

# **OS-9**

## **Game Pack**

*Othello*

*Yahtzee*

*KnightsBridge*

*Minefield*

*Battleship*

# *OS-9 Game Pack*

Version 2.0

Copyright 1994  
by Zack C Sessions  
ColorSystems

## Preface

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### Minimum Required System

#### **MM/1, OS-9/68000 Version**

IMS MM/1 Extended System with the special window interface by Kevin Darling. (See the readme file on the diskette for version information.)

Mouse

#### **CoCo3, OS-9 Level 2 Version**

Tandy Color Computer 3 with at least 256K of memory

One floppy disk drive

OS-9 Level 2

Mouse (recommended) or joystick

For support call me on the telephone or send me mail at any of the addresses below.

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## Introduction

Congratulations! You are now the owner of a quality package of software from **ColorSystems** designed for the OS-9 Operating System. This package is a collection of five popular board style games adapted for your OS-9 computer. Presently two hardware configurations are supported, the Tandy Color Computer 3 and the IMS MM/1 (or MM/1a). The game programs included with this package are:

**CoCothello (CoCo3) or FlipIt (MM/1)**  
**CoCoYahtzee (CoCo3) or DicePoker (MM/1)**  
**KnightsBridge**  
**Minefield**  
**Sea Battle**

This owner's manual is divided into three parts. This part is a general description of the package and a description of the features that are common to all of the game programs. The second part describes how to install the game programs. There is first a section on MM/1 installation and then a section on CoCo3 installation. Use the section of instructions for the computer type you have.

The third part tells how to play the game programs. This section is further divided into five parts, one for each game variation. Each variation's section then has two parts. First, the description of the official rules of play for the card game and second, how to play the game program on your computer.

Before actually trying to play any of the game programs, I strongly suggest that you read the following section and follow the instructions for installing your new software.

Let me describe a few points of commonality between the game programs. All game programs use an imitation of the **OS-9 Level 2/Multi-View Menu Bar** window type. This Window Type is distinguished by the presence of a *Menu Bar* across the top of the screen. Since the Menu Bar for all of the game programs is the same color as the background, it is invisible, but it's there nonetheless. There are at least two items in the Menu Bar. These usually appear in the Window's foreground color. One item always present is a little *box within a box* icon in the extreme left. This is called the *Close* icon. Across the Menu Bar are optional groups of words called *Menu Items*. All of the game programs in this package only have a single Menu Item, its name being *Action*.

All game programs, when starting, display an introductory welcome message in an Overlay Window. As the message at the bottom of this overlay says, you must *Click to Start the Game!* Some variations support *self play* or *attract mode* operation. If they do, they will automatically go into that mode of operation if the mouse is not clicked for 15 seconds. If the game program does not support such a mode, it will proceed to the start of a new game after 15 seconds of waiting for a mouse click. A mouse click, however, will bypass this waiting period with all game programs and proceed to begin play in your first game. From that point, you need to consult the description of the specific game you are playing for information on how to play that game program.

## Introduction

All game programs also utilize an *Action Menu* to access game options during play. If you click on the word *Action*, a *Pull Down Menu* will appear. You'll see several *Menu Items*, the actual number will depend on which variation you are playing. To select one of these items, move the mouse cursor down over the desired item (it will be high-lighted in *reverse video*) and click on it.

Occasionally, the game programs need to obtain additional information from you or present you with some supplementary information. This is done with a special type of Overlay Window called a *Dialog Box*. If additional information is required, the options will be displayed inside *Click Boxes*. Click the mouse cursor in your desired selection.

Good luck and have fun playing the games in this *OS-9 Game Pack* from **ColorSystems!**

# Installation - MM/1

## Installation Instructions

### MM/1, OS-9/68000 Version

This version is distributed on a single DSDD 3.5" diskette which is in Microware Universal format. High density disk in MM/1 format is available on request. To be able to read the diskette that is in Universal format, you will need a device descriptor that matches the following dmode display:

```
drv=0 stp=3 typ=$26 dns=$03 cyl=79 sid=2 vfy=0 (on) sct=16 t0s=16
sas=8 ilv=2 tfm=0 toffs=1 soffs=1 ssize=256 cntl=$0000 trys=0 lun=0
wpc=0 rwr=0 park=0 lsnoffs=0 totcyls=80 ctrlrid=0 rates=$10
scsiop=$0000 maxcount=65535
```

The `drv=0` can be different if you have more than one floppy disk device and you will be using a device other than device 0.

The files on the distribution diskette are as follows:

File Name	Description
-----	-----
CMDS/FlipIt	Game Program
CMDS/DicePoker	*
CMDS/Knights	*
CMDS/Minefield	*
CMDS/SeaBattle	*
CMDS/CSGames	Menu Program

### Installation

First thing to do is make a backup copy of your game disk. If you are unsure how to do this, I suggest reading about the OS-9 backup command in the appropriate OS-9 manual. Once you have made a copy, place your original disk in a safe place. Next place the backup copy in a floppy drive. The following instructions assume that the floppy drive is called /u0 and that you plan to copy the game files to a device called /dd. This device can be a hard drive or another floppy drive. If these device names do not correspond with your system, simply replace these device names with your device name from your system.

