EXPERT SOFTWARE

Arcade Magic

Arcade Magic

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Arcade Magic

For game information, click on one of the following topics.

Brain Bones
Bulldozer II
Bulldozer Builder
Moku
Neutron Trails
Robottack
Head-on Collision!
Ultimine
Laser Clash
Olive Wars!
Tennis!
Evolve
Space Combat
Lasso
Hockey

Copyrights and Trademarks

Welcome to Arcade Magic! Step right up and try your hand at any of the 15 fun-filled games ...if you dare!

Program Overview

Welcome to Expert's Arcade Magic

Arcade Magic has something for everyone. Whether you like the strategy of **Bulldozer II** (the bigger than ever sequel to **Bulldozer)**, the quick pace of racing cars through a maze in **Headon,** or the insanity of shooting veggies with your olive in **Olive Wars!** you'll be certain to enjoy the wacky world of Arcade Magic!

Plan your strategy, hope for luck and take your chances! Roll the dice and create scoring pairs to be a winner at Brain Bones!

Brain Bones

Rules Summary-Brain Bones

Roll the dice and swap them around to create two scoring pairs. The first time a scoring pair is played, the score is 100 points. If five scoring pairs have been played, the score is zero. If 6 or more scoring pairs have been played, the numbers in the Values column are the value of each scoring pair thereafter. The game is over if one of the discard dice is discarded eight times. The object of Brain Bones is to score as high as possible.
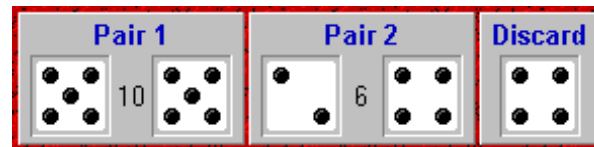
Brain Bones Rules

Object of the game

The object of Brain Bones is to score as high as possible.

How to Play

Begin playing by clicking on the bar which says "Roll the Bones". . .

Roll The Bones!

You will receive five dice. . .

The scoring pairs above are 10 and 6. The discard die is 4. You can swap the above dice around for any combination possible. For example, other possible scoring pairs from these five dice include:

A scoring pair of 7 and 9, discard 4

A scoring pair of 10 and 8, discard 2.

A scoring pair of 9 and 9, discard 2.

A scoring pair of 7 and 8, discard 5.

A scoring pair of 9 and 6, discard 5.

Assume we keep the 10 / 6 scoring pair and discard the 4. Click on the bar which says Play This Combination. . .

The score board awards you a total of -200 points. One hundred points for the 10 scoring pair, the other hundred for the 6. The discard slot will show a number 4 as one of your discard dice with a number 1 located to the right. This means you have discarded only one 4.

Pair	Value	Num	Score	Discards	
2	50	0	0	4	1
3	45	0	0		
4	35	0	0		
5	25	0	0		
6	15	1	-100		
7	10	0	0		
8	15	0	0		
9	25	0	0		
10	35	1	-100		
11	45	0	0		
12	50	0	0		
Total Score			-200		

Also notice, your score would not have been so low if you had chosen the 9 / 9 discard 2 option. You would have a total score of -100 and two 9's in the "Num" column.

Continue to play as shown above. As you discard dice they appear in the discard slots. You can only discard dice that are in the discard slots. For example, in the board below, only 1, 2, 3, or 4 can be discarded. Therefore, we must put the 1, 2, or 3 in the discard box.

Brain Bones

Game   Help

Pair 1	Pair 2	Discard

Play This Combination

Pair	Value	Num	Score	Discards	
2	50	1	-100	1	1
3	45	0	0	2	2
4	35	0	0	3	1
5	25	1	-100	4	1
6	15	2	-100		
7	10	0	0		
8	15	3	-100		
9	25	0	0		
10	35	3	-100		
11	45	0	0		
12	50	0	0		
Total Score			-500		

End Game Conditions

The game is over when you have discarded a die eight times. For example, this game is over since the two is discarded eight times.

Hints

By trying to evenly distribute the number of discards, you can play a longer game (and score higher). In the above figure, a longer game would show that you discarded 7 ones, 7 threes, and 7 fours.

Try to keep the scoring pairs to a minimum. For example, even though the 12 and the 2 score higher, it is very difficult to get 6 pairs. If you stick to the middle numbers you can get rid of the -100's quicker.

If you have a 7 / 7 pair, look to see if you can rearrange and make a 6 / 8 pair. Sixes and Eights score higher later on in the game and are almost as easy to get.

Brain Bones Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the **Preferences**... menu item from the **Game** menu. If any option is changed within the **Option** dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, click on the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the preferences available for that topic. For example, the Extras tab allows you to choose the background color or texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

The number of discards allowed can be selected and will control the length and difficulty of the game.

4 Discard Slots - Clicking on the radio button labeled 4 Discard Slots selects an easy game; however, it takes longer to play. This skill level consists of 4 dice discard slots.

3 Discard Slots - Clicking on the radio button labeled 3 Discard Slots selects a moderately-challenging game. This skill level consists of 3 dice discard slots.

2 Discard Slots - Clicking on the radio button labeled 2 Discard Slots selects a difficult game, since the length of the game is shorter. This skill level consists of 2 dice discard slots.

Dice Tab

The Dice tab allows you to change the appearance of the playing pieces used in the game. The options for this tab do not affect the rules of the game, only the look of the game pieces changes.

Dice Names - The Dice Names list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new game pieces and previews them in the Dice Preview area.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the Screen Background list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The Game Sounds Enabled check box turns the game sounds on or off. This option is checked on by default. Unchecking the boxl turns the game sounds off. If this option is turned off, the rest of the controls below it are disabled. (If your system does not have any sound support, this option will not be available).

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Animation Tab

Drag Type - This list box allows you to choose how you want to handle animation of the pieces.

Drag Pieces - The Drag Pieces shows the piece when it is being dragged.as you are
Hint: This is the preferable action when dragging with the mouse.

Drag Outlines - The Drag Outlines show an outline of the piece when it is being dragged.
Hint: This option is recommended for people with slower computers that cannot keep up with dragging playing pieces.

Show Drag Zones - If the Show Drag Zones option is checked, the game flashes an outline over pieces that can be moved as you move the mouse over them.

Show Drop Zones - If the Show Drop Zones option is checked, the game flashes an outline over areas where you are allowed to drop a piece as you are dragging.

Brain Bones Commands

How To Move Pieces

Moving the dice in Brain Bones is accomplished by "dragging" them with the mouse. To drag a piece, click the mouse button on the piece and hold the mouse button down. While holding the button down, move the mouse and "drop" the piece by releasing the mouse button.

If you have the "Show Drag Zones" and "Show Drop Zones" options set (found in the **Preferences** dialog box on the Animation tab), you will be able to see a ghost image of where the pieces can be picked up and dropped.

Menu Commands

Game Menu

New - Starts a new game. Abandons any game currently in progress.

Show High Scores... - Shows the high score table.

Preferences... - Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits Brain Bones.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

This is the sequel to the all-time best seller Bulldozer!
Keep pushing those rocks!

