in and play them from their respective half of the 10-off area.

When a disc stops before the farthest dead line, but not touching the dead line, it is a dead disc and is removed from play.

Scoring

After all eight discs have been played, score all discs on diagram within and not touching lines; separation triangle in 10-off area not considered.

Play continues until all discs have been played in the half round, even if game point has been reached.

7. Turning the Sound On and Off

If your computer is equipped for sound, then you will hear your disc sliding down the court, the cheers (or boos) of the crowd, and the occasional "Nice shot!" from your opponent.

You can turn the sounds on or off using the "Sound" menu. Three kinds of sounds can be played: the sound of the disc sliding down the court, the sounds of the audience, and the reaction of your opponent. Each one can be toggled on and off using the "Sound" menu. Just click on the sound you want to turn off. A check means the sound will be played; no check means it won't.

If your computer is not fast enough, the sound may not be perfectly synchronized with the visual action. In this case, just turn off the sound.

8. Customizing the View

Shuffle uses a 3D perspective view of the shuffleboard court. Two views of the court can be used: an end view and a side view. To switch from one view to the other, choose the preferred view from the "View" menu. The menu puts a check next to the currently selected view.

In addition, Shuffle normally shows you an inset top view of the far end of the court. The top view helps you see which discs are scoring points. You can toggle the top view on and off by selecting "Top View" from the "View" menu. The menu uses a check mark to show when the top view is on.

Shuffle also normally shows the scoreboard inset. The scoreboard helps you keep track of who is winning, and which discs are scoring points. You can toggle the scoreboard on and off by selecting "Scoreboard" from the "View" menu.

When you pull back on a disc to launch it, Shuffle will normally draw a grid on the ground behind the disc to help you aim. The grid helps you gauge how far back to pull on the disc. You can toggle the aiming grid on and off by selecting "Aim Grid" from the "View" menu.

The status bar at the bottom of the window is normally turned off. This bar can be toggled on and off by selecting "Status Bar" from the "View" menu. When it is on, you will be able to see what your opponent is thinking.

The toolbar at the top of the window is normally turned off. This bar can be toggled on and off by selecting "Toolbar" from the "View" menu. When it is on, the toolbar has shortcut buttons for (a) starting a new game, (b) opening a saved game, (c) saving the current game, and (d) the "About" dialog box.