To install your game programs, copy the game program binary files to your normal CMDS directory with commands like:

```
$ chd /u0/cmds
$ dsave -e /dd/cmds
```

If you have enough free memory, you can accelerate the dsave command by adding a `-b=60` command line option. If you had program file(s) in the target directory specified

## Installation - MM/1

by the `dsave` command with the same name(s) then when that file is attempted to be copied, you will get a warning message and given the option to quit or continue. You may or may not want to save that file(s) away before proceeding.

You can copy the game program's binary files to ANY directory you wish, but OS-9 convention is that all executable binaries are in some directory called CMDS. Normally this will be `/dd/CMDS` or `/dd/USR/CMDS` or it can even be something like `/dd/games/CMDS`. In order to run it, the game program must either be in your *current execution directory* or already pre-loaded into memory. If not, you must change your current execution directory to the directory that contains the game program. As in the first example location mentioned, `/dd/games/CMDS`, you would perform a:

```
$ chx /dd/games/cmds
```

### How to Run a Game Program

To run any of the game from any standard window type device, enter the following command:

```
$ seabattle
```

Alternatively, to run the game in the next available window, enter the following command:

```
$ seabattle <>>>/w&
```

This format, however, requires that a free window device available.

There is also a *Menu Program* included that you can use to play any of the games. To run it enter the command:

```
$ csgames n
```

The menu program can be run in the next available window device using syntax similar to the previous example. This program displays the names of the five game programs. To run one of the game programs, simply point the mouse cursor somewhere on top of the name, the name of the game will change from white to red, and click the left mouse button. (*The MM/1 version does not use the "n" command line option. It should be omitted when running this program on the MM/1!*)

## Command Line Options

*FlipIt* supports an additional command line option. It may be specified in either upper or lower case.

### Fast/Slow Play

The command line option "F" indicates Fast Play and "S" indicates Slow Play. The difference is that in Slow Play, after the computer has selected its move, it displays where its move will be, but it doesn't "flip over" you pieces until you click the mouse. In Fast Play, this mouse click is not required and as soon as the computer selects its move, it places its token and flips captured pieces over immediately.

### Quick Startup

If you want to run the games directly from a floppy disk or want to get the game running as quickly as possible, you can run your game directly from your backup copy. Here's how.

First, boot OS-9. Replace the diskette in the /u0 drive with the backup copy of the game program. To run the game program, enter the following commands:

```
$ chx /u0/cmds  
$ seabattle
```



## Installation - CoCo3

### OS-9 Level 2 Version

This is distributed on either a single 35 track SS 5.25" *flippy* diskette or by request a single 80 track DS 3.5" diskette. Files on Side A of the disk are:

File Name	Description
-----	-----
CMDS/CoCothello	Game Program
CMDS/CoCoYahtzee	*
CMDS/Knights	*
CMDS/Minefield	*
CMDS/SeaBattle	*
CMDS/Install	Installation Program

Files on Side B of the disk are:

File Name	Description
-----	-----
CMDS/CSGames	Menu Program
CMDS/SetUp	Set Up Program
CMDS/CSave	SAVE Command
CMDS/ICONS/icon.cocothello	MV Icon
CMDS/ICONS/icon.cocoyahtzee	*
CMDS/ICONS/icon.knights	*
CMDS/ICONS/icon.minefield	*
CMDS/ICONS/icon.seabattle	*
AIFS/aif.oth.rgb	AIFs for Multi-View
AIFS/aif.oth.cmp	*
AIFS/aif.oth.mono	*
AIFS/aif.yat.rgb	*
AIFS/aif.yat.cmp	*
AIFS/aif.knb.rgb	*
AIFS/aif.knb.cmp	*
AIFS/aif.min.rgb	*
AIFS/aif.min.cmp	*
AIFS/aif.sea.rgb	*
AIFS/aif.sea.cmp	*
MODULES/blgames	Boot List
MODULES/blgames.35	*
PATCHES/grfint_fix.mod	Patch File
<b>PATCHES/windint_fix.mod</b>	<b>Patch File</b>
PATCHES/init.scr	Patch File
PATCHES/windows.scr	Patch File
PATCHES/readme.grf	Read Me file
PATCHES/grf.ipc	GrfDrv Patch File

## Installation - CoCo3

startup.single  
startup.combined

System Startup File  
\*

### NOTE

If you had requested that your software be shipped on an 80 track DS 3.5" disk, then there is no Side A or Side B, as 3.5" disks cannot be *flipped* and indeed, there is no need to. The 35 track SS 5.25" format will not hold all files on a single disk and to cut production costs, a special disk that has files on both sides was used.

