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Black Box
by Peter Sarrett

Black Box, with the possible exceptions of Solitaire and Yahtzee, may very well be one of the most-implemented Windows games of all time. I know I've seen close to half a dozen versions in the past three years. When version 1.0 of this implementation was written almost three years ago, though, I hadn't yet seen any others. Still, and my obvious bias aside, this version of Black Box stands head-and-shoulders above the rest in terms of features, game play, and visual appeal. Those of you familiar with the old Parker Brothers board game will feel instantly at home with this version, as I've tried to remain as visually true to it as possible.

Black Box 1.0 was written in Microsoft C 6.0 back in mid 1991. It was never released to the public. This version, 2.0, was written in Microsoft Visual C++ 1.0. To install, simply copy BLACKBOX.* to the directory of your choice. Black Box will not alter your WIN.INI or other system files. For instructions on how to play Black Box, please see the accompanying help file.

Note that this copy of Black Box is the **UNREGISTERED** version. A registered version is also available with additional features-- digitized sounds, a new tournament mode, and high score lists. Registration information can be found in the About box.

You are free to distribute Black Box as far and wide as you wish, as long as no money is charged for it and the original ZIP file remains unmodified. If you enjoy Black Box, please do register. Registration will not only get you the additional features mentioned above, but also a bonus game. You'll also be encouraging the future production of quality Windows shareware entertainment.

Coming soon from Beanieware: Trio, a pattern-recognition game similar to the card game Set. In Trio, you compete against the computer or the clock, trying to identify "trios" of cards which share attributes in common. Warning: highly addictive.

Questions, comments, and <shudder> bug reports are welcomed. You can mail me at 6418 140th Ave. NE, Redmond, WA 98052 or you can email me at peter@connected.com.

In the shameless plug department, I'm also the editor of The Game Report, a roughly quarterly 'zine dedicated to board, party, card, dice, strategy, and family games of all shapes and sizes (but **not** role-playing games or wargames). The Game Report consists mainly of game reviews and comments, plus a selection of articles, interviews, news, letters, and other game-related material. The Game Report strives to inform readers about new and interesting games as they come on the market. It also provides a forum for game enthusiasts to talk to like-minded people about their hobby. A sample issue can be requested for \$2.50 to the above address, or you can sign up for four issues at once for \$8.00.

Enjoy!

Peter Sarrett
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