

The Games Room Help

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Main Menu

File Menu

- New Game: Starts a new game from the beginning.
- Open Game: Loads a saved game from disk.
- Save Game: Saves the current game to disk.
- Exit: Exits the game.

Game Menu

- Previous Turn: Undoes the last turn taken. This move can be redone.
- Next Turn: Redoes an undone turn. If a move has been taken back, and then a new turn is performed, any of the taken back turns are lost. This button is for immediate usage after taking back a turn.
- Skip Turn: Skips the current players turn. This was put in mostly for the Checkers game where it was possible that a player would have no possible moves.
- Comm Window: Opens the Comm Window. See [Modem Mode](#)
- Modem Setup: Sets up your modem for modem/internet play. See [Modem Setup](#)
- Reset CommWin: Resets the comm window, use it for when you need to reenter an init string or dial string without having to type the modem comand manually.
- Hangup Modem: Hangs up the modem.
- Change Mode: Changes the current game type. See [Games](#)
- Change Color: Changes the color of the bottom pieces. This way a player will have his own pieces facing him. Note that in Stratego, once any pieces have been placed, that this option is no longer available. See [Stratego](#) This option will be checked if you have chosen to be the 2nd color, and will be saved from session to session for convenience.
- Sound: Toggles the sound on or off.

Help Menu

- Help Index: Opens this file at the index. See [Index](#)
- Registration: Opens the Registration Dialog. See [Registration](#).
- About: Shows an about screen for those without the help file.

Right Click Menu Commands

Right clicking in every game will open a menu, with different options depending on the game. The following is a description of these commands.

Open Setup: Loads a setup from disk. See [Using Setups](#)
Save Setup: Saves the current setup to disk. See [Using Setups](#)
Random Setup: Randomly places pieces, used for BattleShip.
Computer 1-4: Tells the computer to make the moves for player X. See [Computer Players](#)
Conquest: Has a few of its own popup commands, unique to Conquest. See [Conquest](#)
Design Mode: Some games allow you to design the screen. See [Conquest](#), [Dominate](#), and [Hexagon](#) for more information.

Registration

Registration for The Games Room is \$10, to activate the modem features. Both persons on either end of the modem game must be individually registered, so its really 10 bucks a person. In order to receive a code to allow you to activate modem mode in The Games Room, you must mail me a letter either by post or email.

Send a check or money order to:

Noel Dillabough
86 Frobel Drive
Elliot Lake, ON
P5A 3A2

Upon receiving your letter, I will send you the newest version of The Games Room and a registration code. Please specify the name you want shown in the registration window.

For the fastest possible service, send me your email address if you have one. I can be reached on the internet at:

noel@ramsey.cs.laurentian.ca

About The Games Room

The Games Room is meant to be a play by modem/internet collection of games. Many games have been written for the computer, but a computer opponent does not make for much fun. Either its too easy or too hard to play against. Human players are the best but its often hard to get together to play a game.

The Games Room solves this by allowing people to play games over the modem, or with people from around the world via internet. The Games Room is distributed as shareware. Rather than display those awful buy-me nag screens, I decided to not put in any runtime bug screens, and allow all features to work except for modem mode. There is no need to register if you do not need to use the modem features. To allow potential registering clients to try before they buy, The Games Room will allow you to connect and play up to 5 moves without registration. Unfortunately, the Internet server will not allow you to log in without being registered.

Feel free to distribute The Games Room freely, in its compressed format, to BBS's or your friends. Note: the file gmroomXX.zip and the file bor402.zip are both required to run this software.

Also, if there are any questions or comments about The Games Room, or ideas for new features, please mail me either by post or email at:

Noel Dillabough
86 Frobel Drive
Elliot Lake, ON
P5A 3A2

noel@ramsey.cs.laurentian.ca

Enjoy!

Pawn Promotion

Select a piece to promote your pawn to, and press OK.

There was much debate over whether or not you can promote your pawns to queens, or if you must only use the dead pieces. I left it up to the individuals to choose by what rules they wish to go by.

Chess

I am not going to go into the details of how to play the game Chess, because most people already know how to play. However, I did want to mention that all the rules (to the best of my limited knowledge) have been implemented in The Games Room, such as castling or en passant.

Also, The Games Room will tell you if you do an illegal move.