First thing to do is make a backup copy of your game disk. If you are unsure how to do this, I suggest reading about the OS-9 backup command in the appropriate OS-9 manual. Once you have made a copy, place your original disk in a safe place. Next place the backup copy in a floppy drive. The following instructions assume that the floppy drive is called /d0 and that you plan to copy the game files to a device called /dd. This device can be a hard drive or another floppy drive. If these device names do not correspond with your system, simply replace these device names with your device names.

### Automatic Installation for CoCo3

Installation can be easy if you use the provided Installation Program, Install. Put Side A of your backup copy in drive /d0 and enter the following commands:

```
OS9: chx /d0/cmds  
OS9: install /dd
```

You do not have to specify the device name on the second command line, if you do not specify it, you will be prompted for it. You will also be asked whether or not you want to install the optional Multi-View related files. At the appropriate time during the installation you will be asked to remove the diskette, "flip it over" and press ENTER when ready to proceed. **If you are installing your software from a 35 track SS 5.25" floppy disk be sure to follow that instruction!** If you are installing your software from an 80 track DS 3.5" disk you may ignore this message. Press ENTER and the installation will continue. If you have problems, you can resort to a manual installation, which instructions follows.

### Manual Installation for CoCo3

In the following instructions on manual installation and running the game programs, only one of the games is described. To install or run the other variations, substitute the name of the other program files. If your software is on a 35 track SS 5.25" floppy disk, you will need to refer to the file list above to determine which side you need to have in your disk drive. If you have problems, you can resort to a manual installation, which instructions follows.

## Installation - CoCo3

```
OS9: copy /d0/cmds/seabattle /dd/cmds/SeaBattle
```

You can copy the program binary to ANY directory you wish, but OS-9 convention is that all executable binaries are in a directory called CMDS. This can be /dd/games/CMDS or it could be /d0/CMDS. In order to run it, the game program must either be in your *current execution directory* or already pre-loaded into memory. If not, you must change your current execution directory to the directory that contains the game program. As in the first example location mentioned, /dd/games/CMDS, you would perform a:

```
OS9: chx /dd/games/cmds
```

This is the only file required to run the game if you plan to run the game from the Shell command level. All of the games can be run at the OS-9 shell prompt from any type window, as long as a free non-VDG type window device is available for allocation. It also works fine as a GShell (Multi-View) application and an AIF and ICON are supplied for this purpose. Actually there is one ICON file and two AIFs. If you wish to have the capability to run as a GShell application, perform the following steps. Copy the ICON by entering:

```
OS9: chd /dd/cmds/icons
```

```
OS9: copy /d0/cmds/icons/icon.seabattle icon.seabattle
```

Then choose which AIF you want to use. Then enter **one and only one** of the two commands to copy the appropriate AIF:

```
OS9: copy /d0/aifs/aif.sea.rgb /dd/aifs/AIF.sea
```

```
OS9: copy /d0/aifs/aif.sea.cmp /dd/aifs/AIF.sea
```

Note that the output filename **must always** be the same, no matter that input file you decide to use. Altering the output file name in any way may cause the game program to be inaccessible from GShell. Also, the directory /dd/aifs is only a suggestion. You can actually put the AIF in any directory on the disk you want.

Concerning the AIFs I have supplied on the Game Disk, the difference between them is line 2, the parameter line. The game program checks for a single command line parameter. A value of R or r causes a default monitor type of RGB. A value of C or c causes a default monitor type of CMP. If no parameter is specified, the program will ask for the monitor type only once in an overlay window at the start of the game.

### NOTE

If the AIF has a question mark in line two it will cause GShell to prompt for command line parameters in an overlay window **only** if you are running GShell+ V1.24 or greater. In this overlay window any or all command line options that the game program supports may be specified.

## Standard Fonts, Pointers and Patterns

## Installation - CoCo3

All of these games run in Level 2 Graphics Windows, some of them in a Type 6 graphics window and others in a Type 8 Graphics Window. As such they require the standard mouse pointer and standard fonts. Therefore, the following commands must have been performed prior to running any of the games.

```
OS9: merge /dd/sys/stdfonts >/w
OS9: merge /dd/sys/stdptrs >/w
```

These commands are normally performed in your startup procedure file.

### Patch Files

The Patch Files in the PATCHES directory are provided for your convenience. Most are in *modpatch* format and are self documented. To permanently apply a modpatch script type of patch you will need a *save* command. This command was not supplied with the base OS-9 system. I have included a public domain version of a save command that I wrote to facilitate this process. It is called CSave and is in the CMDS directory. You will note that there is a Patch File for GrfInt and WindInt, both of which fix the same problem that both modules exhibit. As I have already stated, WindInt is **NOT** required to run any of the game programs in this package, but since WindInt is a superset of GrfInt, all game programs will run just fine in a Multi-View environment.

The patch to GrfDrv that will speed up graphics operations by as much as 100% is in *IPatch* format and requires the IPatch utility to apply. Call or write to me if you do not have this utility and would like a copy.