Bulldozer II

Rules Summary - Bulldozer II

Using the bulldozer, push all the rocks onto the targets. the bulldozer is moved with the arrow keys located on your keyboard. Remember, a bulldozer can only push one rock at a time, and it cannot pull. You advance to the next level when each rock has been placed on a target. Each level has the same number of targets as rocks.
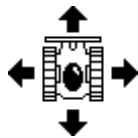
Bulldozer II Rules

Object of the game

The object of Bulldozer II is to push each rock on to a target. Put all the rocks on the targets and progress to the next level. See how many levels you can complete!

Making a Move

In a move, you can direct the bulldozer horizontally (using your up and down arrow keys) or vertically (left and right arrow keys). . .
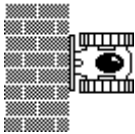
Sometimes when you hit an arrow key, the bulldozer will not move. Check for one of the following three conditions:
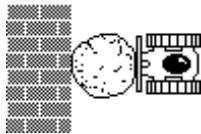
You are trying to push two rocks. . .

You can only push one rock at a time!

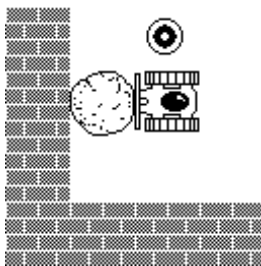You are pushing against a wall. . .

The bulldozer cannot knock down walls. It is your job to maneuver the rocks around the maze.

You are pushing a rock against a wall. . .

Be careful about pushing rocks against walls. For example, look at the following setup. You have just pushed the rock against the wall. . .

You cannot reach the target from this position, since you can't pull the rock away from the wall. You would now have to restart the level by selecting new in the game menu.

Pushing rocks against walls may be necessary. In the following setup, you made the same move as the one described above; however, in this case you can reach the target!
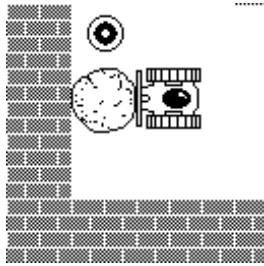
How To Complete a Level

The level is conquered when each rock has been pushed on to a target. Each level will have the same number of rocks as targets. Try to solve as many levels as you can. Bulldozer II contains sixty puzzling levels!

Hints

Carefully plan your moves. It is easy to get stuck and have to restart the level.

A rock is not locked into position once it is placed on a target. It is okay, and sometimes necessary to push rocks off a target.

Keep a piece of paper handy to write down your passwords. Passwords allow you to start at a higher level the next time you sit down to play Bulldozer II.

Bulldozer II Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the Preferences... menu item from the **Game** menu. If any option is changed within the **Preferences** dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, click on the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the Extras tab allows you to choose the background color of the game and to change the sound options.

Tab Descriptions

Options Tab

Starting Level - To change to a new level, double click in the Starting Level list box.

Password - You will be required to enter the password when the **Password** dialog box pops up. You are given a password for every fourth level you conquer.

Current Level - The current level number is displayed in the center of the Options tab along the bottom.

Pieces Tab

The Pieces tab allows you to change the appearance of the playing pieces used in the game. The options for this tab do not affect the rules of the game; however, the look of the game pieces change.

Piece Names - The Piece Set Names list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new game pieces and previews them in the Piece Set Preview area.

Extras Tab

The Extras tab allows you to change the background color of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the Screen Background list box shows the current background color of the screen. Highlighting the name of a color in the list box previews the new background color of the game window.

Game Sounds

Game Sounds Enabled

The Game Sounds Enabled check box turns the game sounds on or off. This option is checked on by default. Unchecking the box turns the game sounds off. If this option is turned off, the rest of the controls below it are disabled. (If your system does not have any sound support, this option will not be available).

Path...

The **Path** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Bulldozer II Commands

How To Move Pieces

Moving pieces in Bulldozer II is accomplished by using the arrow keys located on your keyboard. If you want the bulldozer to push a rock up, hit the up arrow key. Hit the appropriate key to move the bulldozer down, left and right. If the bulldozer is not moving while hitting the arrow keys, make sure that you are only pushing one rock or that you are not running into a wall.

Menu Commands

Game Menu

Restart Level - Restarts the current level.

Undo Last Move - This moves the rock and/or bulldozer to the position held prior to last move.

Open Level File. . . - This opens a *.BBD file created by the Bulldozer Builder

Close Level File. . . - This closes the opened *.BBD file.

Preferences... - This brings up the **Preferences** dialog box and abandons any game currently in progress if any options are changed.

Exit - Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

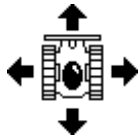Bulldozer Builder allows you to build your own levels for Bulldozer II.

Bulldozer Builder

Bulldozer Builder Rules

Making a Move

The bulldozer can be moved horizontally (using your up and down arrow keys) or vertically (left and right arrow keys). . .
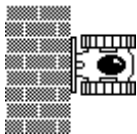
Sometimes when you hit an arrow key, the bulldozer will not move. Check for one of the following three conditions:
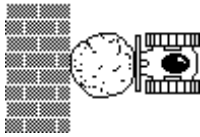
You are trying to push two rocks. . .

You can only push one rock at a time!

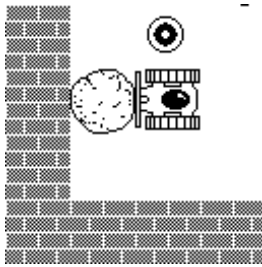You are pushing against a wall. . .

The bulldozer cannot knock down walls. It is your job to maneuver the rocks around the maze.

You are pushing a rock against a wall. . .

Be careful about pushing rocks against walls. For example, look at the following setup. You have just pushed the rock against the wall. . .

Notice how you cannot reach the target from this position (since you can't pull the rock away from the wall). You would now have to restart the level by choosing new in the game menu.

Pushing rocks against walls may be necessary. In the following setup, you made the same move as the one described above; however, in this case you can reach the target!
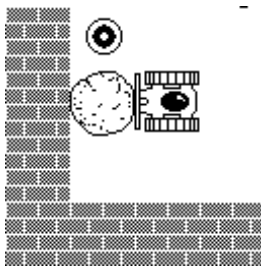
Hints

Start out with a solved board (i.e., the rocks are already on the targets). Set the mode to pull only and (while holding the shift key), move the rock to the beginning position.

Have fun with the walls and different blocks. Get creative!

Bulldozer Builder Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the Preferences... menu item from the **Game** menu. If any option is changed within the **Preferences** dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, click on the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the Extras tab allows you to choose the background color of the game, and to change the sound options.

Tab Descriptions

Pieces Tab

The Pieces tab allows you to change the appearance of the playing pieces used in the game. The options for this tab do not affect the rules of the game; however, the look of the game pieces change.

Piece Names - The Piece Set Names list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new game pieces and previews them in the Piece Set Preview area.

Extras Tab

The Extras tab allows you to change the background color of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the Screen Background list box shows the current background color of the screen. Highlighting the name of a color in the list box previews the new background color of the game window.

Game Sounds

Game Sounds Enabled

The Game Sounds Enabled check box turns the game sounds on or off. This option is checked on by default. Unchecking the box turns the game sounds off. If this option is turned off, the rest of the controls below it are disabled. (If your system does not have any sound support, this option will not be available).

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event or the selected file is invalid, no sound will be played.

