NetCheckers Help

NetCheckers offers this to you:
- Play checkers with anyone, anywhere in the world.
- Chat with someone without the need of a special server.
- Identifies your local IP address for you, even if assigned dynamically.
- Easily distributable because everything is contained in a single file.

Requirements:
- Windows 95 or Windows NT.
- A TCP/IP connection that is active before running NetCheckers.
  This connection can be through any Internet service provider.
  Example: America On-Line, Compuserve, The Microsoft Network, or any
  local Internet provider.   Rule of thumb: If your world-wide-web browser isn't
  working, then NetCheckers will probably not work either.
- You need to know the IP address or domain name of your opponent.
NetCheckers displays your IP address for you, so either you or your opponent
needs to communicate your IP address to the other person via phone, e-mail,
Mirabilis ICQ (see www.mirabilis.com), or some other means.

Instructions for starting a game:
1)   Both opponents start NetCheckers.   One person hits the START
button (the button with one checker).   This player gets the black pieces and
gets the first move.

2)   The player that presses START must communicate the
Local IP address for the other player to use.

3)   The other player presses the JOIN button (the button with two checkers), and types the IP
address that was communicated.   This player gets the red pieces.

4)   You will now be connected and ready to play!   Type messages in the bottom text area and hit the
<ENTER> key to send the message to your opponent.

Rules:
- You must move pieces only on the dark squares so only diagonal moves
can be made.
- You can only move a piece one square at a time, unless capturing an
enemy piece.
- You capture an enemy piece by jumping it.   Once you have jumped a piece
you may continue capturing other pieces if it follows the rules of the game.
If you can continue capturing, but do not wish to, you may press the PASS
MOVE button.   The official rules say that you MUST jump if you are able to,
so you should stick to those rules, but you do have the option of passing with
NetCheckers.
- Pieces that haven't been promoted to kings can only move in one
direction.
- Your piece is promoted to a king when it reaches the row on the far side of
the board.
- Kings can move in any direction on the dark squares.
- The game is over when one player has captured all the enemy pieces or
when the game cannot possibly be won.
- The PASS MOVE button may be used if a player cannot move.   The official rules of checkers say
that the player that cannot move has LOST the game, so you should stick to those rules, but you do have

the option of continuing by passing.   NetCheckers at this time will only give you the win if all of the opponents pieces are captured.

- Only the player that hits START has the ability to RESTART a game.   RESTART can only be done after the game has been won or lost.