

Main Menu

Action

Game

These commands start, load, save, or end games.

Main menu

<u>N</u> ew	
<u>O</u> pen...	
<u>S</u> ave	
Save <u>a</u> s...	
<u>E</u> xit	Ctrl+X

New
Save
Exit

Open
Save as

Action

These commands help to set up or play the game.

Main menu

<u>S</u> etup	
<u>R</u> oll die	Ctrl+R
<u>I</u> nfo	Ctrl+I

Setup
Info

Roll die

Options

These commands change the general game options.

Main menu

✓ <u>S</u> ound
<u>A</u> uto move
<u>D</u> elay...

Sound
Delay

Auto move

Game-New

This menu command starts a new game based on the current setup. See the [playing the game](#) section on how to play the game.

Game-Open

This menu command loads a previously saved game usually with an extension of **.BUP**. The saved game then resumes right where it left off.

Game-Save

This menu command saves the current game. This saved game file should have an extension of **.BUP** and will include relevant information about the game so that it may resume right where it left off.

Game-Save as

This menu command saves the current game with a new name. Otherwise this command is identical to Game-Save.

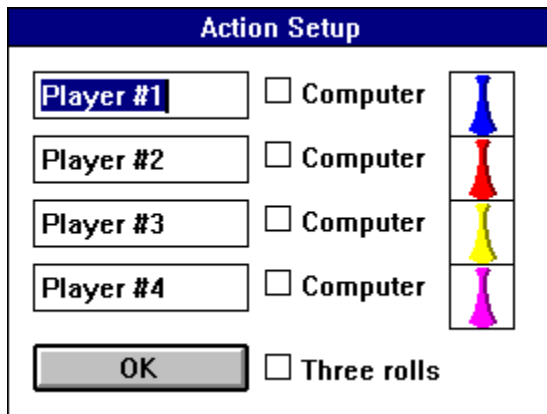
Game-Exit

This menu command exits the Backup program completely. Depressing **Ctrl+X** will also invoke this command.

Action-Setup

This menu command sets up the game.

Action-Setup dialog-box



The dialog box is titled "Action Setup" in a blue header bar. It contains four rows for player configuration. Each row has a text box for the player's name, a checkbox for "Computer", and a piece icon. The first row is pre-filled with "Player #1", an unchecked "Computer" checkbox, and a blue king piece. The other three rows are empty, with unchecked "Computer" checkboxes and red, yellow, and magenta king pieces respectively. At the bottom, there is an "OK" button and a checkbox for "Three rolls".

Player Name	Computer	Piece
Player #1	<input type="checkbox"/>	Blue King
Player #2	<input type="checkbox"/>	Red King
Player #3	<input type="checkbox"/>	Yellow King
Player #4	<input type="checkbox"/>	Magenta King

☐ Three rolls

Name
Computer
Pieces
Three roll

Name: Sets a specific name for a given player.

Computer: Toggles whether a given player will be human or computer.

Pieces: The color of a given player.

Three rolls: Toggles whether players are given one or three rolls to get out of the start box.

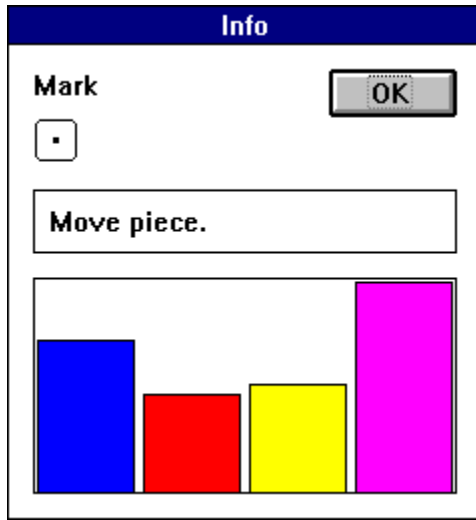
Action-Roll die

This menu command rolls the die. Depressing **Ctrl+R** will also invoke this command.

Action-Info

This menu displays information about the game. Depressing **Ctrl+I** will also invoke this command.

Action-Info dialog-box



Player
Message
Status

Player: The current player.

Message: A message which will indicate one of the following actions:

Roll die

Move

Select opponent

Select piece

Status: A graph displaying the comparative positions of all four players. The higher the bar, the closer to winning the game.

Options-Sound

This menu command toggles whether sound will be played.

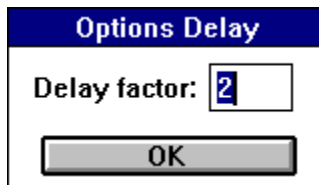
Options-Auto move

This menu command toggles whether certain moves will be automated. If this option is on, any move where there is only one choice will be automated.

