

# GAME CHEST

copyright © 1996-99 **WinGames.Inc**

**Welcome,**

**We'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.

**Game Chest** is a collection of fun games to play. It includes computer and two player modes, along with rendered graphics. You should find it easy to play since you can't make any wrong moves in any of the games. Sound and color options help to full up this chest of fun.

**Thanks** again for taking the time to review our products.

Sincerely,

**WinGames.Inc**



## **Backgammon**

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

**Moves** ~ .Each move begins with a roll of the dice. 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.



## **Yatze**

**Object** ~ The object is to out score your opponent.

**Move** ~ Roll the dice selecting your best score. You can roll three times if you want, picking up the dice you don't want to reroll with. When you are satisfied with your roll, simply click on the Score Pad in the appropriate place to record your score.

**Scoring** ~ The upper part of the board has, "Ones", "Twos", "Threes", "Fours", "Fives", "Sixes", and "Bonus". By filling these in with three of a kind's you will receive 35 bonus points. Fill the rest of the Score Pad with the appropriate scores to see who wins.



## **Rummy**

**Object** ~ The object is to get all your cards in a three of a kind, four of a kind and/or a run of the same suit. Examples of Rummy are,

4H, 4S, 4C, KD, QD, JD, 8C, 9C, 10C, JC, QC  
AS, 2S, 3S, 10C, 10H, 10S, 10D, 4S, 5S, 6S

**Move** ~ View your hand by clicking on it. Make your selection from the middle hand pile, and click on your empty pile to complete your turn. Build your hand by keeping cards that match and by discarding cards that do not match.



## ***Queen's Audience***

**Layout** ~ Sixteen cards will be dealt in a square and these cards are the waiting area (reserve) and the area they enclose is the audience.

**Play** ~ Move the jacks into the waiting area as soon as possible. If a jack and the ace of the same suit are both available; you can move them over to the audience, face up with the jack on top of the ace. The kings and queens also are played this way, only they are placed in one pile, with the queens on top. Turn cards up one at a time, filling each space in the waiting area and placing unplayable cards in the waste pile. All cards in the waiting area and the top card in the waste pile may be played on the foundations. To win, build down the jacks, in suit to deuces.



## ***Fortune's Favor***

**Layout** ~ The four aces will be dealt as the foundations to be built up in suit to kings. Below them, two rows of six cards will be dealt to form the tableau. Cards in the tableau can be moved one at a time and built down in suit.

**Play** ~ One at a time, cards are turned over from the pack and played on the tableau, foundations, or placed on the waste pile. Top cards on the tableau are available for play. Spaces are filled from the waste pile or hand only. You can redeal once.

## **Great Gift Idea!**

### **Additional CD's & Disks!**

**WinGames.Inc Collection** - All our best games on one CD!

**Windows '95 Collection** - Our best games on one CD. Includes Game Chest, BIG 8 Solitaire, Botz, Penny's Arcade and Total Recall. A real value with over 15 fully enabled games.

**Pro Backgammon** - Another 'InterSoft' game. The 'ZDNet 1997 Product Of The Year' winner for board games. It has 5 levels of match play, 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

**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.

**Dominion** - Another 'InterSoft' game. This classic board game will challenge even the most experienced game player. It features 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

**Dominoes Deluxe** - Our fourth 'InterSoft' game. This classic allows you to play Draw, Block, and Muggins on boneyards of 6s, 9s, 12s, 15s. It features 3 levels of computer play, Remote play over the Internet, Modem, Lan, or Serial connection along with sound and music.

**Big 8 Solitaire** - Eight of the greatest solitaire games of all time with full computer play. Includes Auld Lang Syne, Canfield, Flower Garden, Grannies Clock, Klondike, Little Spider, Magic Carpet and Osmosis.

**Game Chest** - A challenging collection of games including Backgammon, Yatze, and Rummy to be played with two players or against the computer. Two versions of mind numbing Solitaire as well, Queen's Audience and Fortune's Favor.

**Total Recall** - Follow the sights and sounds without being dazzled. A quick paced game to challenge your memory and reaction time. Not a simple simon. Truly addicting.

**Penny's Arcade** - Try your hand at a shooting gallery with a full range of skill levels and configuration options. For one to four players, a carnival of prize winning fun.

**Botz** - Enter the Gardens of Zardonia and battle the Botz. Over 60,000 exciting gardens, with rendered graphics and arcade style sound.

**Board Games for 2** - Chess, Checkers, Backgammon, Goban, Pipes, Race Chase, Flag Ship and Fox & Hounds. Play with a friend on the same machine, on any network or using a modem. (available in 3 1/2" diskette and email formats only)

**Solitary Confinement** - A 'ZDNet 1996 Product Of The Year' nominee for card games it has eight solitaire games which require a full range of skill, knowledge and lady luck. Fortune's Favor, Accordion, Beleaguered Castle, Calculation, Quadrille, Four Season's, Queen's Audience and Chameleon. (available in 3 1/2" diskette and email formats only)

**Super Shareware Game Collection** - For those who wish to "try before they buy", the shareware versions of all games listed below on one CD.

---

Visit our website at <http://www.wingames.com> **WinGames.Inc**