Bulldozer Builder Commands

How To Move Pieces

Moving pieces in Bulldozer Builder is accomplished by using the arrow keys located on your keyboard. If you want the bulldozer to push a rock up, hit the up arrow key. Hit the appropriate key to move the bulldozer down, left and right. If the bulldozer is not moving while hitting the arrow keys, make sure that you are only pushing one rock or that you are not running into a wall.

Menu Commands

File Menu

New - Creates a new editing session.

Open. . . - Opens an existing builder file.

Save - Saves a *.BBD file created by the Bulldozer Builder.

Save As. . . - Prompts you to save the current *.BBD file under a new file name.

Preferences... - Brings up the **Preferences** dialog box.

Exit - Quits the builder.

Edit Menu

Copy Layout - Copies the current board layout into the clipboard.

Paste Layout - Pastes the contents in the clipboard into the current editing session.

Mode Menu

Push Only - If this option is checked, the bulldozer will push the rocks during the editing session.

Pull Only - If this option is checked, the bulldozer will pull the rocks during the editing session. This allows you to start with a solved board and back track to set up the board to the beginning.

Tools Menu

The tools menu will toggle on the object tool the cursor places when the left mouse button is held down.

Blank - Writes a blank square on the board. The colors for the background can be changed under the **Preferences** dialog box. A blank is also written on the board if you click the right mouse button.

Target - Writes a target on the board.

Rock - Writes a rock on the board.

Target & Rock - Writes a target and a rock on the board. You can move the rock around after it has been placed on the board.

Wall - Writes a wall on the board. The bulldozer cannot move or go though a wall during play.

Block - Writes a block on the board. The bulldozer cannot move or go though a block during play.

Diamond - Writes a diamond block on the board. The bulldozer cannot move or go though a block during play.

Circle - Writes a circle block on the board. The bulldozer cannot move or go though a block during play.

Pyramid - Writes a pyramid block on the board. The bulldozer cannot move or go though a block during play.

Plus - Writes a plus block on the board. The bulldozer cannot move or go though a block during play.

Pit - Writes a pit block on the board. The bulldozer cannot move or go though a block during play.

Hollow Diamond - Writes a hollow diamond block on the board. The bulldozer cannot move or go though a block during play.

Panic Button

If you want to quickly pause and minimize the builder, hit the Escape key on the keyboard.

To play Moku, take turns "dropping" your pieces on the playing board. The first player to get five pieces in a row vertically, horizontally, or diagonally wins.

Moku

Moku Rules

Object of the game

The object of Moku is to be the first player to get five pieces in a row vertically, horizontally, or diagonally.

Making a Move

To make a move, point to a square and click on the mouse button. Once a piece is dropped, it cannot be removed.

Game Over Conditions

The game is over when one of two conditions is met:

When all empty squares of the board are filled, and the game ends in a tie.

When someone wins by getting five pieces in a row horizontally, vertically, or diagonally.

Hints

Watch out for diagonals. It is easy for your opponent to sneak in a win if you're busy watching horizontals and verticals. You can use diagonals to your advantage as well.

Try to get an "open four"- four pieces in a row, column,or diagonal which do not have a piece on either side. This is a guaranteed win.

Also try to get two "open threes." While the computer is busy closing one three, you can create an "open four" and win the game.

Moku Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the Preferences... menu item from the Game menu. If any option is changed within the **Preferences** dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, click on the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Skill Level

Easy - Clicking on the radio button labeled Easy selects an easy game. Most novices will be able to beat an easy game after a few tries.

Moderate - Clicking on the radio button labeled Moderate will select a moderately-challenging game.

Difficult - Clicking on the radio button labeled Difficult will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.

Expert - Clicking on the radio button labeled Expert will select an extremely difficult game. This option is not recommended for the squeamish!

Who Goes First

If Player Goes First is selected in the drop down list box, you go first when a game starts.

If Computer Goes First is selected in the drop down list box, the computer will make the first move when the game starts.

Board Tab

The Board tab allows you to change the appearance of the game board. The options for this tab do not affect the rules of the game; only the look of the board changes.

Board Names - The Board Names list box shows the names of all the board tiles available. Clicking on a name in the list box selects the new board and previews the tiles in the Board Preview area.

Pieces Tab

The Pieces tab allows you to change the appearance of the playing pieces used in the game. The options for this tab do not affect the rules of the game, only the look of the game pieces changes.

Piece Names - The Piece Names list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new game pieces and previews them in the Piece Preview area.

Extras Tab

The Extras tab allows you to change the background of the main game window or the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the Screen Background list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box previews the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The Game Sounds Enabled check box turns the game sounds on or off. This option is checked on by default. Unchecking the box turns the game sounds off. If this option is turned off, the rest of the controls below it are disabled. (If your system does not have any sound support, this option will not be available).

Path...

The **Path...** button allows you to choose the sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event or the selected file is invalid, no sound will be played.

Animation Tab

Animation Enabled - The Animation Enabled check box enables or disables the game animation. If this option is checked, then the pieces drop into place. If this option is off, the pieces instantaneously appear in place.

Animation Speed - The Animation Speed scroll bar allows you to speed up or slow down the game animation. Moving the slider all the way to the left slows down the animation. Moving the slider all the way to the right speeds it up.

Moku Commands

How To Move Pieces

Moving pieces in Moku is accomplished by "dropping" them onto the board. To drop a piece, click the mouse button anywhere on the board.

Menu Commands

Game Menu

New - This starts a new game and abandons any game currently in progress.

Preferences... - This brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Exit quits the game.

Panic Button

To quickly pause and minimize the game, press the Escape key on the keyboard.

Locate the hidden atoms in Neutron Trails by shooting laser beams and watching where they fly!

Neutron Trails

Rule Summary Neutron Trails

The object of Neutron Trails is to guess where the atoms are in the box. To help you guess, you can shoot laser beams into the box by clicking on any base lining the side of the board. A symbol will be shown on the base and will give you clues showing where the laser beam went after you shot it into the box. The beam can be absorbed, returned, or ricocheted to another place in the box (see Neutron Trails Rules for more details). To register your guesses, drag the atoms from the top of the board down to the squares. Click the **Guess** button to make your guess. This game is a race against time, so each time you click on a base you receive a 5 second penalty. Try to beat your best time!

Neutron Trails Rules

Object of the game

The object of Neutron Trails is to guess the positions of the hidden atoms on the board as quickly as you can.

Atom Influence to Laser Movement
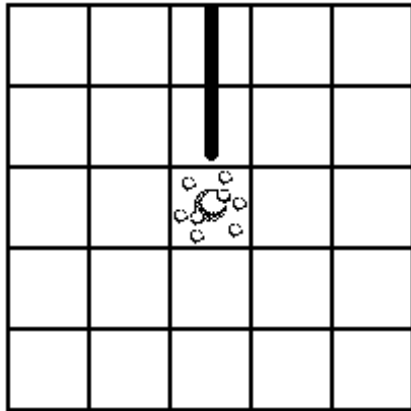
**Absorbing** - Atoms absorb laser beams that directly hit them.

