

## Configure networking support

This game uses 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](#) on-line guide.

## 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 over the Internet, LAN, modem or direct connection, first of you should choose mode "as the Game Server" but other - "connect to the Game Server". If you want to 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 the connection will be establish your name will display on the top of the game window. When the other player connects to the Game Server the game will run automatically. On principle all sessions of the game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to the 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 connects to player's programs during the game! You can know the URL and the mode of work of the NetIntellGames Server if you visit our [Home Page](#).

## **Register information**

This is not free software. This game is available to play only 10 minutes each session. If you want to use this software freely a registration fee of \$10 is required. For registration details and ordering information, please visit the [NetIntellGames](#) or use Ordering Information on the Web item in the Registration menu. When you receive email with your personal registration code enter it in the registration text box in the "Register" dialog and push the OK button.

## American checkers

- American checkers is played on the dark squares only of a standard checkerboard of 64 alternating dark and light squares, (eight rows, eight files) by two opponents having 12 checkers each of contrasting colors, nominally referred to as black and white.
- The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the three rows nearest him. The player with the darker checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
- The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
- Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward only, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.
- A man which reaches the far side of the board, whether by means of a jump or a simple move, becomes a king, and the move terminates. The opponent must then crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.
- Kings move forward or backward, one square at a time in a diagonal direction to an unoccupied square. Kings capture by jumping, forward or backward, over an opposing man or king on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Kings may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Kings may never jump over checkers of the same color. They may never jump over the same opposing man or king more than once.
- Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player may choose any way he wishes, not necessarily the one which results in the capture of the greatest number of opposing units. However, once a player chooses a sequence of captures, he must make all the captures possible in that sequence. He may not leave one or more checkers uncaptured that he could capture simply by continuing to jump. A "huff" of a checker for failure to jump properly is not permitted as it was in the past. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

## Russian checkers

- Russian checkers is played on the dark squares only of a standard checkerboard of 64 alternating dark and light squares, (eight rows, eight files) by two opponents having 12 checkers each of contrasting colors, nominally referred to as black and white.
- The board is positioned squarely between the players and turned so that a dark square is at each player's near left side. Each player places his checkers on the dark squares of the three rows nearest him. The player with the lighter checkers makes the first move of the game, and the players take turns thereafter, making one move at a time.
- The object of the game is to prevent the opponent from being able to move when it is his turn to do so. This is accomplished either by capturing all of the opponent's checkers, or by blocking those that remain so that none of them can be moved. If neither player can accomplish this, the game is a draw.
- Single checkers, known as men, move forward only, one square at a time in a diagonal direction, to an unoccupied square. Men capture by jumping over an opposing man on a diagonally adjacent square to the square immediately beyond, but may do so only if this square is unoccupied. Men may jump forward or backward, and may continue jumping as long as they encounter opposing checkers with unoccupied squares immediately beyond them. Men may never jump over checkers of the same color.
- A man which reaches the far side of the board becomes a king. If it reaches the far side by means of a jump, it continues jumping as a king on the same move, if possible, and remains a king at the end of the jumping sequence. When a man becomes a king the turn to move passes to the other player, who must crown the new king by placing a checker of the same color atop it. A player is not permitted to make his own move until he crowns his opponent's king.
- Kings move forward or backward any number of squares on a diagonal line to an unoccupied square. Kings capture from any distance along a diagonal line by jumping, forward or backward, over an opposing man or king with at least one unoccupied square immediately beyond it. The capturing king then lands on any one of these unoccupied squares (except as noted in the next rule) and continues jumping, if possible, either on the same line, or by making a right angle turn onto another diagonal line. Kings may never jump over checkers of the same color.
- Whenever a player is able to make a capture he must do so. When there is more than one way to jump, a player may choose any way he wishes, not necessarily the one which results in the capture of the greatest number of opposing units. When a king jumps over an opposing man or king with more than one unoccupied square immediately beyond it, it must land on a square from which it is possible to continue jumping, if there is such a square. If there is more than one such square, any may be chosen. However, once a player chooses a sequence of captures, he must make all the captures possible in that sequence. He may not leave one or more checkers uncaptured that he could capture simply by continuing to jump. A "huff" of a checker for failure to jump properly is not permitted. The incorrect move must be retracted, and a correct move must be made. If possible, the correct move must be made with the man or king originally moved incorrectly.

## **How to move your checker**

When it's your turn, you can use the mouse to select (invert the image) the checker you want to move by single clicking with the left mouse button. If selected checker can go or beat it 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.

## **How to surrender**

When it's your turn, you can surrender choosing the appropriate item of the menu.

### **How to offer a drawn game**

When it's your turn, you can offer a drawn game choosing the appropriate item of the menu.



## Chat

If you want to send message to your opponent please select "Chat" item of the program menu. After that you can type your message in the edit box of the chat dialog and press "Enter" key on the keyboard to send this message. If the chat dialog will prevent you to play the game just click the left mouse button outside this dialog.

## **Alarm**

Please select "Start alarm" or "Message alarm" items of the program menu accordingly if you want to get a notice when the new game is beginning or your opponent's message comes to you.

## Mouse pointers



- **W** - You should wait for your opponent.
- **Ok** - You can put selected checker to this place.
- **No** - You can't put selected checker to this place.