### How to Run the Game Program

To run the game from any standard window type device, enter the following command:

```
OS9: seabattle
```

Alternatively, to run from any type window, including a VDG type window, enter the following command:

```
OS9: seabattle <>>>/w&
```

This format, however, requires that a free, non-VDG type window device available, plus it has to have been patched to be a Type 2, 80 column 24 row hardware type window by default.

As mentioned in the AIF discussion above, all games accept a command line parameter to specify the monitor type, *r* for RGB, or *c* for Color Composite Monitor. For example, to start up with monitor type RGB selected, you would enter the following command.

## Installation - CoCo3

OS9: `seabattle r`

Monochrome monitors are not specifically supported but can be used with the right system wide defaults. Type:

OS9: `montype m`

prior to running any of the games, and then, when running the game specify RGB as your monitor type. The exception here is *CoCothello* that has special support for Monochrome monitors.

# Installation - CoCo3

## Command Line Options

*CoCothello* supports an additional command line option. All command line options may be specified in either upper or lower case. If multiple options are specified, do **not** separate them with spaces or any other delimiter.

### Fast/Slow Play

The command line option "F" indicates Fast Play and "S" indicates Slow Play. The difference is that in Slow Play, after the computer has selected its move, it displays where its move will be, but it doesn't "flip over" you pieces until you click the mouse. In Fast Play, this mouse click is not required and as soon as the computer selects its move, it places its token and flips captured pieces over immediately.

### Monochrome Monitors

As mentioned above, *CoCothello* also has special support for Monochrome monitors. Instead of an "R" or "C" to specify the monitor type you can specify an "M" to indicate that you have a Monochrome monitor and the game pieces will be displayed with special patterns to denote the different player's pieces. If you do not specify a monitor type in as a command line parameter, the dialog box that obtains your monitor type also has MONO as an option that you can select.

# Installation - CoCo3

## Quick Startup

If you only have a single floppy disk system or want to get the game running as quickly as possible, you can run your game directly from your backup copy. Here's how.

First, boot OS-9. The standard graphics font, the standard pointers and the 4 color standard patterns files must have been installed. (*See the comments on that in a previous section.*) The Graphics Shell, GShell is not required but this game can be quick started from the GShell. Instructions on that later. To run it from the Shell prompt, remove your boot disk, replace it with the backup copy of the game disk. If your software is on a 35 track SS 5.25" disk, you will have to refer to the file list to determine which side you need to be on. To run the game program, enter the following commands:

```
OS9: chx /d0/cmds
OS9: chd /d0
OS9: cocohello
```

The game will start. You will only be able to run the 80 track DS 3.5" disk software distribution directly from the Graphics Shell, GShell. Place the backup copy of the game disk in your disk drive. Then perform the following steps:

1. Click on the Disk menu, and select the *Set Execute* menu item. In the overlay window that will pop up enter the string:

```
/d0/cmds
```

The device name should be the name of the device that contains your Games disk backup. If yours is not called /d0, substitute the name of your device for /d0.

2. That overlay window will go away, then click on the disk device icon for your 3.5" disk device. Soon, you will see a set of icons in the right-center part of the screen. One of the icons will be a folder icon with the word "AIFS" (or whatever name you have assigned to the directory that contains your game icons) underneath it. Click the mouse inside it. It will change color. Click inside it again. After the disk works for a few seconds, you will see the Game icon appear. Click the mouse inside it. It will change color. Click inside it once more, and the game will start.

# CoCothello / Flip It

## Basic Game Rules

This game is played like the popular board game Othello by the Milton-Bradley Company. There is an 8 by 8 playing board and each player has tokens, one has RED tokens, the other has BLUE tokens. (The actual board game uses game tokens that are BLACK on one side and WHITE on the other.) A move consists of placing a single token on the board of your color. The position on the board where this token is placed must *outflank* one (or more) of your opponent's token(s). To outflank means to place a token on the board such that one or more of your opponent's tokens becomes bordered at each end, horizontally, vertically, or diagonally by tokens of your color. All of the opponent's pieces that are outflanked by the move are then *flipped* over to show the other color.

The game starts with each player having two tokens each and they are arranged on in the center of the playing board in a special *starting position*. Each player takes a turn at making a play. If you cannot make a play, you **must** forfeit.

The game continues in this manner, with each player taking turns until one of three events occur.

1. All squares become occupied, or
2. either player loses **all** of his/her tokens, or
3. both players are forced (or select) to forfeit their move.

### NOTE

The computer will **never** merely select to forfeit its move as part of some strategy, it will **always** make a move, if possible. You, however, may elect to forfeit a move even if you have a valid move available.

In either case, the score is tallied and the player with the most tokens on the board wins. The difference between the two scores is called the *margin*. Naturally, the greater the margin, the better the win.

## Playing the Game Program

At the beginning of each game, a few questions are asked. The number of questions depends on whether you are playing a one player game against the computer or a two player game. The first question is whether or not you wish to play a one player game. If you do, click inside the YES box. If you want to play a two player game, click in the NO box. If you signal to play a two player game, then you are then asked for the names of the two players.