If, by any misprogramming on my part, The Games Room does not recognize an illegal move, or does not allow a legal one, please mail, email, or phone me right away and I will correct it for the next release. If you have net access, save the game and mail it to me uuencoded so I can reproduce it easily.

Games

There are a number of games available in The Games Room, and I will continue to add games in the future. Please email me if you have a particular favourite. Be prepared to send me all the rules of the game.

Chess

Checkers

Stratego

Conquest

Connect 4

BattleShip

Dominate

Hexagon

Modem Mode

Before using the modem, you must first setup The Games Room for your modems settings (See [Modem Setup](#)) and you must also enter your name into the name field of the registration window. Even if you are not registered, enter your name as The Games Room uses this to know who is sending what to whom.

Make sure the word telnet is NOT in the init string of your modem. This is only for logging into the internet server (See [Internet Mode](#)). In the dial string, place either ATDT or ATDP depending if your modem has pulse or tone service, and the phone number of the person you are going to play with.

One person will have to be the answerer, and will put ATSO=1 into their dial string.

Both people should now press on the phone button in the toolbar and The Games Room will start sending the results to the modem. The modem should initialize, if it does not there is something wrong. See [Trouble-Shooting](#).

Once connected you can type anything into the command line of the commwindow and the other user will see it. Move a piece or change games and the other user will see the results of your action.

Note: One player will have to be the 2nd color. Have this person choose Change Color from the Game menu and his pieces will then be facing him.

Internet Mode

You must be registered to log into the internet server. See [Registration](#)

To put The Games Room into internet mode, you must place the word telnet beside your modems init string. (See [Modem Setup](#)) For example, the standard init string would read atz telnet.

In the dial string, place the phone number of your local internet service. Then open the modem window by clicking on the phone button on the toolbar. The modem should initialize and dial, if it does not there is something wrong. See [Trouble-Shooting](#).

Once connected log in as usual, then from your shell prompt enter the line:

```
telnet address 9000
```

Where address is the site address of the server program. Right now there are no sites set up with the server, I have not looked for one yet. If anyone has a place that my server could run (runs for negligible RAM and bandwidth) please email me at

noel@ramsey.cs.laurentian.ca.

Once connected to the server, you will be asked for a handle and a password. Enter this information and then The Games Room will send your registration information to the server. If it is valid and unique, you will be logged in and able to play. Type help while logged in for a complete list of server commands.

Trouble Shooting

My modem doesnt initialize or work with GameRoom

Here are the most common reasons why the modem does not initialize properly in Windows:

- 1) You are running another comm program that is using the Comm Port of your modem. You must exit all other modem software before running The Games Room.
- 2) You have not set The Games Room to use the right Com Port. Choose the correct port in the settings dialog and it should work.
- 3) If you are using a Comm Port above comm 2, sometimes Windows has problems using a modem at this port. Go into the Ports section of the Windows Control Panel and specify the address and interrupt of your Comm Port.

I Get the Error, Create Fail for Window or the Game Crashes when opening the About Dialog or at the end of a game.

If you experience a crash when opening up the About Dialog or any other dialog box or if the game locks up at the end of a game, it is most likely because of the file BWCC.DLL.

Before libraries were in common use, they were distributed and placed in any of many locations. The Microsoft recommended method of distribution is to place these files in the \WINDOWS\SYSTEM directory.

Correcting the Problem:

In DOS, type `dir bwcc.dll /s` and locate all the locations of the duplicate bwcc.dll files.

Erase all of them, and reinstall the bor402 libraries. (Unzip bor402.zip and run setup.exe)

If any problems still persists or are not mentioned here, email me at:

noel@ramsey.cs.laurentian.ca

Using Setups

Setups are a way of storing a certain setup of pieces. This feature was added mostly for stratego, but can be used for any of the games. Either choose Open or Save Setup from the file menu, or from the popup menu you get when you right click on the board.

Save Setup will save the pieces positions for use another time. You will be prompted for a name to call this setup. Use something descriptive so you will know what it is.

Open Setup will load a piece placement from a previously saved one. Each game has its own setups and only setups for the current game will be listed. Choose the setup that you wish to use, and the pieces will be setup accordingly.

If you wish to get rid of a setup, it can be removed with a text editor from the file GAMEROOM.SET. The name of the setup is at the far right of the file, just search for it and then delete the entire line that the setup is on. Do not add or remove anything from any other lines or unexpected results will occur.