Options-Delay

This menu command determines the delay setting of the die roll.

Options-Delay dialog-box



Rules

Introduction

Rolling the die

The squares

Bumping a piece

Winning the game

Introduction

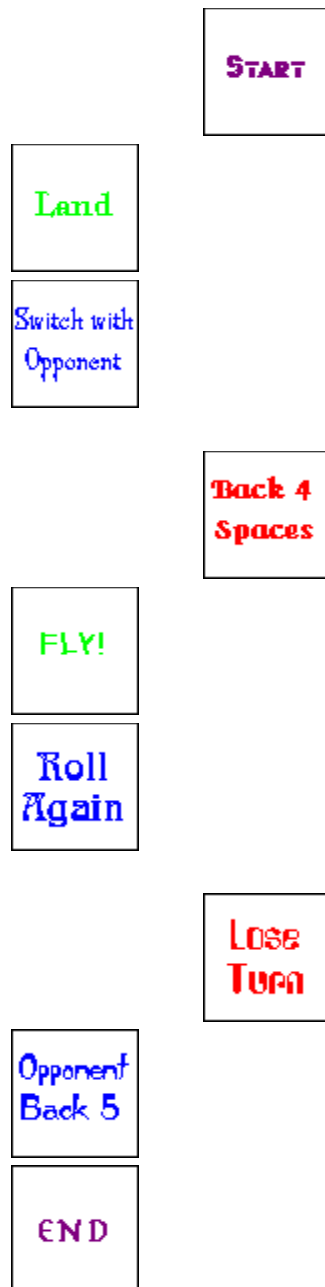
The object of Backup is for each player to move all of his pieces from his start box (the darker colored area) to his home box (the lighter colored area). Along the way his pieces may be "bumped", switched, or moved back. The first player to move all of his pieces into his home box wins the game.

Rolling the die

To roll the die and start the turn, a player uses the "Roll die" button on the dialog-box that begins her turn. This is the same as using the Action-Roll die menu command. If she has a piece (or pieces) that is not in either the start or home boxes, it may move. If she rolls a six, she may move a piece from the start box onto the corresponding start square. A roll of six also entitles the player to roll again (unless she lands on Lose Turn).

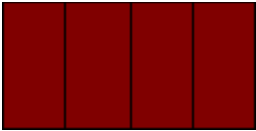
The squares

Regular squares



Box squares

H	O	M	E
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Bumping a piece

When a piece lands on a square with a piece of an opposing player on it, that piece is "bumped" back to its star box. A piece may "bump" another piece by moving onto it during its turn or being moved onto it by an opponent who has landed on Back 4 Spaces or Opponent Back 5 during his turn.

Winning the game

A player wins the game when she has successfully moved all four of her pieces from the start box to the home box. She wins immediately.

Start

This square is where a piece starts its journey around the board. After a player rolls a six he may place his piece in this square and roll again.

Land

This square is where a piece ends up after landing on the Fly!IHI_fly square.

Switch with Opponent

This square forces a player to switch any eligible opponent's piece with any eligible piece hers. To accomplish this, a player must first double-click on an opponent's stopped piece then double-click on a piece of the player that landed on the Switch with Opponent square.

Back 4 Spaces

This square forces the piece landing on it to move back 4 squares.

Fly!

This square forces the piece landing on it to skip to the next LandIHI_land square.

Roll again

This square allows the player landing on it to take another turn.

Lose Turn

This square forces the player landing on it to lose a turn.

Opponent Back 5

This square allows the player landing on it to send an opponent back five squares.

End

This square doesn't represent any action, it merely indicates the home box of a player.

Start box

This square is where every piece begins the game. Pieces in the start box are immune to Opponent Back 5 and Switch with Opponent squares. To get out of the start box, a player must roll a six and move that piece onto the corresponding Start square.

Home box

This square is where a piece ends its journey around the board. Pieces in the home box may not move, but are immune to Opponent Back 5 and Switch with Opponent squares. A home box square must be entered by an exact roll of the die.