## **CoCothello / Flip It**

The next two questions are only asked for a one player game. They are 1) whether or not you want the game program to play its best strategy or not, and 2) whether or not you want to play the RED game tokens. The advanced game strategy assigns a weighted value to certain desirable board locations.

Last question depends on which game you are playing. For a one player game, it is whether or not you want to go first. For a two player game, it is the name of which player gets to go first. In a one player game, if you select not to go first the computer goes ahead and makes its first move, otherwise, you must then make the first move.

When it is your move, to select a square to occupy, simply point the arrow cursor to the square desired and click the mouse. If you attempt to select a square that represents an invalid move, you are told this in an Overlay Window.

After you make a play, the computer will tell you how many of its pieces you have captured and update the score. In a two player game, the other player is prompted that it now their turn. In a one player game the computer will then make its move. When it has decided, it will "flash" the square it has selected with one of its game pieces. If you are in "SLOW" mode, it will then wait for a mouse click before it shows you your pieces that it has captured and updates the score. In "FAST" mode, no mouse click is required.

## The Action Menu

### **Forfeit**

Select this item if you need to (or select to) forfeit your current move. You will be asked if you are sure in a dialog box.

### **New Game**

When you select this item, the current game is aborted, and a new game is set up.

### **Help**

Selecting this item will cause an Overlay Window to be displayed that contains a brief description of the game rules. Click the mouse to resume the current game.

### **One/Two Player**

Use this Menu Item to change from a One Player game to a Two Player game or vice-versa. Note that selecting this item in the middle of a game will cause the current game to abort.

### **Quit**

If you want to quit playing at any time, you may either select this item or click on the *Close* icon. A dialog box will ask you if you are sure or not.

# CoCoYahtzee / Dice Poker

## Basic Game Rules

This game is an adaptation of Yahtzee, the popular board game by E. S. Lowe, and copyrighted by Milton Bradley Company. *Dice Poker* uses the very same rules and strategy as the board game. I do not intend to reproduce the game instructions for that game here, but I will go over the basic requirements to play this game. For further information or insight on strategy, I suggest looking for the game at your local department store. It retails for approximately \$5 to \$6.

A game consists of each player playing 13 turns. One player plays turn number one, then the next player plays turn number one and so on. Then they all play turn number two. This goes on until all players have played 13 turns. In a single player game one player just plays 13 turns.

When you play a turn you get up to three rolls of the dice. All three dice are rolled on the first turn. On the second and third rolls, the player may *hold back* any of the dice and roll only the remaining dice. After any of the three rolls you can select to *score* your dice on your scoreboard. After the third roll, you must select a place to score that turn. Note that during a turn, a player **must** place a score somewhere on his/her score sheet, even if it is zero.

The score sheet is divided up into two sections. Using the original game's terminology, they are called the *Upper Half* (on the **left** side of the display) and the *Lower Half* (on the **right** side of the display). You can select any slot on either half to score a turn. You don't have to *fill up* the upper half before you can score anything in the lower half. (Some people do play that way, in one variation.)

All scoring is done similar to Poker hands. The five dice relate to the five cards in a Poker hand. *Three of a Kind* means that you have **at least** three dice of the same kind. *Full House* means three dice of one kind and two of the another (may be all 5 the same!) kind. *Small Straight* means that four of your dice are in a sequence, like 2, 3, 4, 5. *Large Straight* is all 5 in a row. Most items on the lower side of the score sheet have fixed values. They are:

Full House	25
Sm. Straight	30
Lg. Straight	40
5 of a Kind	50

*Three of a Kind*, *Four of a Kind*, as well as *Chance* score the value of **all** dice.

The upper half scores a little differently. It is labelled *Ones*, *Twos*, etc. That means that for *Ones*, you count only Ones; for *Twos* you count only Twos, and so on. The upper half also differs from the lower half in that, if you manage to get a total of 63 or more in the upper

## CoCoYahtzee / Dice Poker

half, you get a bonus of 35 points. (Note that if you get exactly three Ones, three Twos, and so on up to Sixes, you will get *exactly* 63 in the upper half.)

When all turns are over, the upper half is added to the lower half to get an overall total. The player with the highest total is the winner!

### Playing the Game Program

The first thing you must do is tell DicePoker how many players will be playing. This will be asked in an Overlay Window. From 1 to 4 players may play. Click on the appropriate number. If more than one player will be playing, DicePoker will ask for the player's names. After the player's names have been entered, if necessary, play of the game begins.

The dice are displayed in the upper left area of the screen. In the upper right area two or three items of information are displayed. This information is:

1. The turn number. This goes from 1 to 13.
2. Roll Number (each player gets three rolls)
3. Current Player's name

The Current Player's name is only displayed if more than one players are playing. The window in which DicePoker is played in is a standard *Menu Bar* type window. There are three items on the menu bar, the two words, **ROLL**, **SCORE**, and a **QUIT** box. At any point in the game while it displayed, you may quit the game by clicking on the **QUIT** box. You will also have to click on YES after that. If you inadvertently click on **QUIT**, click on NO after it to resume the game where you left off.

