

♠ HOYLE ♠  
**BOARD GAMES**



Mac OS

## Signing in

When you first open Hoyle Board Games, you must sign in. Once a player is signed in, the game keeps track of information for that player until the player's record is explicitly deleted by you.

The player who signs in at the initial screen is the "host". Other players, up to six total, may be signed in simultaneously in order to play against each other (this is called "head-to-head" play). At any time, you can examine and modify the list of active players using the Players item in the Game menu. When you are at the game selection screen, the Player list shows the actively signed-in people. When you are playing a game, any computer characters playing with you are added to the list.

When you choose a game from the game selection screen, all of the actively signed-in people are seated in the game, possibly along with one or more computer characters to fill out the empty seats. However, if you have more people signed in than can play a given game (for instance, if you have three people signed in and you choose to play chess), one player must be signed-out first.

### To sign in

- 1 Select the name of an existing player, or type the name of a new player.
- 2 Choose the silhouette for the player. To change your player's silhouette, move the scroll bar under the player view area at the right of the Sign In dialog box.
- 3 To add a new player, type a name in the box.  
To sign in as an different player, click a name in the player list.  
To delete a player, click a name in the player list, then click Delete.
- 4 Click New or OK to accept the player setting.

### See also

Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Head-to-head play  
Setting game rules and options  
Starting an Internet game  
Viewing statistics and current standings

## CD, hard disk, and graphics mode options

### Playing without the game CD

With Hoyle Board Games, you have the option of playing with or without the game CD inserted in your CD ROM drive. When you play without the game CD, some features of the game are disabled. These include character speech, the cabin and space environments, and several of the animations in the various games. If you start Hoyle Board Games without the CD inserted, and then decide that you would prefer the play with the CD, you must exit out of Hoyle Board Games completely, insert the CD, and then restart the game; inserting the CD in the middle a gaming session has no effect.

## Graphics modes: Fill Screen and DirectX

If you have DirectX installed on your system (Windows 95 users only), you can take advantage of it using the Fill Screen item in the Preferences menu. When this menu item is checked, Hoyle Board Games attempts to use DirectX to display itself in 640x480 resolution with high color quality. This may be desired by users who normally use a higher screen resolution but want the Hoyle Board Games graphics to fill the screen. Because the DirectX graphics modes are not completely compatible with the normal Windows graphics modes, the 640x480 display will be turned off when you access the on-line help window or one of the WON.NET Internet play windows from within the game.

### See also

Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Choosing a game in the log cabin  
Choosing a game in the spaceship  
Head-to-head play  
Setting game rules and options  
Starting an Internet game  
Viewing statistics and current standings

## Choosing a game

You can easily jump from one game to any other game in Hoyle Board Games.

### To choose a game

- On the main Board games screen, click the game you want to go to.  
Or
- On the main Board games screen, click **Cabin** or **Space**. You can then choose games by clicking them in the cabin's rooms, or on the spaceship's control panel.  
Or
- Choose the game you want to go to from the **Go To** menu.

### To start a new game (and keep playing the same type of game)

- Choose New Game from the **File** menu.

### To play an Internet game

- On the main Board games screen, click the **Internet** icon, or at any time choose Internet Games from the Game menu.

### See also

Getting started  
Changing player settings  
Changing the game atmosphere  
Choosing a game in the log cabin  
Choosing a game in the spaceship  
Head-to-head play  
Setting game rules and options  
Signing in  
Starting an Internet game  
Viewing statistics and current standings

## Choosing a game in the cabin

The games are located in different areas of the cabin. To see the name of a game, pass your cursor over the game. A small box appears with the game name. To start a game, click after the box appears.

When you choose the game, the cabin room becomes the background. You can change the look of the background further by choosing Background from the Preferences menu.

Some games are located in the main room. Other games are located in the bookcase.

Click on the left side of the room to find the bookcase. Click the bookcase to see the games up close. Click the right side of the bookcase room to return to the main room.

To exit, click the right side of the main room.

**Tip** In the cabin, you can change the season (choose Seasons from the Preferences menu).

### See also

- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## Choosing a game in the space

To join a game, click the blue or tan buttons on the main control panel in the spaceship. A hologram appears to indicate the game. To join the game that is appearing as a hologram, click Engage.

When you choose the game, the spaceship room becomes the background. You can change the look of the background further by choosing Background from the Preferences menu.

Click to the right of the control panel to see the game play area. In the game play area, click the left side of the screen to return to the control panel.

To exit, click to the left of the control panel to find the exit door (click Out to leave the spaceship). In the game play area, click the right side of the room to find the exit door.

### See also

- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
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- Signing in
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- Viewing statistics and current standings

## Getting started

When you first go to a game, its Getting Started screen appears with instructions on how to start and play the game, and options for changing the game rules and player settings.

**Note** To prevent the Getting Started screen from appearing every time you start a new game, uncheck the box labeled "Always Show This Dialog When Starting <Game>".

You can also access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu.

**Tip** You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

### Game setup during pre-game

The period at the start of a game, before you have made a play, is known as "pre-game". During pre-game, you have the chance to change various game options that you cannot change once the game has started. This includes various game rule settings, and also the number of players in the game. To change game rules, use the Settings item in the Game menu. To change the players, use the Players option in the Game menu. Both of these functions can also be accessed through the Getting Started screen.

Once you have started a game, certain changes, such as adding another player, are not allowed. You'll have to restart the game by choosing New Game from the File menu, and then make the desired changes.

### Menus

This table describes the menus and commands available to you during game play.

Menu	Description
<b>File</b>	Use the commands in the <b>File</b> menu to start a new game, save a game, open a saved game, or revert to the last opened or saved game.
<b>Go To</b>	Use the commands in the <b>Go To</b> menu to navigate to the game you want to play, or to play on the Internet.
<b>Game</b>	Use the commands in the <b>Game</b> menu to change player settings, game settings, and view statistics and current standings.
<b>Actions</b>	Most of the games have different actions available during play (some games do not use actions). Use the commands in the <b>Actions</b> menu to perform various actions during play.
<b>Preferences</b>	Use the commands in the <b>Preferences</b> menu to customize games, change player settings, and the game atmosphere (including the speed of play, background music, animations, character speech, and screen background).
<b>Help</b>	The Help menu provides different commands for finding the information you need in the Hoyle Board Games Help file. Help information for the game you are currently playing is available as this command in the Help menu.

### See also

Action menu commands

Shortcut keys

Choosing a game

Changing player settings

Changing the game atmosphere

Head-to-head play

Setting game rules and options

Signing in

Starting an Internet game

Viewing statistics and current standings

## Leaving a game

You can leave a game and go back to the main game screen, or go straight to another board game.

### To leave a game

- Choose Leave <Game> from the **Go To** menu. You are returned to the main game screen.
- Or
- Choose the game you want to go to from the **Go To** menu.

### See also

Choosing a game  
Opening a previously saved game  
Quitting a game session  
Reverting to a saved game  
Saving the current game

## Saving the current game

If you are enjoying a particular game, you can save the game before leaving it. The next time you open Hoyle Board Games and sign-in as the same player, then open the game, the same players and game setup will be waiting for you.

### To save a game

- Choose Save Game or Save Game As from the **File** menu.

### See also

Choosing a game  
Leaving a game  
Opening a previously saved game  
Reverting to a saved game  
Quitting a game session

## Opening a previously saved game

If you saved a game in a previous gaming session, you can open it by choosing Open Game from the File menu. The game opens with the same players and game setup. Remember that only the player who was the host when the game was saved can open the game.

### See also

Choosing a game  
Leaving a game  
Quitting a game session  
Reverting to a saved game  
Saving the current game

## Reverting to a saved game

If you reopen a game that you saved in a previous gaming session, and decide after playing for a while that you want to start over at the point where you originally saved the game, you can return to that point in play by choosing Revert To Saved Game from the File menu. Similarly, if you save a game at some point during play, you can use Revert To Saved Game to return to the point at which you last saved.

### See also

Choosing a game  
Leaving a game  
Opening a previously saved game  
Quitting a game session  
Saving the current game

## Quitting a game session

### To leave an individual game

- Choose Leave <Game> from the Go To menu.

### To quit the Hoyle Board Games program

- Choose Exit from the File menu.