Modem Setup

This is where you setup your modem to play in modem mode or internet mode.

Speed: Set this to the speed of your modem.

Port: Set this to the comm port of your modem.

Init String: This is the init string of your modem. Here is where you place what you normally place in your init string of your favourite terminal program. Most users will find the string ATZ sufficient. Note: In internet mode it is necessary to append the word telnet to the init string. For example the above init string would be ATZ telnet

Dial String: This contains the dial string of your modem. Set this to blank if you wish to manually type the dialstring, or to a phone number via ATDT or ATDP (depending if you have tone or pulse phone service) One user will have to be the host, and will most likely require the dial string of ATSO=1

Checkers

This is a modern version of the popular game Checkers. It can also be played standalone. Pieces must move diagonally in the forward direction, and may jump over pieces of another color if the square past the piece is unoccupied. Once a piece has made it to the end of the board, it is crowned King and allowed to move backwards also.

The game ends when one player has no more pieces left.

If you get in a situation where you cannot move (all your pieces are blocked from moving and cannot jump), you can select the Skip Turn option from the Game menu.

Connect 4

This is a modern version of the popular kids game Connect 4. It can also be played standalone. Drag pieces to a row and let go, and they will fall to the bottom of the row. Once you have 4 matching color pieces in a row, you have won.

Stratego

This is the modern version of the popular board game Stratego. To play this game with two players you must play via modem.

Each player receives 40 pieces of various rank to place on his side of the board. You will find you like to place pieces in similar positions and should use the Save and Open Setups option from the file menu, or the popup menu you get by right clicking on the board.

Its important that before you start playing this game that one player has blue pieces to the right of the board and one player has red ones. Once you have established this you can place your pieces on the board (or use Open Setup to load a setup from disk).

Here are the piece descriptions:

Bomb: Bombs cannot move, and are a good defense against enemy pieces. No piece can take a bomb except for miners. Each side gets 6 bombs.

Spy: Spies are very weak, and always lose in combat except for flags and one special case. If they attack their opponents Marshall (denoted as a 1), they kill the Marshall. Each side gets but one spy so protect it!

Marshall: This is the highest ranking piece, vulnerable only to another Marshall or the opponents spy. They are denoted with a 1.

General: Each side gets 1 general, denoted with a 2.

Colonel: Each side gets 2 colonel, denoted with a 3.

Major: Each side gets 3 majors, denoted with a 4.

Captain: Each side gets 4 captains, denoted with a 5.

Lieutenant: Each side gets 4 lieutenants, denoted with a 6.

Sergeant: Each side gets 4 sergeants, denoted with a 7.

Miner: Each side gets 5 miners, denoted with a 8.

Scout: Each side gets 8 scouts, denoted with a 9. Scouts are the only piece that can move more than one square. Use this ability to your advantage.

Flag: Each side has a flag, and this piece decides who wins the game. The first person to capture his opponents flag wins. Any piece can kill a flag.

Every piece must move either Horizontally or Vertically, 1 square at a time, with the exception of scouts which can move any number of squares. Flags and Bombs may not move.

BattleShip

This is the modem version of the popular board game BattleShip. To play this game with two players you must play via modem. It also has the ability for computer play, use the right click menu and select computer player 1 or 2 to select which of (or both) the computer plays.

There is also another menu option in the right button menu, called Random Setup. It randomly places your pieces, for when you dont feel like manually setting them up.

It is important that when you play this game by modem, that one player chooses the Change Color menu item, otherwise both players will be dragging and dropping the same pieces and you will never get to start the game.

The object of the game is to blow up all of your opponents ships, by taking shots at your opponents water space, before he sinks all of yours!

Set up pieces by dragging each ship into the playing field and dropping it. Right click while dragging it to flip the ships orientation from horizontal to vertical. Once your pieces are placed and your opponent has finished placing his pieces, you can start shooting. Aim on the right hand side of the board and click the mouse button. A hit will be shown as an explosion, or a splash will signify a miss.

Play continues until all of one players ships are sunk.

Dominate

Dominate has the ability for computer play, use the right click menu and select computer player 1 or 2 to select which of (or both) the computer plays. It can also be played two player standalone and of course, by modem.