During your turn, a message will say *Select Dice to Keep*, after rolls 1 and 2. At that time, you can select dice to **keep** by clicking on them. A die that has been selected to keep will become bordered in red. If you clicked on a die by accident or change your mind about a die you have selected, you may de-select it by clicking on it again. The red border will go away.

If you get Five of a Kind on Roll #1 or Roll #2 **and** you have not yet scored in the Five of a Kind scoring position, a special message is displayed in the upper right area, and you are forced to score the dice. You don't have to score in Five of a Kind, since a five of a kind qualifies for other moves as well (like 3 or 4 of a kind), but you'd be an idiot to not take the Five of a Kind score of 50 points!

After selecting dice to keep, click on **ROLL** to roll the dice not selected to keep. If you wish to go ahead and select a score with the dice you get with Roll 1 or Roll 2, and not roll again, click on the word **SCORE**. After the third roll of the dice, you have no choice by to select your scoring position. At that time (and also after clicking on **SCORE**) an informational message will say *Select your score*.

## CoCoYahtzee / Dice Poker

You **must** select somewhere to score at this time, even if it means you will get only a zero. To select a score, click on the red-highlighted box that will contain the score. The value is calculated and displayed, and you are asked *Are you sure?* Click on **YES** to accept that score, or click on **NO** to choose another scoring position.

After accepting your scoring position, the total for that side is updated and you are asked to click for your next move or the next player's move.

When the last turn is scored, you then must click to see the final results. In a single player game, your score is displayed. If more than one player is playing, all scores are displayed and the winner recognized. In either case you are asked if you want to play another game. Click on **NO** if you don't. If you click on **YES**, you will be asked if the same players will be playing. If you click on **NO**, it will ask for the number of players and the player's names again. If you click on **YES**, the same number of players and their names will play another game.

# KnightsBridge

## Basic Game Rules

The game of KnightsBridge was described in the book *Giant Book of Computer Games* by Tim Hartnell. The game is played on a 7 by 7 playing board. Each player begins the game with 7 game tokens, all being a standard Chess Knight. All seven Knights for each player are lined up on opposite sides of the playing board on the back row.

Play begins with the flip of a coin. The winner goes first. In this adaptation of KnightsBridge, the computer always has HEADS, and you always have TAILS. Play then begins. Game tokens are moved just as Chess Knights.

```
+-----+-----+-----+-----+-----+
|         | OO  |         | OO  |         |
+-----+-----+-----+-----+-----+
| OO  |         |         |         | OO  |
+-----+-----+-----+-----+-----+
|         |         | XX  |         |         |
+-----+-----+-----+-----+-----+
| OO  |         |         |         | OO  |
+-----+-----+-----+-----+-----+
|         | OO  |         | OO  |         |
+-----+-----+-----+-----+-----+
```

The above diagram illustrates the valid moves a Chess Knight can make. The position labelled XX is the starting position. The positions labelled OO are the six valid positions the Knight may move to.

If your Knight lands on a position occupied by an opponents Knight, you capture the opponents Knight. You now occupy the position, and the opponents Knight is removed from the playing board, never to return during the current game. You cannot move one of your Knights to a position already occupied by another of your own Knights. When one player captures five of the opponents Knights, that player wins the game.

Here's the catch. Neither player decides which Knight to move. That is chosen purely by chance. Imagine a die that can change shapes. It starts out with seven sides. It is rolled to determine which Knight must be moved. As you lose Knights, the die loses sides. You computer does this by computing *random numbers*. There is no weighting of numbers when the computer is deciding your Knight to move or its own.

# KnightsBridge

## Playing the Game Program

The first game then begins. As with each game played, the first thing done is a "coin is flipped". An Overlay Window is opened up and a message as such is displayed. The words "HEADS" and "TAILS" are alternately displayed. After a random number of times switching back and forth the display will hold on one or the other. If it is HEADS, the computer will make its move first. If it is TAILS, you are allowed to make your move first.

When it is your move, the Knight that was randomly chose to be moved is highlighted by a Box being displayed inside its square on the board. If the piece is in a Yellow square, then the Box will be Black, if the square is Black, then the Box will be Yellow.

You then point the mouse cursor to the square you want to move to. If the move will be a valid one your game piece is flashed for a second and then moved. If the move is an invalid one it is simply ignored.

After you make your move, the computer then makes its move. First, the Knight to be moved is chosen at random, and it then makes its move.

Both computer moves and your moves are *flashed* a few times before the old position is cleared and the new position is displayed steady.

When the game is over, a suitable message is displayed in an Overlay Window. KnightsBridge also keeps track of how many games you have played and how many of those you have won. These standings are then displayed in another Overlay Window. You are then asked if you want to play another game. Click the mouse cursor inside the Yes box to start another game, or click inside the No box if you wish to stop playing.

## The Action Menu

### **New Game**

This item assumes you wish to concede the current game. The screen is cleared and a new game set up.