### To save the current game before quitting

- Choose Save Game or Save Game As from the File menu.

### See also

Leaving a game

Saving the current game

## Changing player settings

The player who signs in at the initial screen is the "host". Other players, up to six total, may be signed in simultaneously in order to play against each other (this is called "head-to-head" play). At any time, you can examine and modify the list of active players using the Players item in the Game menu. When you are at the game selection screen (or in the cabin or space ship), the Player list shows the actively signed-in people. When you are playing a game, any computer characters playing with you are added to the list.

When you choose a game from the game selection screen, all of the actively signed-in people are seated in the game, possibly along with one or more computer characters to fill out the empty seats.

You can only add or remove players before you start playing a game (during "pre-game"). However, you can substitute one computer player for another at any time. Similarly, you can change the skill level of any computer player at any time.

### To change player settings

From the main Hoyle Board Games screen, choose Players from the Game menu. From here you can add other people to the list (for head-to-head play). You can also replace the host with a different player.

From within a game, choose Players from the Game menu, or click on the image of any player in the game. From here your options depend on whether it is "pre-game" or not. If it is pre-game, you can change the number of players (if this makes sense for the given game), and replace computer players with real people (again, if this makes sense for the game). If the game has already started, you are limited in the changes you can make.

To use the Players window, click the Settings, Replace, and Clear buttons as appropriate. Click the Add button to add a new player.

In addition to changing who is playing, you can change the settings for an individual player by clicking the Settings button next to that player. Depending on the game, you can change settings such as the player's piece color, and whether the player gets the first turn in the game.

### See also

Changing the game atmosphere

Getting started

Head-to-head play

Player profiles

## Head-to-head play

Head-to-head play means playing against one or more friends or family members seated at the same computer. All games in Hoyle Board Games except for Dominoes allow head-to-head-play.

Use the Players item in the Game menu to sign in all of the players who want to play together. Then start the game you want to play. All of the signed-in people are seated in the game. However, if more players are signed-in than can play the chosen game, some players will need to be signed out.

### See also

Changing player settings

Changing the game atmosphere

Getting started

Player profiles

Setting game rules and options

## Player profiles

When you play the different board games, you have a choice of many interesting characters to choose as opponents. Here are their personality traits:

### Bart



Bart is a country gentleman who earned his gaming experience aboard the riverboats near his home town. While his cordial demeanor might put you at ease, don't let down your guard...he'll make his move faster than you can say "sissified pretty boy."

### Elayne



Elayne is a native Manhattanite who doesn't see why she should ever leave. This fast-track advertising exec unwinds from a hectic day on Madison Avenue with some of the most popular games of all time.



### Ethel



Originally from Red Cloud, Nebraska, Ethel raised a family of five children, and now has eight grandchildren. She enjoys the simple things in life, like visiting with family and friends and beating the pants off of them in classic board and card games. Sharp as a tack and a crafty veteran of many games, she will provide ample challenge for even the best players.

### Gax



Gax can rearrange his molecules to look like anyone he wants. What started as a party trick has led to a lucrative career. He hopes to earn enough money to eventually rebuild his ship and return to his home planet.

### Harley



Harley is a talking bear who likes food and rolling in the grass. He doesn't like forest fires, tourists, and hikers who think they can run away.

### Jasper



Since Jasper left Jamaica years ago, he has traveled the world as a jazz bass player. All that time on the road has made him a world class gamer. Jasper points out, "A good game is like a song that starts slowly and builds to a strategic crescendo."

### Marvin



For a fierce and mighty T-Rex, Marvin is quite a likeable guy. Although self-conscious about his tiny arms and still bitter about the ice age, Marvin is friendly and enjoys playing with children, especially when he gets to tell them stories about the "old days." And in spite of what he's heard about the lions, Marvin still considers himself king of the jungle...

### Maurice



Maurice, a fur trapper from 1837, was abducted by aliens and traveled hundreds of light-years to a distant civilization. He was returned to Earth 150 years later, shaken by the ordeal, and now consults his beaver puppet for strategic advice.

### Robin



Robin chucked her big-city brokerage job for the National Forest Service. Now she spends her days hiking forest trails and communing with nature. But don't think that being out in the woods all day means she's forgotten anything about gaming.

## Roswell



Roswell is the sole survivor of the famous "crash" in Roswell, New Mexico, 1947. In an extensive effort to keep this UFO incident hidden from the public, the government employed Roswell for years as a janitor at Area 51. Eventually granted a reasonable retirement package, Roswell now keeps his oversized brain (and his unchecked sarcasm) exercised by playing classic games.

### See also

Changing player settings  
Changing the game atmosphere  
Setting game rules and options

## Changing the game atmosphere

You can change all game atmosphere options (speed of play, background music, animations, character talking, and screen background) by choosing Controls (or Background) from the Preferences menu.

### To set player attitude

When you play any game with animated character players, you have the option of setting their attitude, which includes how talkative and animated they are during the game. The attitude is set for all animated characters in the game. You cannot set each character's attitude individually.

- 1 Choose Controls from the Preferences menu.
- 2 To hear players talk, click On for Character Speech. To prevent players from talking at all, click Off.
- 3 Move the Character Attitude slider bar to the right (Talkative = more attitude) or the left (Serious = less attitude) to adjust the players' attitudes.
- 4 Click OK to accept the new setting.

### To set game speed

- 1 Choose Controls from the Preferences menu.
- 2 Move the Speed slider bar to the left (slower) or right (faster) to adjust the speed.
- 3 Click OK to accept the new setting.

### To control sound effects, animations, or background music during games

You can control whether you hear sound effects or background music during game play, or whether game animations run. The sound effects include sounds such as rolling dice. Character speech is not considered a sound effect.

- 1 Choose Controls from the Preferences menu.
- 2 For Sound Effects: Click On for Sound Effects to turn game sounds on. Click Off for Sound Effects to turn sounds off for all games.  
For Animations: Click On for Animations to turn all animations on. Click Off for Animations to stop extra animations from running during games.  
For Background Music: Click On for Background Music to turn all background music on. Click Off for Background Music to stop background music from playing during games. To select specific background music, click on the music in the Background Music Selection list.
- 3 Click OK to accept the settings.

### **To change the background**

Hoyle Board Games includes a variety of different background images for your games. The background you choose is used for all the games. You can't set a different background for each separate game, but you can change the background shared by all the games at any time during any game.

- 1 Choose Background from the Preferences menu.
- 2 Click a background style in the list. A preview of the background appears.
- 3 Click Apply to see the background in the current game. Click OK to accept the background change.

#### **See also**

Changing player settings  
Getting started  
Setting game rules and options

## **Setting game rules and options**

Each Hoyle board game has different game setup options, such as the rule variations or the layout and style of the game pieces and board.

You control each game's rules and setup options by choosing Settings from the Game menu (while in a particular game).

You can change any setting before game play begins (during "pre-game"). However, once a game is in progress, some settings cannot be changed.

### **To set game rules and options**

- 1 In one of the game screens, choose Settings from the Game menu.
- 2 Make the changes you want to settings.
- 3 Click OK to accept the setup.

#### **See also**

Changing player settings  
Changing the game atmosphere  
Getting started

## **Viewing statistics and current standings**

You can display player statistics by choosing Statistics from the Game menu. The Statistics dialog box includes information on wins, losses, points, scores, and standings as they apply to each game. You must finish at least one game to see statistics for that game.

You can display the standings for the current game during play by choosing Current Standings from the Game menu. The Current Standings dialog box includes information on points, scores, and standings as they apply to each game.

### **To view statistics:**

- Choose Statistics from the Game menu. Click the player name, then click a game's tab to view statistics for that game.

### **To view current standings:**

- In one of the game screens, choose Current Standings from the Game menu.

