

Curling for Windows

Novices to the game of curling should read the section titled "The Other Game of Curling" before reading this section.

Introduction

"Curling for Windows" is a game for two players (or one can play against himself). This current version does not have an option to play against the computer.

Starting a New Game

From the pulldown menu titled "Game", select the option "New Game". A pop-up window will allow you to enter team names, the number of ends to be played, and allows you to choose heads or tails, simulating a coin toss to decide who throws first. The player who loses the toss throws first.

The speed of the ice is randomly set, and a broom is displayed on the ice.

Entering the Shot

Move the broom with the mouse to the point on the play surface you want the rock aimed at, and click the left mouse button. A pop-up window will appear. In case you have lost track, displayed at the top of the window is the team, player, and rock (first or second) that is currently being thrown.

Curl

To enter the curl, click the left mouse button over the appropriate option. The curl is specified as either left or right, from the Skip's perspective. Hands are displayed, in the positions a skip would use to indicate the curl.

Weight

To enter the weight, there is a scroll bar. The further to the right, the heavier the shot. There are 40 positions on the scroll bar, draw weight in the early game will typically be in the range 30 to 35.

Return to the Broom, or Throw

To reposition the broom, click on the button marked "Broom". The pop-up window will disappear, and the mouse will again move the broom, allowing you to change your shot. Click the mouse again to return to the pop-up window.

Once you are satisfied that the shot has been specified properly, click the button marked "Throw".

Sweeping

There is no sweeping in "Curling for Windows". However, your teammates never miss the broom or misjudge the weight, so there should be no need for sweeping.

The Shot

The rock will appear at the far right of the screen. If it should fail to cross the hog line, or crosses the back line, or hits the boards, it will be removed from the play surface, and reappear at the far left, out of play, when the shot is over. The same applies to any rock that is hit, and then crosses these boundaries.

Scoring

When the end is over, the score is calculated automatically, and the scoreboard is updated. A message window indicates who won the end, and who will throw first in the next end. Click the "OK" button to continue with the next end.

When the game is over, a message window indicates the winner.

The Ice Surface

At the start of a new game, the ice is fairly slow, requiring a heavy weight for even a long guard. With each shot, the ice will speed up slightly, and you will notice that the same weight will take each rock slightly farther than the previous one. This effect is especially noticable over several ends. The centre ice will speed up the most, slowing down toward the sides, where there is no effect at all.