

BOXEM

Game

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## Game Menu

New

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## New Game

This option clears the current game board and score, and restarts the game with a new background picture.

## Load Game

This option allows the user to load a BOXEM game previously saved using the [Save Game](#) option. This option calls up a dialog box which helps the user enter the desired load file name. A File dialog box will let you:

- type in a full file name in the input box.
- type in a file name with wildcards, which filters the files in the Files list box to match your specifications.
- view the contents of different directories by selecting a directory name in the Files list box.

## File Name

The Name input box is where you enter the name of the file to load, or the file name mask to use as a filter for the Files list. For example if you want to display all of the files ending with "BXM" then you would type \*.BXM.

## Path Name

The Path Name box shows the current directory path.

## File List

The Files list box lists the names of files in the current directory that match the file name mask in the Name input box.

## Directories List

You view the contents of different directories by selecting a directory name in the Directories list box.

The File Information Panel shows the path name, file name, date, time, and size of the selected file.

## File Type

Click on the type of files you would like to display. Clicking the ALL button is the same as typing \*.\* in the File Name box, clicking the BXM button is the same as typing \*.BXM in the File Name box.

## Save Game

This option allows the user to save the current BOXEM game. The game will be saved in a \*.BXM file. Saved games can be played later using the [Load](#) option.

## Exit Game

This option exits the BOXEM game without saving the current game or options. See Also:

[Save Game](#)

## Player Selection

Human vs Human                    2 Players, You and a friend/enemy.

Human vs Computer Ape   1 Player against a fairly stupid computer.

Human vs Computer Human                    1 Player against a high school  
graduate.

Human vs Computer Vulcan                    1 Player against a college  
graduate (from another planet).

## Board Size Selection

5x5 25 squares, 60 moves, 5 minutes playing time

6x6 36 squares, 84 moves, 10 minutes playing time

7x7 49 squares, 112 moves, 15 minutes playing time

8x8 64 squares, 148 moves, 20 minutes playing time

9x9 81 squares, 180 moves, 25 minutes playing time

10x10 100 squares, 220 moves, 30 minutes playing time

## Sound Options

No Sounds      Turns all sounds OFF.

[PC Speaker...](#)      Enables PC Speaker for sound output and allows user to change sounds for regular and scoring moves.

[Sound Board...](#)      Enables Sound Board (if one exists) for sound output and allows the user to change sounds for regular and scoring moves.

## PC Speaker

The PC Speaker Dialog Box allows the user to 1) change the Move and Score sounds for both players, 2) adjust the Volume, and 3) adjust the sound Speed.

Each player may change their Move or Score sounds by placing the cursor within the Player 1 Sounds or Player 2 Sounds windows. Place the cursor on one of the arrows in your 'Player Sounds' window and click the left mouse button to display a list of Move or Score sounds. Select the sound you want by placing the cursor on the sound name and clicking the left mouse button.

The PC Speaker volume may be adjusted with the Volume scrollbar. Place the cursor on the left-right arrows and click the left mouse button to make the game sounds Softer or Louder. Placing the cursor on the button in the scrollbar and holding down the left mouse button allows you to slide the volume control from one side to the other.

If the sounds on your PC sound a little fast or a little too slow, then you may need to adjust the speed of the sounds with the Speed scrollbar. The Speed scrollbar works the same way the Volume scrollbar works.

When all the PC Speaker options are set, click the OK button to accept the changes and return to the game. Click the Cancel button to cancel the changes and return to the game.

## Sound Board Options

The Sound Board Dialog Box allows the user to change the Move and Score sounds for both players.

Each player may change their Move or Score sounds by placing the cursor within the Player 1 Sounds or Player 2 Sounds windows. Place the cursor on one of the arrows in your 'Player Sounds' window and click the left mouse button to display a list of Move or Score sounds. Select the sound you want by placing the cursor on the sound name and clicking the left mouse button.

When all the Sound Board options are set, click the OK button to accept the changes and return to the game. Click the Cancel button to cancel the changes and return to the game.

## Pictures

This option allows you to select which of the up to 21 pictures you would like to see on the BOXEM board. There is a single list of pictures from which one or more pictures may be selected to be displayed in a random order for successive BOXEM games.

Pictures in the list highlighted in blue are selected for display, the others are not selected for display. To select another picture for display, move the mouse to the picture name in the list and click the left mouse button; the name should turn blue. To deselect a picture from the list, click the left mouse button on the name and the name should change to the non-highlighted color.

After selecting or deselecting all your desired pictures, click the **OK** button to accept the selections and return to the game. NOTE: BOXEM must restart if you change the picture list, so if you have a game already in progress you should click the **CANCEL** button and wait until the current game is finished before changing the picture list.

## Use Default Options

This option resets all options to the startup defaults. Options that are reset include players and names, grid size, sound volume, speed, move selections and score selections.

## Help Menu

[Rules](#)

[Menus](#)

[About](#)

## Game Rules

This option displays a window which details all the BOXEM playing rules.

## Game Menus

This option displays a window which details all the BOXEM menu options.

## About *Flat Rabbit Software* ™

This option tells about *Flat Rabbit Software* and its tormented founders, credits for shareware used in this game, and information on how to register BOXEM to get more sounds, more pictures, and more fun-fun-fun.

## Registration

[Incentives](#)

[Warranty](#)

[Print Registration Form](#)

## Registration Incentives

This option displays a help window which describes the extra goodies you get if you register BOXEM with us for a modest price.

## Warranty Information

This option displays a help window which presents the Warranty disclaimer for BOXEM.

## Print Registration Form

This option prints the BOXEM registration form to your on-line printer. This form contains all the information we need to send you the extra goodies you get when you register BOXEM for a modest fee.