Playing the game

Starting the game

The board

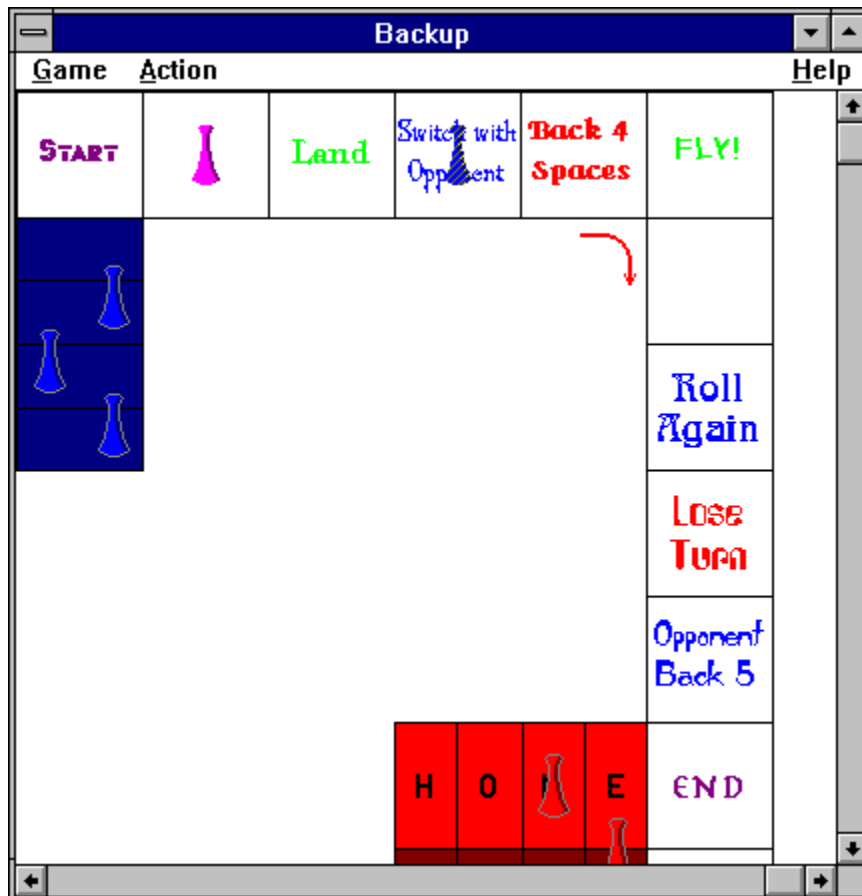
Moving the pieces

Starting the game

To start the game, first set up the parameters using the Action-Setup menu command. Then start the game with the Game-New menu command. Last roll the die using the Action-Roll die menu command.

The board

The board consists of 44 squares and four pairs of start/home boxes.



Moving the pieces

After the Action-Roll die menu command rolls the die, all pieces eligible to move will appear striped. To move one of the striped pieces, simply double-click on it. When it lands on a square, that square will determine what happens next.

Striped pieces

A striped piece is one that the current player can and must select to move, switch, or send back. To select a striped piece, double-click on it. There may be several striped pieces at once, one of which must be selected.

Pieces

Each player has a color and four pieces of that color. The four colors are as follows: blue, red, yellow, and purple.



Questions and answers

Question: How do I begin a game?

Answer: First, use the Action-Setup dialog-box to setup the game. Next, use the Game-New dialog-box to start the game. Last, use the Action-Roll die to roll the die and start the turn.

Question: How do I start a turn?

Answer: A message-box will pop up displaying something like this: "Beginning of turn, Player #1". Click "OK" then use the Action-Roll die menu command to roll the die. If any of your pieces is eligible to move, it will be striped at this point. Choose the one that you want to move and double-click on it.

Question: How do I move out of my starting box?

Answer: You must roll a six before you can move out of your start box. When you do, just double-click on the striped piece and it will move to the Start square next to the starting box. Because a six was rolled, you may move again.

Question: How do I use Switch with Opponent?

Answer: After landing on a Switch with Opponent square, all eligible opponent's pieces will be striped. Double-click on one of these then double-click on one of your own. After this is done the two pieces will switch squares.

Question: What happens when I land the Fly! right before my home box?

Answer: You are out of luck. Your piece will bypass its home box and land on the Land square just beyond your starting box.

Question: Why can't I move into my home box?

Answer: The piece in question probably can't move into an empty home box square exactly.

Registration

Backup is a shareware program. That means that Backup was distributed freely to allow people to "test drive" it. The try-before-you-buy concept allows users to find out which programs are useful before they purchase the program. If you do find a shareware program entertaining or useful, please support it through registration. The registration fee for Backup is only \$12. These twelve dollars entitle you to the newest version of the program, a printed manual, customer support (through the mail or on compuserve), and information (and discounts) about other offerings from Burnham Park Software, Inc. To register, go to the Registration Form page and use the File-Print Topic menu command, fill out the form and send to:

Mark Brownstein
Burnham Park Software, Inc.
P.O. Box #814
Chicago, IL 60690-0814

(312) 922-1326
Compuserve: 71532,3271

Registration form

Name: _____

Street: _____

City: _____ State: _____ Zip code: _____

Country: _____

Phone: _____

Program registering: _____

Computer: _____

Online services or bueletin boards: _____

Send to:

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