Bending - Atoms bend a laser beam 90 degrees away from it if the beam passes a square horizontally or vertically next to an atom. . .
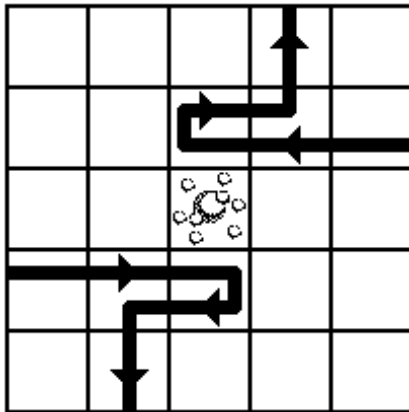
Ricocheting - Atoms ricochet beams 180 degrees around if it comes into an adjacent square. One way this can occur is when you have an atom on the edge of the board.
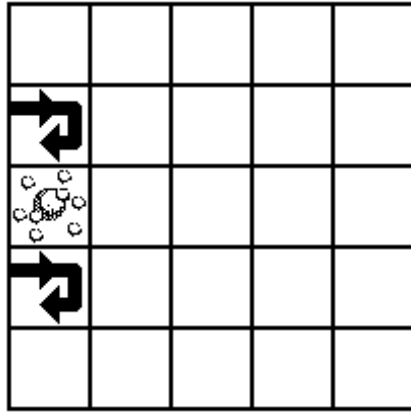
The second occurs when you have two atoms one space apart.
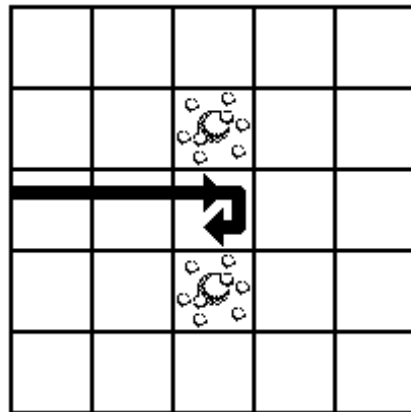
Base Clues

Numbers - If the base you clicked on is a number, look somewhere else to find its mate. This is one of the easiest clues to find where an atom is located. Basically, the beam entered the box and was bent out. The numbers look like this
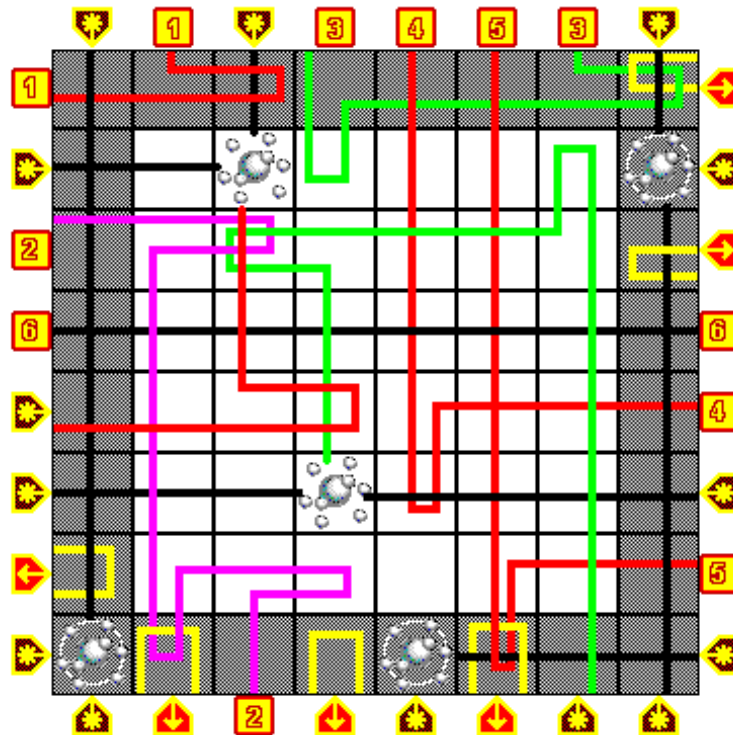
Absorbed - If your beam was absorbed, you receive this base clue. . .

Ricocheted - If your beam was ricocheted, you receive this base clue. . .

Multiple Atom Effects - Don't forget that a beam can be influenced by a number of atoms. The following board has been solved. See if you can follow the solution. . .

Hints

Don't be afraid of a wrong guess. If you've got the configuration down to two or three possibilities, it may be better to guess at one than to remove all doubt by getting more clues.

Be sure to look back at the previous clues you have received. Sometimes a base you've ignored will clue you in to the final configuration.

Don't be afraid to show all the clues quickly (remember, you get a 5 second penalty for each beam shot into the box). It may save you time in the long run.

Neutron Trails Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the Preferences. menu item from the Game" menu. If any option is changed within the Option dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, click on the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the preferences available for that topic. For example, the Extras tab allows you to choose the background color or texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Board Size - You can change the board size by clicking on any of the following radio buttons.

Small (7 x 7) - Clicking on this radio button sets up a small board. This option makes for a faster game , in which you have to locate 4 atoms in the box.

Medium (8 x 8) - Clicking on this radio button sets up a board which is 8 rows by 8 columns. In this game you have to locate 5 atoms in the box.

Large (8 x 10) - Clicking this radio button sets up a board which is 8 rows by 10 columns. In this game you have to locate 7 atoms in the box. This option makes for a longer game.

Custom - Clicking on this radio button sets up a custom board which can be any combination of rows and columns. The high score table does not keep track of the highest times on this option.

Board Tab

The Board tab allows you to change the appearance of the game board. The options for this tab do not affect the rules of the game, only the look of the board changes.

Board Names - The Board Names list box shows the names of the board tiles available. Clicking on a name in the list box selects the new board and previews the tiles in the Board Preview area.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the Screen Background list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box previews the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The Game Sounds Enabled check box turns the game sounds on or off. This option is checked on by default. Unchecking the box turns the game sounds off. If this option is turned off, the remaining controls below it are disabled. (If your system does not have any sound support, this option will not be available).

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event or the selected file is invalid, no sound will be played.

Animation Tab

Drag Type - This list box allows you to choose how you want to handle animation of the pieces.

Drag Pieces - The Drag Pieces shows the piece as you are dragging it.
Hint: This is the preferable action when dragging with the mouse.

Drag Outlines - The Drag Outlines shows an outline of the piece when it is being dragged.
Hint: This option is recommended for people with slower computers that cannot keep up with dragging playing pieces.

Show Drag Zones - If the Show Drag Zones option is checked, the game flashes an outline over pieces that can be moved as you move the mouse over them.

Show Drop Zones - If the Show Drop Zones option is checked, the game flashes an outline over areas where you are allowed to drop a piece as you are dragging.

Neutron Trails Commands

How To Move Pieces

Clicking on a base with the mouse button will display a base clue which indicates where the laser beam went.

Placing atom pieces in Neutron Trails is accomplished by "dragging" them with the mouse. To drag a piece, click the mouse button on the piece and hold the mouse button down. While holding the button down, move the mouse to a square and "drop" the piece by releasing the mouse button.

If you have the "Show Drag Zones" and "Show Drop Zones" options set (found in the **Preferences** dialog box on the Animation tab), you will be able to see a ghost image of where the pieces can be picked up and dropped.

Menu Commands

Game Menu

New - Starts a new game. Abandons any game currently in progress.

Show High Scores - Shows the high score table.
Note: *High Scores for the custom sizes board is not recorded.*

Preferences. - Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits Neutron Trails.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

In Roboattack, you find yourself in a room facing stupid, deadly robots. Your only hopes of surviving are to make the mimicking robots run into each other!