#### **See also**

Changing player settings  
Changing the game atmosphere  
Getting started  
Setting game rules and options

# Backgammon

## How the game evolved

All board games that are older than today's fad pass through certain stages of development. These stages are well-known to game scholars, and they reappear in game after game. Backgammon has been through more of these stages than any other game, even Chess. Here are the Eight Stages of Board Game Evolution, as told through the history of Backgammon:

Claim the Egyptians as parents  
Work in the Romans, too (or the Greeks, or both)  
Inspire a creation myth  
Achieve literary immortality  
Ride along with the Arabs  
Conquer Europe  
Catch Edmond Hoyle's attention  
Pump up the volume with the Americans

### Claim the Egyptians as parents

Backgammon is not the oldest game in the world -- dice probably holds that distinction, though some people might nominate politics -- but given the available evidence it has a good claim on the second spot. "An authentic, documented history of the ancient game of backgammon should probably begin either in the Garden of Eden or in the murky caves of the Neanderthal man," Alexis Obolensky and Ted James declare in *Backgammon: The Action Game*, and they're only half-kidding. Though Obolensky and James grandly assume that every 6,000-year-old reference to "dice" really means "backgammon," the game has been traced to the beginnings of Egyptian and Sumerian civilization. You can't beat this kind of heritage.

Backgammon boards not so different from our own have been found in the royal tombs of the Nile Valley and in the buried suburbs of Ur. If Mesopotamia, the site of Ur, was also the site of the biblical Flood, then perhaps Noah and his family filled their spare hours aboard the Ark by playing Backgammon!

### Work in the Romans, too (or the Greeks, or both)

Even when their empire was at its height, the Romans always took the time for a round of Ludus Duodecim Scriptorum (literally, "a game with 12 lines"). The Romans usually shortened this name to Alea or Tabula (the latter meaning "table"; when Backgammon entered Europe, it was called Tables). This was Backgammon with three dice instead of two. Nero lost a fortune at the game. Caligula cheated at it. Antony played Tabula with Cleopatra; what stakes they played for is not known.

### Inspire a creation myth

In the world of games, India has turned out the best creation myths. According to stories passed along by medieval Arab scholars, Backgammon was invented by an Indian philosopher who was trying to represent the concept of time physically, in a board game:

Backgammon objects	What they mean
30 pieces	days in a month
24 points	hours in a day
12 points of one half-board	months in a year
12 points of the other half-board	zodiac signs
7 spots on opposite sides of a die	days of the week*
2 dice	day and night

\* Also, the seven planets known at the time.

## **Achieve literary immortality**

The Old and New Testaments are not noted for their analyses of board games. You won't find Backgammon in the Bible, but it did come close. H.J.R. Murray, in *A History of Board Games Other Than Chess*, gives as the first reference to Backgammon in world literature -- the Jewish Talmud! The Talmud, produced by 6th-century Jews living in Babylon, is a compilation of written commentaries on the Oral Laws of the Jewish people. Apparently, the rabbinical authorities of that time felt the need to at least mention Backgammon. (They didn't offer strategy hints.)

The Babylonian Jews used the Persian words for the game: "nard" and "nardshir." "Nard" was the wood marker used in the game. "Shir" means "lion," referring to the two types of pieces then in use: plain wood markers and markers with carved lions' heads.

A century later, Backgammon (Nard, that is) is mentioned in a Persian fictional work about the invention of Chess. Backgammon was supposed to have been invented as a riddle to pose to a king. (The Persians spun the same story about Chess as well.) So chalk up an Indian and a Persian creation myth for Backgammon.

## **Ride along with the Arabs**

Typically in the history of games, the Arabs, after their conquest of Persia in the 7th century, learn all the games the Persians learned from the Indians, who may or may not have learned them from the Chinese. The Arabs raise the level of play in these games to unimagined heights and write the first books about them. They then invade Spain and Sicily, fight off the Crusaders, and trade with the Venetians, all of which leads to an exchange of ideas -- and games.

The Arabs adopted Backgammon immediately, but the Islamic religious authorities were troubled by the game and its gambling aspect (just as Chess had troubled them with its "graven images," which are forbidden by the Koran). Chess survived in the Islamic world because the players switched from the fanciful pieces used by the Persians to abstract pieces with no resemblance to people, animals, or anything else. Backgammon couldn't do without its dice, and in the 8th century it was banned. This ban was not successful. Though the Islamic courts threatened players with various penalties, the game continued to flourish -- a lesson the Catholic Church was fated to learn all over again a few centuries later.

The first book about Backgammon was written by an Arab of the 9th century.

## **Conquer Europe**

The Persian/Muslim Nard and the Roman Tabula met in France in the 11th century. The third dice was eliminated but the Roman name was retained, as can be seen from the forms Tabula took as it marched across the continent: in Italy, Tavola; in Spain, Tablas; in Middle English, Tavel, then Tables; and so on. Backgammon (or Tables) began appearing in the literature of the period almost at once, by which we can track its progress even to distant Iceland (which it reached late in the 13th century).

The first European book to focus on Backgammon appeared in Spain in 1283. This book was primarily about Chess, and was compiled by scholars working under the direction of King Alfonso of Castile ("Alfonso the Wise"). A similar book by an unknown author appeared in England circa 1300.

As with most of the games that entered Europe in this era, Backgammon was taken up by the nobility and was soon competing with Chess for the position of most-popular game (both games were eventually dethroned by playing cards). As Backgammon filtered down to the masses, the Church tried to ban or at least contain it. These efforts failed. By the 1700s, Backgammon was the favorite pastime among vicars in the English countryside!

Innkeepers throughout Europe were soon providing Backgammon boards and sets to their customers, a tradition that goes back to the Roman empire. Obolensky and James report on a wall painting found in the excavation of Pompeii: "In one panel, a game is in process and an argument has ensued over points. In the second, an innkeeper is throwing the two battling players out of his tavern."

## Catch Edmond Hoyle's attention

Given that Hoyle died in 1769, long before most of the games played today were invented, and given that in his lifetime he only wrote about five games, the odds are steeply against any game being able to make this connection. Happily for Backgammon, Hoyle was not only a devotee of the game, he also had many ideas about how it should be played. Edmond Hoyle, in fact, turned out to be the Alexander Cartwright of Backgammon. Just as Cartwright in the 1840s codified the laws of baseball, Hoyle in 1746 did the same for Backgammon in his first book of games. Most of Hoyle's rules of play are still in force (as are most of Cartwright's).

The modern game began with Hoyle, who had developed considerable clout in the game world by 1746. When he put together the hodge-podge of rules governing the game and decreed, among other things, that doublets should be played twice and that the scoring should include such subdivisions as "backgammon," "gammon," and "hits," people listened. And played.

## Pump up the volume with the Americans

Americans couldn't figure out a way to improve on Chess, but in 1925 an American innovator whose name is apparently lost to us developed the concept of doubling. Doubling revived Backgammon and led to a worldwide Backgammon renaissance that continues today.

The word "Backgammon," incidentally, comes from the Middle English "gamen," meaning "game." It's thought that the name derives from the pieces occasionally having to go and reenter the board. In Scotland the game is called Gammon; in Spain, Tablas Reales (The Royal Tables); and in Italy, Tavole Reale (ditto). In France the name is Trictrac and in Germany, Puff, though how these names strayed so far from the Roman Tabula is not clear.

### See also

- How to play Backgammon
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

Backgammon is played by two players on a special board with 15 pieces to a side. The pieces making up each side are called **stones**. Though they may be of any color, the darker-colored pieces are called Black while the lighter ones are called White.

The board is divided into two halves, or **tables**, by a partition running down the center. This is called the **bar**. The outer table is on your left, the inner table is on your right. In each table there are six **points** (long, thin triangles).

The pieces move according to your throw of the two dice. The players roll the dice to see who goes first, with the higher roll winning. (If the numbers are the same, you just roll again.) The player with the higher number uses that for his first turn, if the rules are set that way (in Backgammon game settings). From then on turns alternate, and you always throw the dice to begin your turn. (The exception to this is when you are **shut out**, which can occur when your blot is on the bar. If your enemy's stones have crowded all available space so no possible points are open, you don't get to throw the dice and your turn is over. For details see, Sending blots to the bar.)

The object of the game seems odd at first: You win by being the first player to transport all of your stones off the board! To do that you must first get all of your stones into your inner, or **home**, table. Once they're all safely home, you can proceed to move them off the board. Pieces move from point to point.

## Like a rolling stone

After you've thrown the dice to begin your turn, you can apply both numbers to one stone or each number separately to two stones. If, for example, you throw a 5 and a 4, you can move one piece a distance of nine points, or you can move one piece five and a second piece four.

