Internet
Board Games For 2
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Welcome,

     *W*e're glad you decided to try one of our products.   If there is anything you think we could do better, please feel free to contact us.

     *I*nternet Board Games For 2 was designed to be as close as possible to actually playing on a real board.   Wherever possible, the computer was kept out of the design and the human element in.   Only mundane tasks, like removing captured pieces or setting up the board, have been automated.   This way, you still have the excitement of making a triple jump or playing by your own   rules.   The result is a true simulation of each of these classic yet timeless board games.

     *C*heck out our new FREE online community for someone to play with.

     *T*hanks again for taking the time to review our products.

                                      Sincerely,

WinGames.Inc

Overview

Two Player & Remote Game Playing ~   Whether you are on the same machine, or remotely connected, all aspects of playing any game are the same.   The only exception is the appearance of the pieces in two player mode, where one player is blue and the other is red.   When you are connected remotely, both players use blue.

The Main Screen ~   The Board Games For 2 main screen consists of a dockable tool bar at the top, and the game board in the middle.   The game board is where all the action takes place.   The right side of the game board is considered the blue side, and the left red.

Moving Pieces ~   To move any piece once a game has been selected, simply move your mouse cursor over the piece, click and hold a mouse button, move it to where you want it, and let go.   This is true for captured as well as active pieces, so if you make a mistake or an illegal move, simply correct it by moving the piece again.

Buttons

Start A New Game ~ Pressing one of the following buttons starts a new game.   If you are connected to a remote opponent, pressing one of these buttons starts a new game on both players boards.   The (Client) player who connected to the other (server) is the only one who can start a game.

Starts a New game of Chess.

Starts a New Game Of Checkers.

Starts a New Game Of Backgammon.

Starts a New Game Of Goban.

Starts a New game of Flag Ship.

Starts a New Game Of Pipes.

Starts a New Game Of Race Chase.

Starts a New Game Of Fox & Hounds.

Make a remote connection.

Displays these Instructions.

Remote Connections

Important Note: Internet Board Games For 2 requires Microsofts DirectX / Direct Play support for all remote sessions. If you don't have it loaded on your machine you can download from them at no charge. It provides all the underlying transport support. This version has support for DirectX 3.0. If you have a newer version of DirectX (5.0 or above), simply delete the file "dplayx.dll". It is in the directory you installed this game in (usually "C:\WinGames.Inc\Bgf2Int").

Starting A Remote Match

*T*o start a remote match, click 'Connect' on the menu. The remote play dialog box will appear. If the list box has no selections in it, then you need to load Microsofts DirectX / Direct Play.
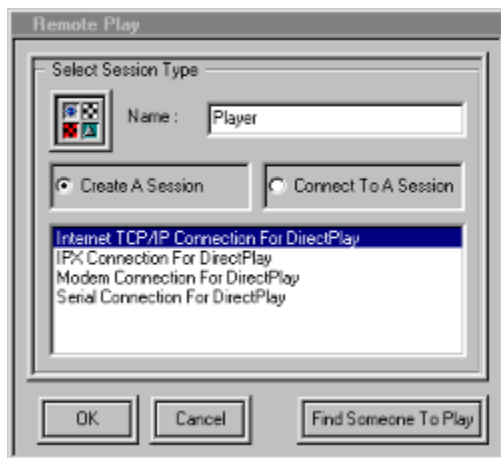

*O*ne player then creates a session and waits for the other player to connect to that session. If you create the session your computer waits for a connection. If you are connecting to a session, depending on the type session, you will be asked different types of connection questions.

*T*o find someone new to play with, click the button and proceed to our FREE on-line community.

Important Note: For Internet play you should connect to your service provider before starting a remote session. Once connected to your provider, you need to get the IP address you are at so you can tell your opponent what address to connect to. You can

see what address you are connected as by running the "WinIPcfg.exe" utility found in your windows directory.   Give this IP Address to your opponent so that they can use it to connect to you.   This address changes each time you connect to your service provider.

*I*f you are connecting to a session, when a session is found the following Dialog box will appear.   Select the session you want and click the Ok button.   If no sessions are found it still appears but with no choices.   At that point you can rescan using the rescan button.
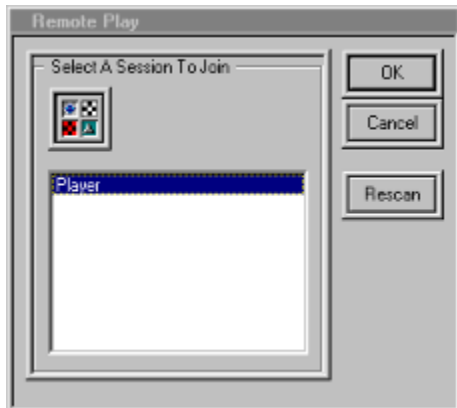
*O*nce you are connected to a session, your 'Chat Window' will appear.   If for some reason you get disconnected or just quit playing by starting a new match, the 'Chat Window' will disappear.

Chat Window

*T*his window allows you to talk to your opponent while you are connected.   Type your message and hit the return key.   You can toggle this window on and off even if you are not connected.   To do this, from the 'View' menu, click on the 'Chat Window' menu item or click the toolbar button.

Ending A Remote Match

*T*o end a remote match and disconnect from an opponent, Click 'Connect' from the menu.   This will prompt you to disconnect from the remote session you are in.

Rules Of Chess

Object ~ The object of the game is to capture your opponent's King or get it in a position where the King cannot move to a space where it is not threatened by one or more of your pieces.   If it is obvious before this point, that there is no chance of avoiding defeat, you may resign.   If neither of you can keep your opponent's King in Checkmate, you may end in a stalemate.