Robottack

RobottackRules - Summary

You have been mysteriously dropped into a room full of killer robots. Neither you nor the robots are armed. Your only defense is to use their stupidity against them. They will match every move you make, even to the point of running into each other or other wreckage. If a robot catches you, you will lose a life.

Robottack Rules

Object of the game

The object of the game is to score as high as possible by eliminating as many robots as you can. As the levels get tougher, the room can wrap. This means the robots can get you from the other side. Watch out for this!

Piece Description

The following describes each piece and the possible moves. This is the smiley and is the piece you control.

You can move in eight total directions: Up and Left, Up, Up and Right, Left, Right, Down and Left, Down, Down and Right. You can also stand still. You can change the key settings on the Keys tab located in the **Preferences** dialog box.

There are two different types of killer robots. This is Robot One. . .

It can move only one space at a time (in any direction).

This is Robot Two. . .

It can move two spaces at a time.

Your only advantage is that Robot One and Robot Two are incredibly stupid. While they are able to track your every move, they tend to run into each other. You can destroy the robots by making them run into each other or other wreckage. Once the robots run into each other, a pile of Robot parts are left on the board.

Be careful, if you run into the pile, you lose a life.

Scoring

10 points for each Robot killed.

100 points for each completed level.

Bonus ~ 10 points for each second under 30 seconds for a completed level.

Game Over Conditions

The game is over when you have lost all three of your lives. There is no way to earn more.

Hints

Look several moves ahead. If you do this you can avoid being trapped early into the game.

Don't forget to use your bombs. A really effective strategy is to use the bombs when you are surrounded by robots. By killing them, you have effectively built a wall around yourself.

If the room does not wrap, try to move to the corners. You can build walls easier.

If the room wraps, keep to the center. If you don't, robots can sneak up on you from behind.

Robottack Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the Preferences... menu item from the **Game** menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select Cancel and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the Extras tab allows you to change the sound options.

Tab Descriptions

OptionsTab

Skill Level

Easy - Clicking on the radio button labeled Easy selects an easy game. Most novices will be able to beat an easy game after a few tries. The time allowed is 60 seconds for each skill level.

Moderate - Clicking on the radio button labeled Moderate will select a moderately-challenging game. The time allowed is 50 seconds for each skill level.

Difficult - Clicking on the radio button labeled Difficult will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat it.The time allowed is 40 seconds for each skill level.

Piece Tab

The Piece tab allows you to change the appearance of the playing pieces used in the game. The options for this tab do not affect the rules of the game; only the look of the playing pieces changes.

Piece Names - The Piece Names list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new playing pieces and previews the pieces in the Piece Preview area.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box.

Up and Left - Moves the smiley diagonally up and to the left.

Up - Moves the smiley up.

Up and Right - Moves the smiley diagonally up and to the right.

Left - Moves the smiley left.

Stand Still - Keeps the smiley in the same position.

Right - Moves the smiley right.

Down and Left - Moves the smiley diagonally down and to the left.

Down - Moves the smiley down.

Down and Right - Moves the smiley diagonally down and to the right.

Detonate Bomb - Kills any robot within one square's reach.

Teleport - Moves the smiley to a random place on the board.

Extras Tab

The Extras tab allows you to change the background, color or texture of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the Screen Background list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The Game Sounds Enabled check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the remaining controls below it are disabled. (If your system does not have any sound support, this option will not be available).

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Robottack Commands

To Move Pieces

The smiley face on the board will be the piece you move. The smiley can move horizontally, vertically, and diagonally. To move the smiley, hit the keys set for moving the piece (see the Key tab under Preferences to set your keys).

Menu Commands

Game Menu

New - Starts a new game. This will abandon a game in progress.

Show High Scores... - Shows the High Score table.

Preferences... - Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits the game.

Panic Button

If you want to quickly pause and minimize the game, press the Escape key on the keyboard.

To complete a level in Head-on Collision!, move the car to collect all of the score bubbles (10 points each). Enemy cars will travel in the opposite direction. Your car can only go in one direction. Be quick! If an enemy car runs head-on into you, you lose a car. You start off with three cars and can receive a new car every 3,000 points.

Head-on Collision!

Head-on Collision! Rules

Object of the game

The object of Head-on Collision! is to score as high as possible.

Scoring

· 10 points for each bubble.

· Variable number of points upon completion of a level. (Level 1 = 100 points)

· Every 3000 points you will get a new car.

Game Over Conditions

You will progress to a new level once you eliminate all the score bubbles on the current level. The game is over when all your cars have been eliminated by the enemy cars.

Hints

Don't lean on the accelerator key. In the non-lane areas you are only allowed to change one lane at a time if you are hitting the accelerator key. If you are not, you can move two lanes. This is very handy when trying to get away from an enemy car!

Always look ahead and plan. If you get rid of the outer lane score bubbles first, you will be able to score higher and prolong your car's life. The enemy cars intelligence varies. Some are really smart and will always track where you are going, while others are pretty dumb. Be careful, the higher the level, the smarter the enemy.

Once a car enters into your lane, you lose a car. As soon as you know you're going to lose a car, hit the accelerator key. You will be able to get more score bubbles that way.

Head-on Collision! Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the **Game** menu. If any option is changed in the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the Extras tab allows you to choose the background color and texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Skill Level

Easy — Clicking on the radio button labeled Easy will select an easy game. Most novices will be able to beat an easy game after a few tries.

Moderate — Clicking on the radio button labeled Moderate will select a moderately-challenging game.

Difficult — Clicking on the radio button labeled Difficult will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat it.

Cars Tab

The Cars tab allows you to change the appearance of the playing pieces used in the game. The options for this tab do not affect the rules of the game; however, the look of the playing pieces will change.

Car Names — The "Car Names" list box shows the names of the various playing pieces available. Clicking on a name in the list box selects the new playing pieces and previews the pieces in the "Car Preview" area.

Roads Tab

The Roads tab allows you to change the appearance of the game board. The options for this tab do not affect the rules of the game; however, the look of the board will change.

Road Names — The "Road Names" list box shows the names of all of the board lanes available. Clicking on a name in the list box selects the new board and previews the lanes in the "Road Preview" area.

Keys Tab

The following keys control the movement of the car. They are configurable. The default keystrokes are also listed.

- Change Lanes Up - Up Arrow Key - Moves the car up.

- Change Lanes Down - Down Arrow Key - Moves the car down.

- Change Lanes Left - Left Arrow Key - Moves the car left.

- Change Lanes Right - Right Arrow Key - Moves the car right.

- Accelerate - the "Z" key - Accelerates your car.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background — The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Head-on Collision! Commands

How To Move Pieces

You can only change lanes in the four non-lane areas. Move your race car by using the keyboard keys (see the Preferences tab in the Preferences dialog box). You can move the car in four directions; up, down, left, and right. Note that you can only change one lane at a time if you are pressing the accelerator key. If you're not hitting the accelerator key you can change two lanes in the non-lane areas.

Menu Commands

Game Menu

New - Starts a new game. This will abandon a game in progress.

Show High Scores... - Brings up the High Score dialog box.