### **Forfeit**

If you have no move to make with the Knight randomly chosen to move, then you must forfeit. The only thing that can force you to forfeit is if all of your valid moves are already occupied by your own Knights. If you so desire, you do not have to move the selected Knight at all. So even if you do have a valid move, if you wish to forfeit it, simply chose this Action item.

### **Help**

Clicking on this menu item causes an Overlay Window to be displayed with a brief display of the rules of the game. You must click the mouse button to resume play.

### **Quit**

To quit play and exit the game program, you can select either this menu item, or click on the *Close* icon. A dialog box asks you if you are sure or not.



# MineField

## Basic Game Rules

This is a familiar game of old adapted for the OS-9 Windowing Operating System. The playing field is a grid of sectors, 9 sectors high and 14 sectors wide. You occupy one entire sector at a time, and a move is made from one sector to any of the up to eight adjoining sectors. Your initial position in the grid is the upper left sector. Your goal is Headquarters, located in the lower right sector. Between you, the grid represents a minefield.

For each game, you are allowed to choose the number of mines that are to be placed in the minefield. You must choose a number between 10 and 40. As the saying goes, *Anything 20 or under is wimpy!* As with a real minefield, YOU do not know exactly where all of the mines are. The mines are placed in random positions with each game. You do have a *metal detector* that can tell how many mines occupy the up to 8 adjacent sectors, but it can't tell you which sectors actually contain the mines!

You also have an excellent memory and can remember every *safe* sector you have occupied so you can retrace your steps if necessary. You can also remember which sectors you have deemed as *possible mines*. Your mission is to take a secret message to Headquarters without stepping on a mine (and blowing yourself up!).

### Playing the Game Program

Each round starts with the specification of the number of mines in the *Minefield*. You get to select. You do this by *dragging* the blue slide bar knob. Point the mouse to the knob, press and *hold down* the left mouse button, and then move the mouse either to the right to increase the number of mines or to the left to decrease the number of mines. Alternatively, you can click the left mouse button while pointing the mouse cursor to either of the black arrows on either end of the slide bar. The current number of mines selected is displayed in the lower right area of the overlay window. Once you have set the number of mines to what you want, click the mouse inside of the *Accept* button.

Once all the mines have been placed the game play begins! It is up to you to tell the computer where you want to move by pointing to the sector you want to move to and clicking the mouse button. You can only move to an adjoining sector, horizontal, vertical, or diagonal. You cannot jump sectors.

With each move you are told how many mines are in the adjoining sectors at the bottom of the screen. If you step on a mine, you are informed so, and then shown where all the rest of the mines were. If you make it to Headquarters, you are congratulated! And, also, then shown where the mines were. In either case, you are then asked if you want to play another game or not. Click the mouse cursor inside the selection box of your choice.

At the beginning of subsequent games, you are still asked to choose how many mines to use, but the number of mines you used in the previous game is selected as the initial value, so to play another game with the same number of mines, click the mouse inside of the *Accept* box without moving the slide bar knob.

# MineField

## The Action Menu

### Mark/Unmark

Use this Menu Item to either *Mark* or *Unmark* sectors that you suspect as being mined. When you have selected this item, the text displayed in the Title Bar changes from the name of the game to the string *Choose sector(s) to Mark/Unmark*.

Position the mouse pointer inside the suspect sector and click. If it is either:

1. your current location, or
2. a location you have already been at, or
3. it is Headquarters

then the action is ignored. If the sector is not one of those, then if it has not already been marked, it is marked by the presence of a *Target* symbol. If it had already been marked, it is unmarked, i.e., the target symbol is removed.

When you are ready to resume normal play, click the mouse cursor anywhere inside of the Title Bar.

At the end of a round, either by being blown up, making it to Headquarters, or giving up, then after the mine positions are shown, those sectors marked that actually were mined are signified.

### New Game

This forfeits the current game and positions of mines are shown. A new game is automatically started.

### Show Mines

This also forfeits the current game, but asks first just to make sure. If you respond yes, it then shows you the positions of all the mines. It then asks if you want to play another game.

### Help

Invoking this Menu Item causes an Overlay Window to be opened up that displays the basic rules to the game. Click the mouse to return to the game.

### Quit

To quit play and exit the game program, you can select either this menu item, or click on the *Close* icon. A dialog box will ask you if you are sure or not.

# Sea Battle

## Basic Game Rules

This game program for the OS9 Windowing Operating System is a edition of the popular Milton-Bradley board game known as *Battleship*. With this version a single human player plays against a computer opponent.

Rules of play are very simple. Each player has a area of the sea that they can operate in. The two player's areas are separate from each other, that is, one player's ships do not exist in the other player's area and vice-versa. Each player's area is defined by a grid that is divided up into sections called *sectors*. Both areas consists of 100 sectors, shaped in a square ten sectors by ten sectors.

