



Ringer King™ v1.5 Help

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How To Play Ringer King

Objective

Ringer King is an horseshoe simulation game. It adheres to the national rules for scoring a regulation game. The object of horseshoes is to outscore your opponent.

Pitching

Pitching in Ringer King is simple. In the bottom part of the main screen is a stake with a small horseshoe moving from left to right. When the horseshoe is lined up with the stake press the left mouse button making sure the mouse pointer is positioned on top of the **PITCH** button. The closer you are to the center of the stake the higher your chances are for a successful ringer being pitched.

Scoring Rules

There are two official methods of scoring, the cancellation method and the count all method.

Cancellation Method

A game is divided into innings and each inning constitutes the pitching of two shoes by each player. The points shall be scored according to the position of the shoes at the innings end, that is, after the players have each thrown two shoes. The player scoring points shall pitch first in the next inning. In case of no score, the player who pitched last shall pitch first for the next inning. The player having the first pitch in a designated inning shall pitch two shoes in succession before the other player pitches two shoes.

Closest shoes to the stake scores... **1 points**

Two shoes closer than opponents... **2 points**

One ringer scores... **3 points**

Two ringers scores... **6 points**

One ringer and closest shoe of same player scores ... **4 points**

Party having two ringers against one for opponent scores... **3 points**

All equals count as ties. If each player has a shoe touching the stake or each has a shoe equal distance from the stake, then the closer of the other two shoes will be scored as a point, if within six inches of the stake.

In case each player has a ringer, the next closest shoe, if within six inches shall score 1 point
A leaning shoe has no value over one touching the stake.

Score Call Method

No score 4 shoes	Called as no score
1 point	Called as one point
2 points	Called as two points
1 Ringer	Called as one ringer---- three points
1 Ringer 1 point	Called as one ringer---- four points
2 Ringers 6 points	Called as two ringers---- six points
1 Ringer ea. no score	Called as one ringer each--- no score
1 Ringer ea. 1 point	Called as one ringer each--- one point
3 Ringers 3 points	Called as three ringers--- three points

2 Ringers ea. no score

Called as four dead

Count All Method

Each player shall receive credit for all points according to the position of the shoes at the end of each inning, regardless of what his opponent throws. Thus it is possible for each player to score six points in any one inning. Ringers count **3 points** and shoes within six inches of the stake count as one point each. Players shall alternate first pitch, one player having first pitch in the even innings and the other in the odd number innings.

Pitching Stats

At the end of every game statistics are displayed showing how well (or bad) you pitched for the current game.

Stats are kept as follows:

Ringers	The number of ringers pitched for game
Double Ringers	The number of double ringers pitched for game
Shoes Pitched	The number of shoes pitched for game
Opponents Points	The number of points opponent has scored
Ringer Percentage	The Ringer Percentage $\frac{\text{Ringers/Shoes Pitched}}$

The Ringer Percentage is a very important stat. It is like the batting average in baseball or the field goal percentage in basketball. In horseshoes a good player should have a ringer percentage of at least 50 percent. The great throwers maintain a ringer percentage of at least 70 percent.



Menu Commands

OPTIONS MENU

New Game

Choose this option to begin a game. If a game is already in progress, this option is disabled.

End Game

Select this to quit the current game.

Sound Effects

Toggles Sound Effects on/off

Music

Toggles Music on/off

Career Stats

Only for registered game.

Exit

This option exits the game.

Tournament MENU

Only for registered game.

HELP MENU

Help

You are looking at it now.

About

Displays some info about the game and the hardware configuration.



How To Register

HOW TO REGISTER

I'm glad you asked! Simply fill out the [registration form](#), and mail it in! Here's what you'll enjoy as a registered user of Ringer King.

- Personal serialized copy on disk
- Unlimited phone support
- Your first upgrade is free
- Reduced future upgrade prices
- Preferred pricing on other products from TC Consulting

Ringer King is **Shareware**. It is not **Freeware or Public Domain**. As such, you are required to register this software if you make continued use of it, usually longer than 30 days. In addition to the benefits of being a registered user, you will feel good (I hope) about supporting the Shareware concept. We are not making a living at writing shareware, but a little encouragement in the form of registrations will allow us to continue writing fine pieces of software for all to enjoy.



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ALL

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How To Contact

CONTACTING TC CONSULTING, INC.

If you wish to contact TC Consulting, Inc. to report bugs, submit comments or for any reason other than registration (see how to register), use one of the following:

MAIL

**TC Consulting
17312 Bryant Lane
Hazel Crest, IL 60429**

PHONE

(708) 335-2393

We can be reached most weeknights and weekends between the hours of **6:00pm and 10:00pm** Central Standard Time. An answering machine will be very happy to take a message if no one is available.

NOTE: Major phone support will be provided to registered users only. If you require minor assistance, or wish to make comments or bug reports, phone support will be provided to non-registered users.

COMPUSERVE

Stanley D. Chatman ID# **75544,3633** or Stan R Tarr ID# **74044,1071**

AMERICA ON-LINE

Stanley127

INTERNET

To send a message via INTERNET, send to **stanchat@interaccess.com**



Legal Disclaimer

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TC CONSULTING RESERVES THE RIGHT TO ADD, CHANGE OR REMOVE FEATURES AND PROGRAM COMPONENTS FROM THE SHAREWARE OR REGISTERED VERSION OF THIS PROGRAM WITHOUT PRIOR NOTICE.



Registration Form

[Print](#)

REGISTRATION FORM

Send To : TC Consulting Inc.
 : Attn: Ringer King Registration
 : 17312 Bryant Lane
 : Hazel Crest, IL 60429

Name : _____

Company : _____

Address : _____

: _____

Province or State : _____

Country : _____

Postal or Zip Code : _____

Phone Number : _____

CompuServe ID : _____

Internet Address : _____

Payment will be accepted by check payable to **TC Consulting**

Please allow up to 4 to 6 Weeks for delivery.

Specify Disk Format (Circle only one): 1.2meg 5.25" 1.44meg 3.5"

QTY	Description	Unit Price	Total
_____	Ringer King	\$ 10.00	_____

_____ GRAND TOTAL--- _____



Printing Registration Form

To print registration form choose , **Print Topic** from the **File** menu above