**Note** When you use both die numbers for one stone, the points must be open for each die value, just as they need to be open for moving two stones separately.

If you throw doubles, say a 3 and a 3, you play that number *four times* rather than twice: you can move one piece 12 points, or one piece nine points and one piece three, or two pieces six points each, or four pieces three points each.

A stone cannot land on a point occupied by two or more of the opponent's stones. You are not allowed to make that move, even if you have only one piece left and there is no other move you can make. A point occupied by two more stones is an indestructible fortress; that point is said to be **closed** or **made**. However, though you can't share a point with enemy pieces, you can jump over them.

Any number of pieces of the same color can rest on one point. If necessary they are piled on top of each other. This keeps one side's pieces from encroaching on the other side's.

Moves are always compulsory, even when it's in your best interests to stand still. If you can only use one of the two numbers you rolled, then you must do so. You must always try to use the higher number.

## Sending blots to the bar

A single stone resting on a point is a target. It's called a **blot**, and when you land directly on an enemy blot it's called a **hit**. The blot is then retired to the bar. The blot must be **entered** and become a stone again before you can move any of your other pieces. Plus, the lonely blot must enter the enemy's home table on an open point. For example, if you roll a 5-2, and if points 5 and 2 in the enemy's home table are open, you can choose either one and place your blot there. If you placed it on point 5, you can now move it two points.

If one of those points is occupied by a single stone of the enemy's, you can hit it and send it to the bar. If none of the points are open, if your enemy's stones have crowded all available space, you are **shut out** and you don't even get to throw the dice. Your blot remains on the bar and you can't move any other. Your turn is over.

When you've collected all of your stones in your home table, you can **bear off**: that is, remove all your stones from the game, in the order determined by the dice. If the number you rolled is higher than the number of points you have yet to travel, you simply bear off the piece that's farthest away.

If you're hit after you've started to bear off, your stone becomes a blot on the bar. You must enter it and bring it around to your home table before you can go back to bearing off.

## Gammon and Backgammon

The game ends when either player bears off his or her last stone. If the loser has borne off at least one stone, then the loser has lost just one game. But if he or she has not borne off at least one stone, the loss counts double. This is called a **gammon**. If the loser has a stone left in the winner's inner table, or on the bar, the loss counts triple. This is called a **backgammon**.

## Doubling

You can really ratchet up the stakes by using a tactic called **doubling**. Either player may make the first double of the game. You simply declare your intention to double before rolling the dice. Thereafter, the right to double alternates. When one player chooses to double, the other must decide whether to play on for a double game, or resign right there and lose the current value of the game. The doubling cube is used for this (a single die with the numbers 2, 4, 8, 16, 32, and 64 on it). The double for gammon and triple for backgammon both apply to the final score; this is in addition to whatever voluntary doubles have been made. **Automatic doubling** applies when the roll for first play results in like numbers on the two dice. You must specify this option before play begins.



## Getting Started

When you are ready to start play, click your cup to roll the dice.

If you win the roll and you must use or have the option to use the first roll, move your pieces based on the roll of both you and your opponent's dice. If you cannot use the first roll, or choose not to, roll again, then move.

Move any stone in a counter-clockwise direction towards your home, which is the inner table (right side) next to you. Click and drag the stone to move it to the desired point.

To use the doubling cube, choose Settings from the Game menu and check the Doubling Cube option. To set the number of automatic doubles allowed, choose Settings from the Game menu and click the number.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Backgammon:

Actions	Shortcut key
Double	D
Roll Dice	Spacebar
Resign	S
Undo	Ctrl+Z

### See also

[How the game of Backgammon evolved](#)

[Actions menu commands](#)

[Shortcut keys](#)

[Getting started](#)

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# Battling Ships

## How the game evolved

Battling Ships is also known under its trademarked name, Battleship(tm). (In the British Isles it's called Battleships or Salvo.) How Battling Ships came to be is yet another mystery for game scholars. But the way the game is played, and the names involved, allow us to make a good guess as to when it came to be.

First, consider the British name of Battleships. In a modern-day naval-warfare simulation, one would expect that aircraft carriers would be the most valuable and dominant ships. Although the British launched an aircraft carrier in 1918, the true potential of these ships wasn't realized until the Second World War. Thus, given the emphasis in the name, we can conclude that this game was developed while battleships, not carriers, still ruled the waves -- before 1939.

Second, consider the other British name, Salvo. In Battling Ships, you fire up to six shots from your fleet's guns at targets you can't see (perhaps because they're supposed to be at extreme long range). In the days of sail, warships had to get quite close to their opponents for their short-range volleys of cannonballs to have any effect. These volleys were called "broad-sides," not salvos. Given the emphasis in this name, we can conclude that Battling Ships was developed after sail and wood had been replaced by steam and iron. The American Civil War saw the first use of steam-powered iron vessels, called ironclads, so the decade of the 1860s must be the earliest date this game could have been developed.

The word "battleship," though it was first recorded in 1794, was not applied to the big hulking monsters of the world's navies until well after the ironclad era. In fact, nobody used "battleship" much at all in the 1800s. Even when, in 1869, the British launched the first oceangoing, iron-hulled warship -- the first true battleship -- it was referred to as an "armored frigate."

But in 1906 the British sent the HMS Dreadnought to sea. They weren't fooling around this time. The Dreadnought carried all the biggest guns of its era and didn't bother with any of the small stuff. The launch of the Dreadnought touched off a race among the world powers for naval supremacy and brought the battleship into the public's imagination and everyday speech. Therefore, since no one has been able to determine an exact birthdate for Battling Ships, Hoyle Board Games takes the bold step of declaring that date to be 1906 (or, at the earliest, the decade of the 1890s).

### See also

- How to play Battling Ships
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
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## How to play

Battling Ships is a game for two people played on two 10x10 grids. This is the ocean on which your fleets will fight their battle.

Each side has a fleet consisting of an aircraft carrier (five squares long), a battleship (four squares), a destroyer and a submarine (three squares each), and a PT boat (two squares). You place these on your grid, out of sight of your opponent.

Each player can fire a salvo of up to six shots per turn. You choose the squares your missiles will strike. Hits and misses are reported to you so you can plan your firing patterns.

A ship is sunk when every one of the squares it occupies has been hit. Play continues then in one of two ways: You can choose to have your barrage reduced for every ship you lose (the Aircraft Carrier Nimitz supplies 2 shots; all other ships supply 1 shot each), or you can choose to play with a fixed number of shots on each turn.

The first player to sink all of the enemy's ships is the winner. If both players lose their last ship in the same round, the game is tied.

### Getting Started

In the Settings dialog box for Battling Ships, you have the option of setting the number of missiles allowed per turn and whether you can see your opponent's sunk ships. Choose Settings from the Game menu to set these options. You can only change these options at the start of a new game, before you have clicked OK on the Strategic Command Center dialog box.

In the Strategic Command Center dialog box, click and drag the ships to place them. Click Rotate 90 to turn ships.

Click a square on the screen to place your target. The lights on the right side of the playing grid indicate how many shots you have left. When you finish placing all available targets, click Fire. Click Clear to wipe away your current target selections and choose new targets.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Battling Ships:

Actions	Shortcut key
Fire (Missiles)	Spacebar
Clear All (Targets)	Backspace

### See also

- How the game of Battling Ships evolved
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
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# Checkers

## How the game evolved

Checkers has always suffered from a bit of an image problem. It's a medieval offspring of Chess, and it had to grow up in the shadow of its parent, which was at the time wildly popular. And it took several centuries to find the right balance in the rules. Many people look upon Checkers as that game you play until you're ready to learn Chess, but this attitude is mistaken. Checkers is a game with its own depths and complexities. A supercomputer brought down the human champion in Chess (IBM's Deep Blue, 1997); it took a supercomputer just to earn a tie with the human champion in Checkers (the University of Alberta's Chinook, 1994).