Preferences... - Brings up the Preferences dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

You have been hired to clear a mine field of all the mines. Depending on what type of game you're playing (Standard or Deluxe) you can be either instantly killed or just maimed (i.e. a 20 second time penalty). Flag the mines with your right mouse button (or hit Ctrl while clicking on the square). The faster you find the mines, the higher you will be ranked in the High Score Table.

Ultimine

Ultimine Rules

Object of the game

The object of the game is to find all the mines in the mine field in the fastest time possible.

Piece Description

The following describe each piece and the possible moves. Basically, you start out by randomly clicking a square in the mine field. Depending on what rules you have selected (see the Options tab in Preferences for more details), one of three things will happen.

1. A number will appear. Basically, the number indicates how many mines lie immediately adjacent to it in any of eight directions. In the following illustration, only one mine lies within reach of the center square. . .

2. You hit a mine and will get a 20 second penalty. This happens in a Deluxe game.

3. You hit a mine and will die instantly. This happens in a Standard game.

Scoring

You are scored by how fast you find the mines. The faster the time, the higher you will be ranked in the High Score Table.

Game Over Conditions

The game is over when you have found all of the mines or have gotten killed by detonating a mine.

Hints

Look for the number one. These will be the best clues as to where a mine is.

If you are stuck and need to take a chance on showing a square, try clicking around the lower numbers. You have a lower chance of hitting a mine that way.

If you instantly die, you can reset the game two ways. Press F2 or click on the smiley face at the top (sometimes this can be therapeutic when you're frustrated!).

Ultimine Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select Cancel and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Board Size — You can set the type of rules you want to play and the size of the board under this tab. The preset board sizes are as follows. . .

- 8 x 8 grid
- 16 x 16 grid
- 30 x 16 grid
- 40 x 25 grid

Standard — Standard plays a standard game with a single square grid and instant death when a mine is detonated.

Deluxe — Deluxe adds two new features:

1. Double and triple sized horizontal squares.
2. Twenty second time penalty for detonating a mine (instead of the standard instantaneous death).

Custom — Custom allows you to make your own rules and size your board. The following is a list of what you can customize. . .

- **Width ~** Set how many squares you want in the horizontal direction.
- **Height ~** Set how many squares you want in the vertical direction.
- **Mines ~** Set how many mines you want to find.

- **Wide Pieces:**
- **Yes ~** Wide pieces will show up on the board
- **No ~** A standard style board will be shown.

- **Mine Penalty:**
  - **Death ~** If you hit a mine, you will die and the game session is over instantly
  - **Time ~** If you hit a mine, you will be penalized by adding 20 seconds to your time.

Note: If you do customize a board, you will have to keep track of your own scores. The high score table only keeps track of the predefined boards (both Standard and Deluxe).

Board Tab

The Board tab allows you to change the appearance of the game board. The options for this tab do not affect the rules of the game; however, the look of the board will change.

Board Names — The "Board Names" list box shows the names of all of the board "tiles" available. Clicking on a name in the list box selects the new board and previews the tiles in the "Board Preview" area.

Extras Tab

The Extras tab allows you to change the background color or texture of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.
Note: *If your system does not have any sound support, this option will not be available.*

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Ultimine Commands

How To Stake Mines

To set a flag, click your right mouse button and a flag will appear on the board. . .

Hint: *If you have a single button mouse, hit the Ctrl button at the same time as you are clicking on the tile.*

Menu Commands

Game Menu

New — Starts a new game. This will abandon a game in progress.

Show High Scores... — Shows the High Score table for predefined boards. High scores are not kept for custom boards.

Claim — Hit this button if you think you have found all the mines. This allows you to finish the game by uncovering all the un-detonated tiles.

Preferences... — Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit — Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

Get away from those killer robots and watch out for that wall!

Laser Clash

Rules Summary

The object of the game is to stay alive as long as you can.   Essentially, your robot will move at a continuous speed and can't slow down or stop. You must maneuver your robot around the board. Your robot will die if it hits the side of the board, obstacles, and laser trails. By outlasting other robots, your score will be higher.

Laser Clash Rules

Object of the game

The object of the game is to live as long as you can by not running into the obstacles, other laser trails other robots leave behind.

Scoring

Scoring depends upon how many robots are playing. Last place (first to die) gets zero points for that round. Each person there after receives the following point distribution. . .

Four Robots

·   First Dead - 0 points   ·   Second Dead - 1 point

·   Third Dead - 2 points   ·   Last Dead - 3 points

Eight Robots

- First Dead - 0 points
- Second Dead - 1 point
- Third Dead - 2 points
- Fourth Dead - 3 points
- Fifth Dead - 4 points
- Sixth Dead - 5 points
- Seventh Dead - 6 points
- Last Dead - 7 points

Game Over Conditions

The game is over when you hit a trail (yours or your opponents), hit an obstacle, or outlast all of your opponents.

Hints

Look several moves ahead. If you do this you can avoid being trapped early into the game.

Practice. It is difficult at first. As you get better, you will find ways to trap your opponents.

Laser Clash Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select Cancel and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Skill Level

1 Player — You can play a solitaire game against 3 or 7 other robots. Play with 3 robots for an easier game, seven for a more challenging game.

2 Player — You can play a straight 2 player game, or you can pit two players up against 2 to 6 robots. Play with a straight two player for good competition. Add more robots to make the game more interesting. The more robots playing, the more difficult the game.

Trail Behavior

This pull down menu will allow you to change how the trail from the robot will react when the robot is killed.
- **Disintegrate** ~ The trail will disappear in random pieces. This option makes it moderately difficult to play since you can be killed if you hit even a piece of the laser trail.
- **Retract** ~ The trail will retrace it's path to the beginning. This option makes it a bit easier to play the game since you can keep an eye on where the trail will disappear to.
- **Disappear** ~ The trail will immediately disappear.   This is the easiest way to have the trail behave. The longer you play, the easier it becomes since the board is not as crowded as it was in the beginning.
- **Remain** ~ The trail will stay in place after the robot is killed. This is one of the most difficult settings for game play.

Trail Length

This pull down menu will allow you to change the length of the trail the robot leaves as it moves on the board.
- **Unlimited** ~ The trail will be as long as the path the robot will take.
- **Long~** The trail will be a continually long length.
- **Short** ~ The trail will be a continually small length.

Obstacles

When this option is checked, blocks will be placed on the board. Don't hit them, they will kill your robot.

Destructive Explosions
When a robot dies, it will blow up and destroy other laser paths if this option is checked. This option is helpful in that it can open up parts of the board previously unavailable to you.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box. For one player games, you will be the yellow robot. Two player games add a red robot.

Marker Up — Moves the robot up.
Marker Left — Moves the robot left.
Marker Right — Moves the robot right.
Marker Down — Moves the robot down.

Extras Tab

The Extras tab allows you to change the background color or texture of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.
Note: *If your system does not have any sound support, this option will not be available.*

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Laser Clash Commands

How To Move Pieces

The marker on the board will move at a constant speed and can move up, down, left and right. To start playing, the marker will begin moving as soon as you hit a direction key (see the Key tab under Preferences to set your keys).

Menu Commands

Game Menu

New — Starts a new game. This will abandon a game in progress.

Preferences... — Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit — Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

The object of the game is to score as high as you can during a set length of time. Move your olive left and right. Shoot down the flying object for points. Don't let the objects fall on you!

