

## Configure networking support

This game use Windows Sockets version 1.1 interface. It's necessary to add Microsoft (or compatible with Windows Sockets version 1.1 interface) TCP/IP protocol to network configuration tub for the network adapters. To quickly display the Network option in Control Panel, right-click the Network Neighborhood icon on the desktop, and then click Properties on the context menu. There are some variants of computers connecting:

- Computer on local network - you should use TCP/IP protocol for the network adapter. If your local network doesn't use DNS server specify an IP address manually. Type an IP address and subnet mask in the respective boxes. The network administrator must provide these values for individual users, based on the network ID and the host ID plan for your site.
- Computer is Dial-up Server (Client) - you should use TCP/IP protocol for the Dial-Up adapter. Specify an IP address manually. Type an IP address (for example 1.0.0.1) and subnet mask (for example 255.255.255.0) in the respective boxes. Another user should specify another IP address (for example 1.0.0.2) and the same subnet mask (for example 255.255.255.0). If your computer works on local network with DNS Server too IP address should be obtain automatically.
- Computer is Dial-up Client of Internet provider - you should use TCP/IP protocol for the Dial-Up adapter. IP address should be obtain automatically from PPP Server Internet provider. You can know your IP address after connection to Internet if you run [Winipcfg.exe](#) from your Windows 95/98 folder.
- For more information see [Microsoft Windows 95 help](#), Microsoft Windows 98 help, Microsoft Windows NT help or [NetIntelGames](#).

## Connecting of the players

When you run the game you should enter your name and choose the mode of the game beginning. There are three modes of the game beginning:

- connect to the Game Server;
- as the Game Server;
- connect through the NetIntellGames Server.

When you want to play with your opponent on local network, by modem connection or Internet, first of you should choose mode "as the Game Server" but other - "connect to the Game Server". If you start new game as the Game Server you should choose checkers variation. If you want connect to the Game Server you should enter IP address (for example 123.18.15.155) or the name (for example Alex, but only on Microsoft networks!) of the computer where was running this Game Server. If connection will be establish your name will display on the top of the game window. When the second player connects to the Game Server the game will run automatically. On principle all sessions of this game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to Internet that time and you don't know IP address of your opponent. In this case your opponent should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connect to player's programs during the game! You can know the IP address and the mode of work of the NetIntellGames Server if you visit our [Home Page](#).

## Rules of the game

### Checkers:



- **Men** (Single checker).



- **King**.

### Mouse pointers:



- **W** - You should wait for your opponent;
- **OK** - You can put selected Man (King) to this place;
- **No** - You can't put selected Man (King) to this place.

### How to move checkers

When it's your turn, you can select a checker by positioning the mouse pointer over the checker and single clicking with the left mouse button. If selected checker can go or beat its image is inverted. Then you choose new position of this checker (mouse pointer will be arrow with OK if it's available) and click the left mouse button. If you change your mind you can click the left mouse button over primary choosing checker. You can surrender or to offer the opponent a drawn game, by choosing the appropriate item of the menu.

### Russian checkers

- The purpose of the game - capturing or to lock all checkers of the opponent.
- Men can beat back.
- King can move any number of squares on a diagonal line to an unoccupied square.
- King can beat through any number of squares on a diagonal line to an unoccupied square and to be put on any unoccupied square for capturing checker.
- When Man beats and becomes King, should continue capturing by rules King.
- To beat the any number of the checkers in any directions is possible.
- If checkers can beat should it do it is necessary.

### American checkers

- The purpose of the game - capturing or to lock all checkers of the opponent.
- Men cannot beat back.
- King can move on one of squares on a diagonal line in any direction.
- King can beat in any direction.
- When Man beats and becomes King, capturing the course stops also passes to the opponent.
- If checkers can beat should it do it is necessary.

### **Register information**

This is not free software. This game is available to play only 10 minutes each time. If you want to use this software without time limit a registration fee of \$10 is required. For registration details and ordering information, please contact [RegNet](#) or [NetIntelGames](#) (<http://netgames.da.ru>). Russian users may receive Russian version of the game (please contact [netgames@windoms.sitek.net](mailto:netgames@windoms.sitek.net) ).

When you receive by E-Mail your personal registration key enter it in the registration text box in the register dialog.