The French mix and match  
The word "Checkers" enters the language  
Checkers catches on (slowly)  
The Scots take center-stage  
Checkers in the modern era  
An odd sociological footnote

### The French mix and match

Checkers is almost certainly a French invention of about the 12th century. It's a mixture of an old Moorish game, Alquerque (pronounced like the city of Albuquerque, minus the third and fourth letters), and Chess. Alquerque is the Spanish corruption of the Arabic "el-quirkat." The game was first mentioned in print in a Moorish book published in the 10th century, but its history goes much farther back. One of the ancient temples of Egypt has an Alquerque board engraved in its roof. (Since we know the ancient Egyptians didn't float in midair, we can assume that this board was meant as a decoration. The Egyptians must've loved their games to have used them in this fashion.)

Alquerque gave Checkers the 12-man army and the capture-by-jumping concept. Alquerque is played on a latticed board, but the pieces occupy the intersections of the lines rather than the insides of the squares formed by the lines.

Chess provided the concept of the checkered board (a European innovation). When the French combined Chess and Alquerque, the Alquerque men moved off the intersections and occupied the Chess squares. Now all the new game needed was a name. Surprisingly, that too came from Chess.

When Chess came to Europe, it had no Queen; instead, a piece called the "Fers" (a Persian word meaning "counselor") stood beside the King. Because the men in Checkers moved like the Fers in Chess, the game itself was called Ferses, and the pieces, rather than the 12 flat disks we're familiar with, were 12 Ferses pilfered from sets of Chess pieces.

By the year 1500, the Europeans had replaced the Fers in Chess with the Queen -- in French, the "dame." The Queen also knocked the Fers off the checkerboard. (So now the French were using 12 Queens per army -- and when a Queen reached the last rank, it underwent a sex change and became a King. Interesting.) For the next 200 years the French referred to Checkers as Dames, a name that followed the game as it spread across the continent, from Turkey (Dama) to Scotland (where it is still referred to as Dams). In England, however, the game was called Draughts (pronounced "Drafts"), a Middle English word referring to a move made by the Queen in Chess. Draughts is the name the English have continued to use; the pieces are the draughtsmen and the board is the draughtsboard.

### The word "Checkers" enters the language

The name "Draughts" never caught on in several rural, out-of-the-way pockets of England. People there referred to the game as Checkers, after the checkered board on which the game was played. Many of the Pilgrims who set up shop in Massachusetts in the 1600s came from those areas of England where Draughts was Checkers. They not only took the game with them when they came over on the Mayflower, they took the name as well. Checkers spread outward from Massachusetts (many New England Indian tribes adopted the game), and wherever English was spoken, Checkers was the name.

### **Checkers catches on (slowly)**

The indefatigable H.J.R. Murray dug deep into medieval European literature to document the spread of Checkers. In his *History of Board Games Other Than Chess*, he reports finding only five mentions of the game in the years 1200 to 1500. Four are French; one is English. (The English mention is from a poem by Chaucer, who cleverly plays up the confusion that might result in conversation if one person is talking about Chess and the other Checkers and neither knows it.)

In this period too the Church was busy banning every new game that popped up in Christendom, including Chess and almost all card and dice games. But Murray could find no such injunction leveled against Checkers. "It is difficult to resist the conclusion that the game cannot have been very widely known before 1500," he writes -- certainly not outside of France, England, and perhaps Spain.

Something happened to Checkers in those years leading up to the 16th century, something that made the game much more attractive. Up until then, there were two ways to play Checkers: a) you could choose not to capture when the opportunity came, or b) you were compelled to capture. Compulsory captures is what makes Checkers so interesting, and by the opening of the 16th century this form of play was dominant. (Odd rules from various corners of Europe, such as checkermen not being allowed to capture Kings, had also been ditched.) Checkers then spread eastward, first into Italy (where we have a report dated 1527) and elsewhere in Europe after 1550.

### **The Scots take center-stage**

The first work in English to focus on Checkers in a serious manner appeared in 1756 (William Payne's *Introduction to the Game of Draughts*). From here the Scots took over the game and in the following hundred years greatly expanded our knowledge of its possibilities. The Scottish influence is still seen in the names of some of the more popular opening systems, which bear the names of Scottish towns (Dundee, Edinburgh, Glasgow) and more fanciful notions (the Will-o-the-Wisp, the Laird & Lady, and the Ayrshire Lassie).

Given the stormy relations between England and Scotland in the years leading up to their unification, it's believed that the Scots learned the game of Checkers not from the hated English but from the Dutch (in whose armies many Scots fought in the 17th century). The Scottish "Dam" is certainly closer to the Dutch "Damen" and the French "Dames" than the English "Draughts."

### **Checkers in the modern era**

Those of us who don't play in Checkers tournaments usually begin a game by just beginning. Whatever we like to play, we play. This style is called "Go As You Please" and on the professional level it results in numerous draws, due to the great knowledge these players bring to the game. The first world championship, held in 1847 (between two Scotsmen, of course), was a Go As You Please affair. In the 1890s the Two-Move Restriction was introduced, in which the first two moves of a game were chosen by lot from certain pre-approved combinations.

The Two-Move Restriction eliminated many draws, though not enough. The Three-Move Restriction was introduced at the 1934 world championship (between two Americans). The participants chose moves by lot from a list of officially sanctioned "three-move openings." This system is still in force today (though there's also a separate tournament track for Go As You Please games). A third system, in which one man from each army is removed by lot before the first move, is less popular. (Hoyle's Checkers is solely Go As You Please.)

## An odd sociological footnote

We all know the stereotype of Chess masters: they eventually go insane. Checkers masters keep their marbles, so to speak, but they seem to die tragically. Some examples:

The first American world champion, Robert Yates, took the crown from the Scots in 1874. He died not long after in an accident at sea. He was 24.

The 1902 world champion, Scotland's Richard Jordan, was killed in a train accident.

In 1927, the United States walloped Great Britain in the Second International Checkers Match (Great Britain had done the same to the US in the first match, played in 1905). Sam Gonotsky, top scorer for the US team, died a few years later. He was in his twenties.

In 1949, Willie Ryan tied defending champ Walter Hellman (both Americans). Ryan wasn't particularly young at the time, but he died not long after, just weeks before he was scheduled to play Hellman in a rematch.

In 1951, Hellman defeated Maurice Chamblee (American) in a title match. Chamblee soon died, of course. He was in his twenties.

### See also

How to play Checkers

Actions menu commands

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Changing player settings

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## How to play

Checkers is played by two people on the same checkered board that is used for Chess, but there all similarities end. The pieces that make up your army are also called **checkers** (or simply men), and each army has 12 of them. The checkers of each army are the same color. Whichever colors are used, the side with the darker pieces is called Black and the side with the lighter pieces is called White.

The board is placed so that each player has a light-colored square in the corner on the right. The pieces move only on the dark-colored squares.

To begin a game, set your pieces up on the 12 dark squares of the first 3 rows of the board. Your opponent does the same.

By tradition, Black moves first. Moves alternate after that. You lose the game if your turn comes and you can't make any moves. This usually occurs because all of your pieces have been captured, but sometimes because the ones you have left have been immobilized by your opponent. If neither you nor your opponent has enough of an advantage to win, you can agree to a draw.

The pieces move one square at a time, always forward and always diagonally to an adjacent dark square. The exception to the one-square-at-a-time rule is when you are capturing, or **jumping**, an enemy piece. You can jump if your piece occupies a square adjacent to the enemy, and if there is an empty square on the other side of the enemy. That empty square is the one your piece will jump to. The enemy piece is then removed from the board.

When you choose this options in the Settings item of the Game menu, capturing is compulsory: If the opportunity to capture comes up, you must take it. If you have the option of capturing a piece in either of two directions, you can choose which one to grab.

If, after capturing an enemy piece, you find yourself next to another enemy and the square beyond that one is empty, you can capture that second piece, too. And so on. You can change direction in these multiple captures, so long as you keep moving forward.

## "King me"

The row of squares farthest from each player is that player's **King row**. On reaching the King row, your piece is **crowned** and becomes a King. Now it can move backward as well as forward. (If by jumping over one or more of your enemies you land on the King row, your new King can't continue jumping in the same turn even if the opportunity is right there. The act of being crowned requires that the new King end its turn on the King row.)

## Getting Started

If you are playing Black (or Blue for frogs), you must move first. Click a piece and drag it to the square you want to move it to (forward and diagonally to an adjacent dark square).