Begin ~ The player whose King is on a white square starts the game by making the first move.

Moves ~ .All pieces move to unoccupied squares, with the exception of a capture.   A capture is when your piece takes the square of an opponent's piece, which is removed from the board.   All captures are optional, except when necessary to avoid Checkmate.

...Pawn ~

The Pawn ~ moves one square at a time straight forward, except when it is capturing.   A Pawn captures with one diagonal move.   A Pawn may also move two squares straight forward on it's first move only.   If a Pawn exercises this option, an opposing pawn, situated on the fifth square of an adjoining row, may capture it by moving onto the square which the Pawn has skipped over just as if it had stopped there.

...Rook ~

The Rook   ~ moves only horizontally or vertically for any number of squares, but can't move over another piece.

...Knight ~

The Knight ~ moves any one of the following combined moves: one square forward and two to the left, one square forward and two to the right, two squares forward and one to the left, or two squares forward and one to the right.   These moves are only horizontal and vertical, not diagonal.   The Knight's move may pass over any other pieces in it's path.

...Bishop ~

The Bishop ~ moves only on diagonals, for any number of squares, but can't move over another piece.

...Queen ~

The Queen ~ moves any direction for any number of squares, but can't move over another piece.

...King ~

The King ~ moves only one square in any direction, but may not move into Check.   The King may also participate in a move called Castling.   Once a game, each player has the privilege of Castling, or moving the King two squares, either to the right or the left, and placing the Rook, toward which the King moved, on the square over which the King has passed.   Castling can be done only when there are no intervening pieces, neither the King nor Rook has previously moved and the King is not in Check.   The King may never move over the square an opposing piece is occupying.

Rules Of Backgammon

Object ~ The object of the game is to be the first to remove all your pieces from the board.

Begin ~ Both players roll the dice, whoever rolls highest starts the game by making the first move.

Moves ~ .Each move begins with a roll of the dice, unless you are doubling the cube.   The cube is used to keep a running point total for the game.   If a player doubles the cube and the opponent refuses, the game ends and the player who doubles receives the amount of points shown on the cube.

After you roll the dice, one piece may be moved for both numbers or two different pieces may be moved.   Doubles may be moved by four pieces, two pieces or one piece four times.   The blue pieces move counter-clockwise to the bottom right quadrant of the board, the red pieces clockwise to the top right quadrant.

If two or more of an opponents pieces are on a point, that point is blocked and your piece may not move onto the point.   If a player is blocked from moving onto all points available from both numbers on the dice, the player loses the turn.   If one of an opponents piece's is on a point available from your roll of the dice, you may move onto the point and send the opponents piece to the center bar.

A piece on the center bar must reenter the board on an open point in the opponent's home quadrant.   When all your pieces are in your home quadrant, you may begin removing pieces from the board according to the dice thrown.   You can either move a piece or remove a piece from the board.

When the numbers on the dice thrown are higher than any of the points you have pieces remaining on, a piece from the highest point may be removed.   If one of your pieces is sent to the center bar, the piece must reenter in the usual way, move back around the board to your home quadrant, before you can continue removing pieces.

Rules Of Checkers

Object ~ The object of the game is to capture all of your opponent's pieces or block your opponents pieces so they cannot move.   The player making the last move wins.

Begin ~ .After you and your opponent decide who goes first, that player starts the game by making the first move.

Moves ~ .All pieces move forward diagonally one square at a time.   If a piece makes it to the far end of the board, it becomes a King and is crowned.   Now the piece may move diagonally in any direction.

A capture is when your piece jumps over an opponent's piece to a vacant square.   The captured piece is then removed from the board.   Jumps may be done in series, capturing more than one piece, during a player's turn.   If you do not make a move to capture an opponents piece when possible, your opponent may remove your piece and it does not count as your opponent's move.

Rules Of Goban

Object ~ The object of the game is to be the first to place five of your pieces in a row, either horizontally, vertically or diagonally

Begin ~ .After you and your opponent decide who goes first, that player starts the game by making the first move.

Moves ~ .A piece may be placed anywhere on the board, where there is a vacant square.

Rules Of Flag Ship

Object ~ The object of the game is to capture your opponent's Flag Ship or get it in a position where the Flag Ship cannot move to a space where it is not threatened by one or more of your Ships.

Begin ~ You Decide which player moves first.

Moves ~ All pieces move one square at a time.   Every ship can take any other ship except the Whaler.   The Whaler can not take a Schooner.

Rules For Pipes

Object ~ The object of the game is to be the first to complete a pipe system from one side of the board to the other.

Begin ~ You decide which player goes first.   That player places the first pipe section anywhere on the board to begin.

Moves ~ .Each player takes turns placing pieces of pipe on the board

Rules Of Race Chase

Object ~ The object of the game is to get all of your pieces around the board and into your garage.   The first player to move all four pieces into their garage wins.

Begin ~ .You each roll the dice and the player with the highest total goes first by rolling again.

Moves ~ .A player starts by moving a piece from his home area onto the board.   You may either move one piece the total of your dice roll or split the roll between two pieces based on the roll. EXAMPLE: If you roll a 6 and a 3, you may either move one piece 9 squares or two pieces, one 6 squares and the other 3 squares.   If you land on a square occupied by your opponent you will send them back to their garage.

Rules For Fox & Hounds

Object ~ The object of the Fox is to get across the board.   The object of the Hounds is to corner the Fox so that it can not move.

Begin ~ .You decide who goes first.

Moves ~ .The Hounds can only move forward.   The Fox can move forward or backward.   NO jumping is permitted.

Great Gift Idea!

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All American Gin Rummy - 3 great gin games including Standard Gin, Hollywood Gin, and Oklahoma Gin Rummy. It features 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

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