Olive Wars!

Olive Wars! Rules

Object of the game

The object of the game is to score as high as you can during a set length of time.

Scoring

Scoring depends upon what flying object you have shot down with a pimento. You will receive the following points if you shoot down an object. . .

- **Pickle -** 5 points
- **Mushroom -** 10 points
- **Corn -** 15 points
- **Bell Pepper -** 15 points
- **Broccoli -** 20 points
- **Tomato -** 25 points
- **Strawberry -** 35 points
- **Gabonzo Bean -** 50 points
- **Bonus Pimento -** 5 points (increases the frequency of firing a pimento)

Once an object is falling, you will not gain any points by shooting it. If you get hit by a flying object, your score will be deducted by the worth of that object. However, if you get hit by your own pimento, you will loose 100 points. Getting hit by a bonus pimento will only cost you 5 points.

It is possible to get a negative score if you are pelted with too many objects.

Game Over Conditions

The game is over when you run out of time.

Hints

Try to anticipate where the falling objects are going to hit. Your olive can't move that quickly so you'll have to think ahead.

One Player
Since you are trying to get as high a score as possible, try to eliminate the lower flying objects first. You can maximize point scoring this way by avoiding knocking objects and making them fall. Remember, once an object is falling, it is essentially out of play for scoring purposes.

Two Player
Since falling objects are no good to you on a scoring basis, use them strategically. Try to hit high flying objects which are travelling in your opponents direction. The falling objects will avalanche have a better chance of hitting your opponent. Be careful. This may backfire on you in that the objects will bounce toward you.

Olive Wars! Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select Cancel and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Skill Level
1 Player
You can play a solitaire game with three different times (one, two, or three minute games). High scores are only kept for one-player games.

2 Player
You can play a 2 player game with three different times (one, two, or three minute games). Two player games are competitive. Who ever has the higher score when the time runs out will win the round.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box. For one player games, you will be the green olive. Two player games add a black olive.

Olive Left   Rotates and moves the olive to the left.
Olive Right   Rotates and moves the olive to the right.
Fire Pimento   Fires the pimento missile.

Extras Tab

The Extras tab allows you to change the background color or texture of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected files invalid, no sound will be played.

Olive Wars! Commands

How To Move Pieces

The olive will move at a constant speed and can move left and right (see the Keys tab in Preferences to customize the keys). Once a pimento has been fired, you will not be able to fire another one immediately after unless you have hit a bonus pimento. For every bonus pimento you hit, you will be able to fire faster.

Menu Commands

Game Menu

New — Starts a new game. This will abandon a game in progress.

Show High Scores... — Shows the high score table.

Preferences... — Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit — Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

Keep hitting the ball back and fourth and try to avoid missing. Your opponent will score if you miss the ball. The first one to reach the target score will win the match.

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entertainment

Tennis!

Tennis! Rules
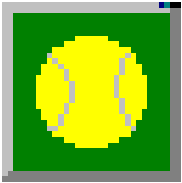
Object of the game

The object of the game is to make a high score faster than your opponent.

Scoring

You have the game score in the following:

- **User-Defined Game Duration -** You will receive 1 point for each ball your opponent misses. Game is completed when you reach the Game Duration you set on the Preferences Options tab.

Game Over Conditions

The game is over when you or your opponent reaches the target score.

Hints

Don't be afraid of going to the net. Use the forward and backward movement options available to you.

Tennis! Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select Cancel and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Skill Level
1 Player
You can play a solitaire game against the computer. You can also set the skill level you want the computer to play at by selecting the skill in the pull down menu::

- Easy will select an easy game. Most novices will be able to beat an easy game after a few tries.
- Moderate will select a moderately-challenging game.
- Difficult will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.
- Expert will select an extremely difficult game. This option is not recommended for the squeamish!

2 Player
You can play a straight 2 player game.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box.

Up — Moves the paddle up.

Down — Moves the paddle down.

Forward — Moves the paddle forward.

Back — Moves the paddle backwards.

Extras Tab

The Extras tab allows you to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Tennis! Commands

How To Move Pieces

The paddles on the board can move up and down (see the Key tab under Preferences to set your keys).

Menu Commands

Game Menu

New — Starts a new game. This will abandon a game in progress.

Preferences... — Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit — Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

To complete a level in Evolve, move the ship to eliminate all of the evil creatures. Be quick! If you wait too long, the evil creatures will become faster and more aggressive. You will receive a chance to get a new ship every 10,000 points. The object is to get the highest possible score.

Evolve

Evolve Rules

Object of the game

The object of Evolve is to score as high as possible by shooting all the evil creatures.

Completing a Level

You can complete a level by eliminating all the evil creatures showing.

Scoring

You will receive 100 points for every evil green creature eliminated. This is an evil green creature. . .

If you wait long enough before eliminating the green creatures, they will evolve into evil red creatures. You will also receive 200 points for every evil red creature eliminated. This is an evil red creature. . .

You initially have 3 ships and can gain a new one at 10,000 points.

Game Over Conditions

The game is over when all your ships have been eliminated by the evil creatures.

Hints

Wait until all the green creatures have evolved into red creatures. You can get a higher score this way. Watch out, though. The red creatures are faster and harder to eliminate.

Evolve Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed in the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to choose the background color and texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Player keys

The following keys control the movement of the ship. They are configurable. The default keystrokes are also listed.

- **Thrust -** Up Arrow Key - Moves the ship forward.
- **Thrust (Reverse) -** Down Arrow Key - Moves the ship backwards.
- **Rotate Left - Left Arrow Key -** Rotates the ship counter-clockwise.
- **Rotate Right - Right Arrow Key -** Rotates the ship clockwise.
- **Fire - Space Bar Key -** Shoots bullets.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Evolve Commands

How To Move Pieces

Move your ship by using the keyboard keys (see the Preferences tab in the **Preferences** dialog box). You can rotate the ship left and right. You also have forward and reverse thrusters.

Menu Commands

Game Menu

New — Starts a new game. This will abandon a game in progress.

Show High Scores... — Brings up the High Score dialog box.

Preferences... — Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit — Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

To complete a level in Space Combat, move your ship to eliminate your opponent. Watch out! You need to also avoid the space debris in order to survive! The last player alive will win the round.

Space Combat

Space Combat Rules
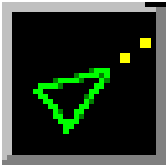
Object of the game

The object of Space Combat is to survive by shooting your opponent and dodging space debris.

Game Over Conditions

The game is over when you have eliminated your opponent (or if you have been eliminated).

Hints

Get comfortable with the thrusters in your ship. Your opponent might not be as skilled at controlling his ship.

Try playing the game with the space debris option turned off initially. The space debris option makes the game more difficult to play.

Space Combat Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed in the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select the Cancel button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to choose the background color and texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Clicking on this check box will turn space debris on or off (a check means you will have space debris flying around during the game).

Keys Tab

Player keys

The following keys control the movement of the ship. They are configurable. The default keystrokes are also listed.

- **Thrust - Up Arrow Key -** Moves the ship forward.

- **Rotate Left - Left Arrow Key -** Rotates the ship counter-clockwise.

- **Rotate Right - Right Arrow Key -** Rotates the ship clockwise.