In the Settings dialog box for Checkers, you have the option of setting the board view (2D or 3D), the style of the checkers (standard or frogs), your color, and whether players must jump opponents when a jump is possible. Choose Settings from the Game menu to set these options.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Checkers:

Actions	Shortcut key
Resign	R
Request Draw	D
Pass	Enter (This option is only available when the Must Jumped option is unchecked.)

## Checkers strategies and tips

- Don't start out with the sole idea of trading pieces as quickly as possible. Trade only when you can win a positional advantage (for example, trade pieces if it helps you open a path toward the King Row).
- The weakest sector in your half of the board is the one with the "Double Corner" (the corner with two playing squares instead of one). This is also your opponent's weakest point. The first Kings are usually crowned here.
- You'll command the board if you can place your pieces on the center squares (the two immediately in front of your lines and the two immediately in front of them).
- Once you've occupied the center squares with your pieces, try to exchange in the direction of your opponent's Double Corner.
- Consolidate your pieces as you advance. A wedge-shaped formation gives you the most security and the most punching power. As you advance each checker, follow it up with a checker from the line behind.
- Attack as hard as you can when you see large gaps and straggling men in your opponent's position.
- The best defense is almost always to try to force an exchange of men. This lessens the attacker's power.
- Never keep all four men on your back row -- you'll find yourself outgunned everywhere else! Keep two men there, preferably one in the Double Corner and one two squares away.
- Always ask yourself: "Where will I land if I jump?" and "Will that leave my opponent with an opening?"
- Look closely. Sometimes by offering one man, you can capture two!
- Don't move to the sides! A piece on the "rim" has had its reach cut in half. This is a typical beginner's error.
- In the endgame, you must keep your checkers out of the reach of any enemy Kings, and you must push them through to the King Row.
- Endgames are often won or lost by who has "the move" -- in other words, by who moves LAST. Generally, the player moving last will win. If your opponent has "the move," you can take that advantage away from him or her by forcing a one-for-one exchange.

- In the endgame, one King against one King is a draw (if one can take shelter in a Double Corner). Two Kings against one King is usually a win for the majority side, but three Kings against two Kings is often a draw -- provided the minority side can place one King in each Double Corner.
- If you have two Kings against three Kings, avoid a one-for-one exchange -- you have a good chance to draw with two against three, but not much chance at all with one against two!

**See also**

How the game of Checkers evolved

Actions menu commands

Shortcut keys

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# Chess

## How the game evolved

"The game of Chess is a lake, in which a mosquito can bathe and an elephant can drown."

--Indian proverb

Archaeologists have more than once dug up game pieces that could be chessmen. Some of these items have been judged to be thousands of years old. Did Roman senators, Greek philosophers, or even Egyptian pharaohs play some primitive form of Chess? Was Chess played by the waters of Babylon and in the courtyards of Ur? Given the available evidence (or rather, the lack of almost any evidence), it seems doubtful. Nathan Divinsky, writing in his admirable *The Batsford Chess Encyclopedia*, sums up the prevailing view: "It seems unlikely that Chess existed long before the year 600 without any references in articulate Greece or in businesslike Rome."

The oldest Chess pieces that everyone agrees are Chess pieces date from about the year 600. That's also the approximate date of the earliest reference to Chess in world literature. The writer is Persian, and in his text he mentions a game similar to ours that has been obtained through trade with India:

"Chaturanga." If you allow a few decades for a new pastime to soak so far into a culture that people begin to write about it, and for that pastime to travel to Persia, we can guess that Chess was invented in India in the 6th century AD.

War by other means

Chess, the slow-motion game

Chess hits the road

'The Royal Game' earns its nickname

The European makeover

Liberty, Equality, Fraternity, and Chess

Going global

The Information Revolution

## War by other means

Chaturanga is a Sanskrit word meaning "quadripartite," or divided into four parts. The Indian army of that time was also called Chaturanga, and had four divisions: elephants, cavalry, chariots, and infantry. This suggests two theories to explain how Chess came to be:

1. Chess was a substitute for war, or a bloodless training ground for war.
2. Chess was a way to recreate real life in miniature, as we do today when we play board games that let us buy and sell "property" with fake money, for example.

The moves in Chaturanga were determined by rolling dice. This suggests one more creation theory: that this ancient form of Chess was a way of foretelling the future, or of obtaining messages from gods. David Hooper and Kenneth Whyld, in their *Oxford Companion to Chess*, offer this scenario:

By controlling the fall of objects onto a divination board the gods could communicate with men. At a later stage dice were added to determine the moves of the pieces and further reveal the celestial mind. Then someone was sacrilegious enough to convert this process to a game, perhaps eliminating the dice. The person who secularized the religious process has, perhaps, the best claim to be the 'inventor' of Chess.

## Chess, the slow-motion game

Chaturanga was a four-player game. Each player had eight pieces: four pawns, a boat or chariot (our Rook), a horse (our Knight), an elephant (our Bishop), and a King. The moves were determined by rolling red, green, yellow, and black dice. (We don't really know how a set of dice determined moves on a chessboard, as no how-to guides survive from that era.) The elephant could move only two squares on a diagonal, though it could jump over any piece in its path. The pawn didn't have the option of moving two squares on its initial move, and on reaching the eighth rank couldn't be promoted to anything of importance. Castling didn't exist. There were no Queens, with their explosive power to change the course of a game in a single move. The Rook, Knight, and King moved as they do today. Try conducting a game with these rules. Be sure to set aside lots of time!

You'll have to make your own chessboard, too. The ancients used a 64-square board, but none of the squares were colored. (That was a European invention.)

## **Chess hits the road**

The four-player version disappeared almost as soon as Chess left India. The Persians played only the two-person variety. Each player now had a 16-man army, as we do today, but the pieces were just as limited as described above, even the new "counselor" piece, which stood beside the King. (It's possible that the Kings from the two discarded armies of the Indian game became counselors in the Persian game.) The counselor could only move one square diagonally, making it hardly more powerful than a pawn. Two-player Chess was every bit as slow as four-player.

The Persian game could be played with or without dice. The use of dice didn't stop for at least another half a dozen centuries. The last mention of dice appears in a European literary work of the 13th century, in which a gentleman asks the object of his affections, "Lady, which game will you play? Will you have it with moves or with dice?"

The westward dispersal of Chess accelerated in the 7th century when the Arab empire overran Persia. In the next four centuries the Arabs produced the best players in the world. The names of some of these champions, and even much of their writings and many of the endgame problems they composed, are still known to us today.

Chess also ventured eastward, and as it traveled through Asia it evolved in far different directions from the game Westerners know. In Chinese Chess, for example, pieces are placed not within squares but on the intersections of the lines. A river divides the 9-square by 10-square board; each player has a fortress to shelter in; some pieces can't leave the fortress, some can't cross the river; some of the pieces resemble ours, but there are no Queens. Checkmate is still the aim.

Japanese Chess, commonly called "Shogi" in English-speaking countries, came to Japan from China by way of Korea. Shogi is played on a 9x9 board. The pieces are set up on three rows instead of our two. As in Chinese Chess, there are no Queens. The more recognizable units (to Westerners) are the Kings, but each player has three of them. Even with three Kings, the object of the game is still checkmate. Most notable divergence from the Western game: captured pieces change sides!

## **'The Royal Game' earns its nickname**

Chess took several paths into Europe. The Arabs invaded the Iberian Peninsula, where the kingdoms of Spain and Portugal would one day rise, and the island of Sicily in the 8th century, and naturally brought Chess along with them. The rising Italian city-states, the nucleus for what would one day become Italy, were building economic empires in the Mediterranean. Traders from Venice and Genoa soon discovered Chess. No doubt at least a few Crusaders learned Chess while hacking their way through the Holy Land. Chess entered Central Europe through the Balkans and invaded Russia through Central Asian trade routes. Even the Vikings learned Chess and helped to spread it through the more northern lands. By the year 1000, Chess was well-known throughout Europe (though there was no common set of rules).

In the Islamic countries, people of all social classes played Chess. In the European countries, at least in the Middle Ages, Chess was a game of the nobility (hence "The Royal Game"). Aspiring knights were instructed in Chess as well as in how to joust, slay dragons, and court ladies. In Europe as in Arabia, women were encouraged to play, and in fact Chess was often referred to as a "game for lovers." In the Camelot stories, Lancelot and Guinevere played Chess.