Each player has five ships. These ships are a *Destroyer*, a *Submarine*, a *Cruiser*, a *Battleship*, and an *Aircraft Carrier*. Each of these ships occupy a fixed, constant number of sectors each. The defined sizes for the ships are two sectors for the Destroyer, three sectors for the Submarine and Cruiser, four sectors for the Battleship, and five sectors for the Carrier.

Each game begins with both players placing their ships somewhere on their area of the sea. Each player may place their ships anywhere they wish. All five ships must be placed. They must be placed either completely horizontally or vertically, none may be placed in a diagonal fashion. Each ship must completely reside on the player's area. No two ships may occupy the same sector, that is, no ship may be "on top" of another ship.

Once both players have placed all five of their ships game play begins. Once a game starts **NO SHIPS** may be moved, **ALL** must remain in place until one player wins the game.

Game play consists of each player, in turn, taking a shot at their opponent's ships by specifying a sector to bomb. After specifying the selected sector, the player's opponent is obligated to indicate if that sector represents a hit on a ship and if so, which ship was hit.

Once a ship has been hit in all sectors it occupies, then that ship is also considered sunk when it takes its last hit, and the opponent is again obligated to indicate this action as well.

For example, since a Destroyer occupies two sectors, once both sectors have been bombed, that ship is considered sunk. As soon as all five ships of either player has been sunk the game is over and the other player is declared the winner.

# Sea Battle

## Playing the Game Program

When a game starts, the sector grids for both players are displayed. The computer's grid on the left side of the screen and your grid on the right side of the screen. You are then required to place your five ships in your area. A prompt at the bottom of the screen indicates which ship you are currently placing.

You must first select the sector in which one end of the ship will reside. Do this by moving the mouse cursor to the sector you have selected and then click the left mouse button. A red *plus* sign will appear in that sector. The prompt at the bottom of the screen will change to ask you to select the sector for the *other* end of the ship. If you change your mind about the starting sector and wish to move it to somewhere else, you can de-select the first position simply by clicking in that sector again, on top of the red plus sign and the red plus sign will disappear, and the prompt at the bottom of the screen will revert back to the first question it asks.

Once you have firmly decided on the first end you have selected, you next move the mouse cursor to the sector you wish to represent the other end of the ship and click the left mouse button again. If you have selected a valid sector, the ship in question will appear. Note that all horizontal ships appear facing to the *left*, and all vertical ships are facing *up* regardless of which end was selected first.

The sector can be invalid for one of these three reasons.

1. It is the wrong distance from the beginning sector. This can be caused by either being too far away from or too close to the first sector. This depends on which ship you are placing. For example, if you are placing your Battleship, it is four sectors long. The sector for the other end of that ship must therefore represent a length of four sectors, no more, no less.
2. Placing the ship in the selected manner would cause it to be placed "on top of" a previously placed ship. No two ships may occupy the same sector. And once a ship is placed you may not move it!
3. You have selected a sector that is diagonal from the first sector selected. All ships must be oriented either completely horizontally or vertically.

Once you have placed all five of your ships, the computer then selects the locations for its five ships. Once it has completed that chore, the play of the game begins. You will get the first shot. There will be a prompt at the bottom of the screen when it is your shot that asks for you to select the sector to bomb.

To select a sector to bomb, simply move the mouse cursor to that sector and press the left mouse button. Remember, you are bombing the computer's ships that are on the left side

## Sea Battle

of the screen. Since you cannot see them, you must use some strategy to sink a ship, once you have found a sector it is in by hitting it for the first time.

When you click the left mouse button indicating the sector to bomb, you will see a bomb blast that alternates between red and white. If the blast has hit an empty sector, the blast will remain white in color, and a message at the bottom of the screen will indicate that the shot was a miss.

If the shot hit one of the computer's ships, then the blast will change to red in color, and you are informed with a message at the bottom of the screen that the shot was a hit and which ship was hit. If the hit actually sinks the ship, this is indicated in the message.

The computer will then take its turn and select a sector to bomb. A similar bomb blast will be seen, and a corresponding message will be displayed at the bottom of the screen. Since all of your ships are visible all of the time, it will be immediately apparent to you if the blast has hit one of your ships, but a message will be displayed anyway, which is the game program's way of indicating that the computer has been informed if a ship was a hit and, if there was a hit, whether the ship was sunk or not.

When one of you has sunk your opponent's last ship the game has been won and an appropriate message is displayed in an Overlay Window. You are then asked in another overlay window if you wish to play another game. If you do, click inside the box that says "Yes" and a new game will be started. If you click inside the box that says "No", the program will terminate.

# Sea Battle

## The Action Menu

### Status Report

When you select this menu item, a Status Report is displayed in an overlay window. It indicates the number of hits on each of both player's five ships along with some totals. To return to the game, click the left mouse button.

### New Game

This forfeits the current game. A new game is then automatically started.

### Help

Invoking this Menu Item causes an Overlay Window to be opened up that displays the basic rules to the game. Click the mouse to return to the game.

### Quit

To quit play and exit the game program, you can select either this menu item, or click on the *Close* icon. A dialog box will ask you if you are sure or not.

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