Dominate is a game based on the Chinese game Go. To make a move, click on one of your pieces and the available moves are highlighted. They are:

Adjacent Square: Adds a piece of your color to the chosen square.

Horizontal or Vertical Jump (two spaces): Moves your piece 2 squares to the chosen square.

In both cases, all pieces of the opponents color that are touching your newly laid pieces will change to your color.

The game continues until the board has been filled, the player with the most tiles wins! Because Green must play second, if there is a tie, Green wins.

Dominate and Hexagon allow you to use custom board setups if you desire. See [Board Setups](#) for more information.

Hexagon

Hexagon has the ability for computer play, use the right click menu and select computer player 1 or 2 to select which of (or both) the computer plays. It can also be played two player standalone and of course, by modem.

Hexagon is a game based on the Chinese game Go. To make a move, click on one of your pieces and the available moves are highlighted. They are:

Adjacent Square: Adds a piece of your color to the chosen square.

Horizontal or Vertical Jump (two spaces): Moves your piece 2 squares to the chosen square.

Note that while in Dominate you may only jump vertically and horizontally, and you may not jump mountains, you can jump to any empty square two hexes away in Hexagon.

In both cases, all pieces of the opponents color that are touching your newly laid pieces will change to your color.

The game continues until the board has been filled, the player with the most tiles wins! Because Green must play second, if there is a tie, Green wins.

Dominate and Hexagon allow you to use custom board setups if you desire. See [Board Setups](#) for more information.

Custom Board Setups

Hexagon and Dominate allow you to set up the board in a custom way. You can design the board with pieces placed anywhere, and make it your default if necessary.

To Design a Board:

- 1) Choose Design Mode from the right click menu while in one of the supporting games.
- 2) In the right hand menu, the type of piece to be placed on the board will be shown. Use the Change Placed Color option in the right click menu to change this. Place your pieces wherever you like, using the color None to erase unwanted pieces.
- 3) Once you are satisfied with a design, choose Save Setup from the right click menu and save the state of the pieces.
- 4) Turn off design mode and play the game.
- 5) If you want to use this setup as the default, you may by choosing Open Setup from the right click menu and loading in the requested setup. You will be prompted whether or not you want this setup to be the default, or if you just want to load it one time.
- 6) To revert back to the standard default boards, just choose Open Setup again and you will be prompted as to whether or not you want to revert back.

Computer Players

For certain games, computer players will be allowed to make moves and play against the opponent. Eventually I will have computer opponents for every game, for when you just cant find someone on the modem to play against!

So far The Games Room has computer players for Connect 4, BattleShip, and Dominate. Future versions will contain computer players for all the games.

Use the right mouse button to check the computer menu option for each player. If checked, and if there is a computer player available for the particular game, the computer will play that player.

Conquest

Conquest has not been finished yet, but will hopefully be finished for the next release of The Games Room. It will be a war game for all you play by modem wargamers out there!

For now, I have a task for all of the gamer types, and an offer. Draw me a map and describe me the rules of your idea of a great war conquest game, and I will implement what I like into the game.

The following restrictions apply:

- 1) it is a City state game ie you capture cities to gain power.
- 2) you move units, up to their maximum movement, until they are out of movement, all pieces can move at the same time, of every color (makes the BEST modem game)
- 3) it is a medieval time based game, with phantasy elements ie dragons and magic items.

Drawing the Map:

You require nearly 3 MB of free memory to run Conquest. The map file conquest.map will be used to build the conquest.bmp map file (one time thing, until the map file is deleted again) If you have any troubles running this game, go into the gameroom.ini file and change the game=X option to game=1. This will load Chess instead of Conquest when you start it up.

To draw the map, choose Conquest from the choose game dialog, and it will be automatically generated from the base map I have played around with. Then, right click on the screen and use the Design Mode menu item to open up the design toolbox.

Then just choose your terrain and start drawing! Right click at any time to save the map or if you screw it up, to load the map from the last saved point. To move around the map, right click and choose the Move View command. A mini version of the map will appear, just click on the part of the map you wish to view and the view will be scrolled there instantly.

I am looking forward to your maps! Send the file conquest.map and a short letter describing your dream rules for the Conquest game and I will take the best features from everyone and put them together.

Send these files uuencoded, to:

noel@ramsey.cs.laurentian.ca