Though the Church occasionally tried to ban Chess (the dice aspect was particularly troubling), the game attracted many followers within religious orders, where it was often seen as a parable of good and evil. "The man who surrenders to sinful thoughts will always be held in check by the Devil and will lose his soul to mate if he does not know how to protect himself," wrote one theologian in 1300.

## **The European makeover**

The period 1400-1600, the ebbing of the medieval era and the flowering of the Renaissance, was the incubator of modern Chess.

The Europeans gave the King a Queen, with all the powers she enjoys today. They also gave the Bishop its diagonal strength and the pawn the choice of opening with a one- or two-move step. The Europeans invented castling and the concept of "promoting" a pawn to a Queen to "reward" it for successfully completing its journey across the battlefield. Suddenly Chess was considerably faster and the pieces packed more of a punch!

We would be right at home on a chessboard in this time period. For one thing, we could play on a checkered board. Dice and Chess had at last parted company, so we could be sure that any game we played would be a true contest of skill. We could expect everyone to be playing by the same rules.

We could even consult a Chess book for advice. The earliest known typeset Chess book appeared within 50 years of the invention of the printing press (late 1500s). The author devoted a number of pages to the old style of play, with its less-powerful and decidedly slower pieces, but this was the last work to do so. The history of the game we call Chess now centers around developments in Europe and the Americas.

## **Liberty, Equality, Fraternity, and Chess**

In the Western world, the 1700s were the years of the common people, in Chess as well as in politics. Among the upper classes, gambling replaced Chess as the amusement of choice, but Chess had already filtered down to the everyday man (though women still played, Chess was beginning to be considered a "man's" game).

The 18th century gave us revolutions, the first stirrings of the Industrial Revolution, and the concept of the Chess club. In the great cities of Europe, entrepreneurs established Chess places (often called "resorts" or "divans") whose reputations still endure. The first Chess professionals appeared. Rather than relying on one wealthy patron for their daily bread, these hardy souls played Chess for money at the new coffeehouses, gave lessons, and wrote books. (It was in this century that the flood of Chess books began, which today form the largest body of writings on any game ever invented.)

Benjamin Franklin, who seems to be responsible for so many firsts in American history, can also be credited with the first American writing on Chess: the essay *The Morals of Chess* (1786). Chess, Franklin wrote, teaches "foresight, by having to plan ahead; vigilance, by having to keep watch over the whole chessboard; caution, by having to restrain ourselves from making hasty moves; and finally, we learn from Chess the greatest maxim in life, that even when everything seems to be going badly for us we should not lose heart but, always hoping for a change for the better, steadfastly continue searching for the solutions to our problems."

## **Going global**

In the 1800s, the clubs of the previous century reached out to each other through the new postal services. One of the earliest and most famous correspondence matches was the four-year battle between the Edinburgh and London clubs (1824-28). The distance the letters traveled was about 400 miles, and each letter took three days to arrive. Edinburgh won the match but Chess won a much larger victory, as the newspapers covered the games and exposed a wide readership to some very exciting play. In the 1830s clubs in different countries began to correspond.

The greatest players of each era had traveled to other countries and tested themselves against the competition there, and fledgling organizations had put together an occasional tournament of champions, but in the 19th century these activities became systematized and commonplace. In 1834, the Frenchman Louis Bourdonnais burnished the honor of France by defeating the British champion, Alexander McDonnell; the British exacted revenge in 1843 when Howard Staunton trounced the French champion, Pierre Saint-Amant. The first international tournament soon followed (London, 1851). In 1872 the German master Wilhelm Steinitz, having defeated everyone in sight, declared himself the world champion; the process of selecting a world champion has continued to this day.

By the end of the 1800s the laws of Chess had been standardized, as had the shapes of the pieces used in tournament and match play (the Staunton design, named for the design's principal booster). There were Chess organizations on the city, state, and national levels, and a system for awarding the coveted title of "master" to the best players. Chess clocks were being used for all serious games, which prevented players from trying to win by "outsitting" their opponents!

## **The Information Revolution**

The 20th century has seen four far-reaching developments in Chess. These are going to make the 21st century an interesting one for Chess players! In no particular order, these are:

- The computer. The first "Chess-playing machine" appeared in 1769 (there was a little man hidden inside). Two centuries later, computers can play as well as the human champion of the world (as we saw in February 1996, when Garry Kasparov had to overcome a first-round defeat to take his match with Deep Blue, and in the April 1997 return match, when Deeper Blue psyched out the exasperated Russian). Computers now act as study aids, research tools, and sparring partners for professional players, as instant and always available opponents for the rest of us, and have contributed enormously to our knowledge of the endgame.
- Women players entering the top levels of play. Until fairly recently, Chess was an all-boys club, and it was felt that women just couldn't cut it at the top level of competition. The Polgar sisters of Hungary (among others) have smashed that perception; all three are grandmasters, and one (Judit) ranks among the top 20 players, period.
- Chess in the schools. The former Soviet Union began the practice of teaching Chess as part of its standard curriculum -- a practice that has contributed enormously to the iron grip the Russians have held on world Chess since the end of World War II. Now many Western nations are at last following suit.

- A global Chess organization. The Federation Internationale Des Echecs, or FIDE (pronounced FEE-day), has had its troubles, but since 1924 has been a force for unification and world standards. FIDE maintains a numerical rating system for master players, awards titles, organizes the world championship, and runs a biennial "olympiad" that brings together teams from dozens of countries.

#### **See also**

How to play Chess  
Actions menu commands  
Shortcut keys  
Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Head-to-head play  
Setting game rules and options  
Signing in  
Starting an Internet game  
Viewing statistics and current standings

## **How to play**

When you set up the board to play Chess, there should always be a dark square in the left corner nearest you and a light square in the right corner. Remember: "Light on the right."

The armies are always referred to as White and Black, though Chess pieces are available in many colors. The person commanding the White, or lighter, pieces always moves first. (A player can never refuse to move, no matter how disastrous his options may be!)

Each army has 16 pieces: one King, one Queen, two Bishops, two Knights, two Rooks, and eight pawns.

### **Rules of chess**

The King  
The Queen  
The Rook  
The Bishop  
The Knight  
The Pawn  
Relative Values of the Chess Pieces  
Check and Checkmate  
Drawn Games  
Castling  
Chess Notation

### **The King**

If the King is trapped with no escape possible, the game is lost. Therefore the King is by far the most valuable piece on the board. However, as a fighting unit His Highness is simple and slow. The monarch can move in any direction (horizontally, vertically, or diagonally), but only one square at a time.

(There is one exception to the King's one-square-per-move plodding. See below for an explanation of castling.)

The King can capture an enemy soldier only if that soldier is occupying a square adjacent to the King. (**Capture** describes the removal of a piece during a game. Captures are always optional in Chess, except where the survival of the King is concerned -- see the sections on check and checkmate.) The soldier is removed from the board and the King steps onto the square the soldier had guarded.

All of the pieces (except, in one special case, the pawn) capture by removing the enemy piece from the board and then occupying the enemy's square. Once a piece is gone, by the way, it's gone: if you lose your Queen, you won't have the use of a Queen for the remainder of the game. (Unless you are able to promote a pawn! See the section on pawns below.)

Unlike Checkers, it's illegal in Chess to capture more than one piece at a time.

## The Queen

The White Queen, at the beginning of the game, stands on a light square in the center of the back rank; the Black Queen stands on a dark one. Two handy mnemonics for remembering where to start the Queen are "Queen on her own color" and "The Queen's dress matches her shoes." The King takes his station on the center square closest to the Queen.

The Queen, as a soldier in your army, is as swift as the King is slow. The Queen can move in any direction, and can charge from one end of the board to the other in the same turn.

There are two things the Queen cannot do. First, the Queen can't jump over another piece, whether friend or foe. (This is true of all the pieces, except the Knight.) The sovereign must either stop before running into the obstruction or, in the case of an enemy soldier, capture it.

Second, the Queen cannot change directions while moving. If the Queen sets out on a diagonal course, for example, that diagonal must be kept to. (Again, this is true of all the pieces, except the Knight.)

