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# Achi

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## **Achi: About**

Achi is a game similar to the well known tic tac toe were you play against the computer, but is much different in another way. It's different in that at the end of the game you or the computer have an option to make a move.

## **Achi: Object**

The object of this game is like that of tic tac toe. You must try to get your circles in a row of three either diagonally, or in a straight line horizontally or vertically. You must do this before the computer can beat you to it.

## Achi: How to Play

There are two players in Achi, you and the computer. You are the red circles and the computer is the blue boxes.

1. Use your mouse pointer to select your desired position on the board, and a red circle will appear there. Remember the way you used to play tic tac toe?
2. After you have moved the computer will then make its move.
3. When all moves have been made there will be one empty box remaining, if there are no winners. You can click on your red circle that is next to that empty box and it will move there. Colored boxes in the middle can move diagonally, and others can move from side to side or up and down.
4. Continue this until either you or the computer have won the game.
5. You can start a new game at any time by clicking on NEW, or quit by clicking on EXIT.

# Bastille

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## **Bastille: About**

Bastille is a game that requires a good deal of thinking and logic in order to succeed in it. The difference in which move you select can effect the outcome of your game, win or loose. You can also use trial and error if you don't want to think it through.

## **Bastille: Object**

The object of this game is to end up with one button that is situated dead center on the playing board. This applies for all the different shapes available.

## **Bastille: How to Play**

Before deciding to play select the desired shape to play with by selecting the SHAPE option. The cross is the default shape and is the easiest.

1. Use the mouse pointer to select the button to move.
2. Use your mouse to move a button over another button, and onto an open button. The button you move over is taken out. You can make this move in any desired direction that is applicable.
3. Keep doing this until you have accomplished the object of the game or until you are stuck, cannot move over any more buttons.
4. You can change the color of the buttons by clicking on OPTIONS. You can start a new game at any time by clicking on NEW, and quit by clicking on EXIT.

# Battle Sat

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## **Battle Sat: About**

Battle Sat is a game similar to Battleship where you must try to destroy all of your opponent's, the computer, ships. Although in Battle Sat you are playing in space. You must think of your target by estimating how big it is. Remember each miss for you can mean a hit for the computer and eventually destruction of all your ships.

## **Battle Sat: Object**

The object of Battle Sat is that you have to destroy the enemy's ships before yours are destroyed.

## **Battle Sat: How to Play**

You and the enemy each have five ships. You can see your ships on the right half of the playing screen. If you want to change the position of your ships click on NEW to start a new game.

1. Use the mouse pointer to select a sector to hit. The grid line will show you where your current selection is and will follow your mouse pointer as you move it.
2. A gray button indicates a miss while a red button indicates a hit.
3. Try to hit all of your enemy's ships before yours are hit and you will win.
4. To start a new game click on NEW and to quit click on EXIT.

# Double Block

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## **Double Block: About**

Double Block is a game that tests your memory and how good it is. After each move you should keep in mind where you saw that color or risk getting beaten by the computer. The better your memory is the greater success you will have in this color matching game.

## **Double Block: Object**

The object of this game is to match all the colors together, two buttons per color, before the computer can beat, or by the minimum number of hits if you are playing alone, you by matching its colors.

## Double Block: How to Play

The game window is split into two halves, the left half being yours. Each half has thirty boxes which are all colored. There are only two boxes per half of the same color.

1. Decide if you want to play against the computer or alone. To play alone click on ALONE. The default is set for playing against the computer.
2. Using the mouse pointer select a two boxes. If they are the same color they will stay up. If the second box chosen is of a different color the two boxes will close and you will receive a hit. The trick is to remember where the colors showed up for later reference.
3. If you are playing against the computer, the computer will go right after you have completed your move.
4. Keep selecting boxes until you match all colors before the computer beats you or in the least number of hits.
5. You can increase the level of difficulty by clicking on >> or decrease the level by clicking on <<. The hardest level is 5 and easiest is 1.
6. To start a new game at any time click on NEW and to quit click on EXIT.

# Jumper

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## **Jumper: About**

Jumper is a puzzle that looks easy but is here to deceive you. It involves eight boxes that have to be manipulated in a certain way and moved to a certain area. You might think you're making that right move, but you are really putting yourself in a jam you can't reverse.

## **Jumper: Object**

The object of this game to reverse the positions of the boxes. The red to the blue and the blue to the red. Sounds simple but it takes some thinking.

## Jumper: How to Play

The red circles can only move to the right of the screen and the blue squares can only move to the left of the screen.

1. The playing screen will start off with four red circles on the left and four blue squares on the right with one empty box in the middle.
2. Click on the box you want to move, red or blue only. The box will move to the right if it's red or to the left if it's blue.
3. A box can only be moved if there is a red or blue box in next to it and an empty box following. A red or blue box can not be moved over more than one red or blue box.
4. To start a new game at any time click on NEW and to quit click on EXIT.

# **Knight**

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## **Knight: About**

Knight is a puzzle based on the Knight piece in the game of chess. The thing to keep in mind when playing this game is that the only way you can move it the way of the Knight piece. Remember the right first move can make all the difference at the end.

## **Knight: Object**

The object of the game is to move the red boxes down to the bottom where the blue boxes are and the blue boxes up to where the red boxes were by only using the movement of the Knight.

## **Knight: How to Play**

The thing you should keep in mind is that the boxes can only be moved using the Knight's move.

1. Select the box to move, must be red or blue, and drag it to the desired position. Let go of the mouse button.
2. Do this until the places of the boxes are interchanged, blue to red and red to blue, in the least amount of moves.
3. To restart the game at any time press F2.

# Tic Tac Toe

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## **Tic Tac Toe: About**

Tic Tac Toe is exactly what is, the old fashioned X's and O's game everyone has played. The board is the same as always, nine boxes which can be used for playing.

## **Tic Tac Toe: Object**

The object of this game is to get three of your blue X's in a row either diagonally, or in a straight line vertically or horizontally. Do this by trying not to let the computer beat you to it.

## **Tic Tac Toe: How to Play**

1. Once the game starts, it is your move first to start off the game.
2. Using your mouse pointer, select where you want your X placed.
3. Soon after you select a position, the computer will place its red O on the game board.
4. Continue making strategic selections until you win or you and the computer end up with a draw.
5. To start a new game at any time click on NEW, and to quit click on EXIT.

# Registration

## Brain Games for Windows Version 2.0 January 1993

*Note: From the help window File menu option select print topic to print this form.*

Please register my copy of Brain Games for Windows, I am sending a check, money order or cash for the amount of \$20.00. I understand that I will receive the latest release of Brain Games for Windows.

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### **WinWare**

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Mission Viejo CA 92690