- **Fire - Space Bar Key -** Shoots bullets.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Space Combat Commands

How To Move Pieces

Move your ship by using the keyboard keys (see the Preferences tab in the **Preferences** dialog box). You can rotate the ship left and right. You also have forward thrusters.

Menu Commands

Game Menu

New - Starts a new game. This will abandon a game in progress.

Preferences... - Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

To play Lasso, simply draw a circle around the various playing pieces on the board. Try to score as high as you can. Each playing piece has a point value. Be careful! Don't hit any of the pieces with the end of the lasso, you will loose a lasso!

Lasso

Lasso Rules
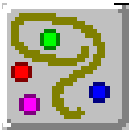
Object of the game

The object of Lasso is to lasso the playing pieces and score as high as you can.

Scoring

You will receive points for lassoing a playing piece. Each piece has a different value. You will receive 100 points if you lasso an Alien. The Alien will sit still and will be your easiest piece to lasso . . .

You will receive 200 points if you lasso a Fish. The Fish will follow your cursor in the horizontal direction only. . .

You will receive 200 points if you lasso a Spider. The Spider will follow your cursor in the vertical direction only. . .

You will receive 300 points if you lasso an Atom. The Atom will follow your cursor in any direction (horizontal, vertical and diagonal) . . .

You will receive 400 points if you lasso an Accelerated Atom. The Accelerated Atom will follow your cursor in any direction (horizontal, vertical and diagonal) but much faster than the ordinary Atom . . .

Skulls don't disappear when lassoed. You will be penalized 100 points if you lasso a Skull. . .

You will receive a bonus of +10% for each playing piece when you lasso multiple playing pieces. Furthermore, you will earn another lasso if you score 50,000 points!

Game Over Conditions

The game is over when you lose all your lassos. You begin with 3 lassos and can earn more later in the game.

Hints

Don't circle the skulls. You will receive a 100 point penalty.

Try to circle more than one playing piece at a time. You will get additional points!

Lasso Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the **Game** menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select the **Cancel** button and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to choose the background color or texture of the game, and to change the sound options.

Tab Descriptions

Options Tab

Easy - Clicking on the radio button labeled Easy will select an easy game. Most novices will be able to beat an easy game after a few tries.

Moderate - Clicking on the radio button labeled Moderate will select a moderately challenging game.

Difficult - Clicking on the radio button labeled Difficult will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.

Extras Tab

The Extras tab allows you to change the background of the main game window, or to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Screen Background - The box framing the "Screen Background" list box shows the current background color or texture of the screen. Highlighting the name of a color or texture in the list box will preview the new background color or texture of the game window.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Lasso Commands

How To Lasso the Playing Pieces

Simply move the cursor around on the screen and a yellow lasso will appear. Draw a complete circle around the playing piece to get the score. See the Game Rules to find out how much each playing piece is worth.

Menu Commands

Game Menu

New - Starts a new game. Abandons any game currently in progress.

Show High Scores... - Shows the high score table.

Preferences... - Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

Hit the hockey puck back and forth and try to get it into your opponent's goal. You will score if you do. The first one to reach the target score or has the highest score in a set amount of time will win the match.

Hockey

Hockey Rules
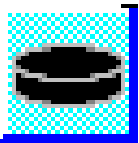
Object of the game

The object of the game is to make a high score faster than your opponent.

Scoring

You will receive 1 point for each hockey puck your opponent misses. Game is completed when you reach the Max Score you set in the Preferences Options tab or when the time runs out.

Game Over Conditions

The game is over when you or your opponent reaches the target score or has the highest score when the time runs out.

Hints

Don't be afraid of moving. Use the forward and backward movement options available to you.

Hockey Preferences

How to set Preferences

To bring up the **Preferences** dialog box, choose the "Preferences..." menu item from the "Game" menu. If any option is changed within the Preference dialog box, the current game being played is abandoned. If you do not wish to abandon the current game, select Cancel and return to the game.

The **Preferences** dialog box is broken up into various sections shown by the tabs at the top of the dialog box. Clicking on a tab shows the options available for that topic. For example, the "Extras" tab allows you to change the sound options.

Tab Descriptions

Options Tab

Number of Players
1 Player - You can play a solitaire game against the computer. You can also set the skill level you want the computer to play at by selecting the skill in the pull down menu:

- **Easy -** will select an easy game. Most novices will be able to beat an easy game after a few tries.

- **Moderate -** will select a moderately-challenging game.

- **Difficult -** will select a difficult game. A difficult game is very challenging and will require an accomplished player to beat.

- **Expert -** will select an extremely difficult game. This option is not recommended for the squeamish!

2 Player - You can play a straight 2 player game.

Duration of Game

- **Points -** Clicking this radio button will allow you to play to a set score. First player to reach the number in the pull down box will win the match.

- **Time -** Clicking this radio button will allow you to play to a set time. The player with the highest score when the time runs out will win the match.

Keys Tab

The Keys tab allows you to customize your keys which control piece movement. For each key movement below, select a keystroke in the list box.

Up - Moves the player up.

Down - Moves the player down.

Forward - Moves the player forward.

Back - Moves the player backwards.

Extras Tab

The Extras tab allows you to change the sounds used in the game. Changing the options in the Extras tab does not affect the rules of the game.

Game Sounds

Game Sounds Enabled

The "Game Sounds Enabled" check box turns the game sounds on or off. This option is checked on by default. Unchecking the box will turn the game sounds off. If this option is turned off, the rest of the controls below it are disabled.

If your system does not have any sound support, this option will not be available.

Path...

The **Path...** button allows you to choose a sound file to be played during a game event. The game events that can have sounds attached are listed above the button. You can associate a playable sound file with a game event.

Test

The **Test** button plays the sound associated with the game event selected in the list box above the button. If there is no sound associated with the event, or the selected file is invalid, no sound will be played.

Hockey Commands

How To Move Pieces

The players on the board can move up, down, backward, and forward (see the Key tab under Preferences to set your keys).

Menu Commands

Game Menu

New - Starts a new game. This will abandon a game in progress.

Preferences... - Brings up the **Preferences** dialog box. Abandons any game currently in progress if any options are changed.

Exit - Quits the game.

Panic Button

If you want to quickly pause and minimize the game, hit the Escape key on the keyboard.

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- ◆ Fax (305) 569-1350.

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- ◆ If you have a Macintosh®–compatible computer:
  - ◆ Please have the model, system software version and amount of memory available.
- ◆ If you have a Windows®– or MS-DOS®–compatible computer:
  - ◆ The version of DOS that is installed on your computer. (You can determine the version by typing VER at the DOS prompt.)
  - ◆ The version of Windows® installed on your computer.
  - ◆ The type of hardware you are using:
  - ◆ The brand of computer you own,
  - ◆ CPU type (80386, 80486, Pentium®),
  - ◆ Video type (EGA, VGA, Super VGA),
  - ◆ Model and type of video card, and
  - ◆ Model and type of printer.
  - ◆ The exact wording of any messages that appeared on the screen.
  - ◆ What happened and what you were doing when the problem occurred.
  - ◆ We encourage Windows® 3.x (or MS-DOS 6.x) users who need product support to print an MSD report. Have it available for the Product Support Specialist who answers your call. You will find the MSD (Microsoft Diagnostics) program in either the Windows or the DOS directory.