## The Rook

Each army has a pair of Rooks. Each Rook occupies a corner of the board when beginning a game. The Rook has half the firepower of a Queen, as it moves vertically and horizontally but not diagonally.

## The Bishop

You have two Bishops in your arsenal. Centuries ago, the Bishop was called the "Counselor," and you can understand why when you look at the Bishops' initial positions: one on the Queen's left and one on the King's right, as if one of the royals might ask them for advice.

The Bishops move diagonally only. A Bishop can never leave its assigned color.

## The Knight

Two Knights make up your cavalry. They are stabled one on each flank, between the Rook and the Bishop.

The Knight is the oddest soldier in your army, and the one that gives new field marshals the most trouble. That's because the Knight can do two things that no other Chess piece can:

- The Knight leaps over any piece that lies in its path, friend or foe.
- The Knight changes direction as it leaps.

When the Knight is positioned in or near the center of the board, it can leap to any of eight possible squares.

{bmc tut12.bmp}

Though the Knight jumps as if it were a piece in Checkers, it can't capture that way. The Knight can only capture an enemy piece if that piece occupies one of the Knight's landing zones.

## The Pawn

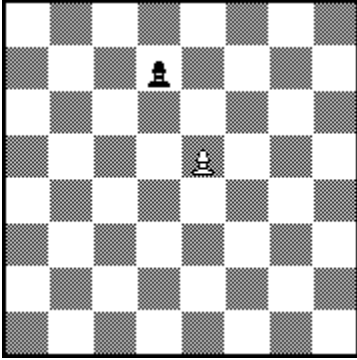
The stubborn, one-step-at-a-time pawn has a poor reputation. We call people pawns when they appear to be powerless. And yet the pawn is the heart of Chess. Never take your infantry for granted!

The pawn has three distinguishing characteristics:

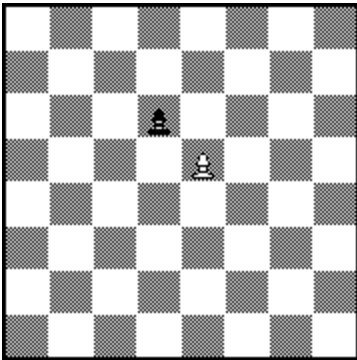
- It's the only piece that moves in only one direction: forward.
- It's the only piece that captures in a different manner than the way in which it moves. The King, Queen, Rook, and Bishop capture whatever lies in their path; the Knight captures whatever occupies the square it lands on; the pawn moves in a straight line, but captures diagonally. (The enemy must be on an adjacent square. The pawn occupies the square that held the target piece.)
- It's the only piece that can transform itself into a unit of vastly greater power.

On its first move the pawn has the option of moving one square or two. After that, the pawn may only move one square at a time.

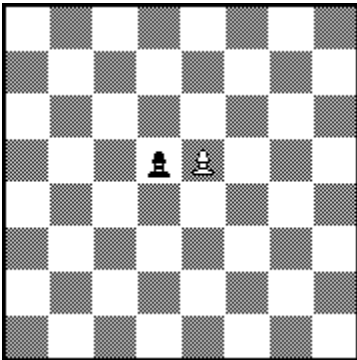
When a pawn fights its way through to the last rank on the opposite side of the board, it may be exchanged for any other piece (except a King or another pawn). The new piece begins its career on the square the pawn had occupied. Every time one of your pawns reaches that last rank, you may trade it in for something else.



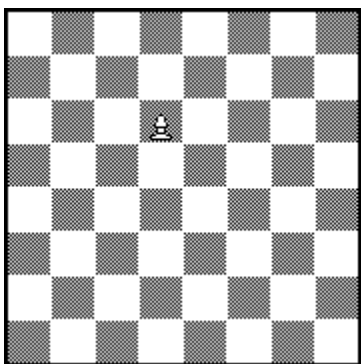
The pawn has one other trick to play, and this may be the most confusing move of all. Say that a White pawn has penetrated Black's camp.



Black could advance his pawn one square, stopping to attack the invader.



If instead Black sends his pawn ahead two squares, he bypasses the White pawn, and seems to give White no say in the matter.




























In fact, the bypassed pawn has the right to capture the pawn that had rushed by as if it had stopped after just one square.

This is called capturing **en passant**, a French term for "in passing."

The en passant capture works for Black as well as for White, of course. It's also entirely optional.

### Relative values of the chess pieces

It is vital that you have a clear and reliable notion of the value of each unit under your command. Just as the Pentagon must know what it costs to field an army, you must know, too. If not, you may never get your money's worth when you and your opponent begin capturing each other's pieces. The following table is based on five centuries of practical play. It takes the pawn as the basic unit and calculates each piece's value in those units.

	= 1 point
	=    or 3 points
	=    or 3 points
	=      or 5 points
	=         or 9 points
	= Priceless

What does this table tell us? Suppose you can capture a Bishop while letting your opponent capture your Knight. No harm done: Bishops and Knights are the same value. (An even capture is called an **exchange**.)

However, if you capture a pawn and your opponent captures one of your Bishops, you've made a poor bargain. Chess players say you have "lost the exchange" (your opponent has "won the exchange").

By knowing the relative values of the pieces we can tell which captures would be profitable, which would be costly, and which would be even. Weigh captures and exchanges carefully. When a player obtains an edge in material, he is much more likely to win the game. Superior force usually wins!

### Check and checkmate

Your objective on this battlefield is to attack the enemy King in such a way that it cannot escape. An attack on the King is called a check. If the King cannot escape the check, then the check is actually checkmate, and the attacking force has won the game.

When your King is checked, you must drop everything and rush to his defense. There are three ways to fend off a check:

- Move out of the path of the attacking piece.
- Block the path of the attacking piece with one of your own pieces.
- Capture the attacker.

If your King is in check and you can't move, block, or capture, then you've been checkmated. (Note that in Chess the King is never actually captured. If the monarch is in check and unable to do anything about it, the game is over.)

### Minimum requirements for checkmate

In certain situations, with certain combinations of pieces, it's impossible to checkmate even a lone King. Bishop, Knight, and King are the minimum requirements (even the professionals have trouble with this one!).

A King and one Bishop can't enforce checkmate against a lone King. (Since the Bishop travels on only one color, the hostile King is safe whenever he occupies a square of the other color.)

Nor can a King and a single Knight enforce checkmate. In any given position there are just too many squares not controlled by the Knight. In fact, a King and two Knights can't pull this off either.



## Drawn games

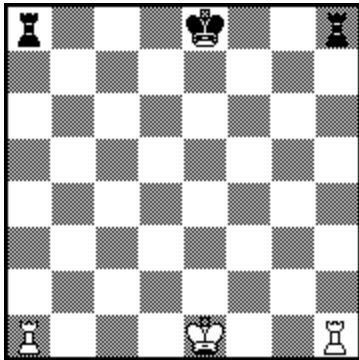
So far it may seem as if all Chess games end in victory for White or Black, just as all baseball games end in a win or a loss. Actually, a game of Chess may end in a **draw** (a tie). There are several ways in which a game may be **drawn**:

- Draw by Agreement. The players can agree to a draw. This may happen for various reasons: because neither player thinks the game can be won, because there isn't enough time to finish the game, or even because the position in the game is a crashing bore!
- Draw by Perpetual Check. This refers to a position in which one player can keep checking the other player's King, move after move after move, with no possibility of the defending player being able to stop the checks. The assumption here is that the player doing the checking is at a disadvantage in some way, and is deliberately forcing a draw rather than suffering a loss.
- Draw by Insufficient Material. See Minimum requirements for checkmate above.
- Draw by Stalemate. This is a situation in which the player whose turn it is to move is not in check but has no legal moves.
- Draw by Repetition of Moves. For this one you'll need to keep a record of the moves in the game using Chess notation (see below) if playing another human; against a computer opponent, the computer will do it for you. If the same position occurs three consecutive times, the game is drawn.
- Draw by 50-Move Rule. You'll need to record the moves for this one, too (unless you're playing a computer). If a player can demonstrate that the last 50 moves have been made without the capture of a piece or a move by a pawn, that player may claim a draw. (This rule is most often used when one side has only a King.)

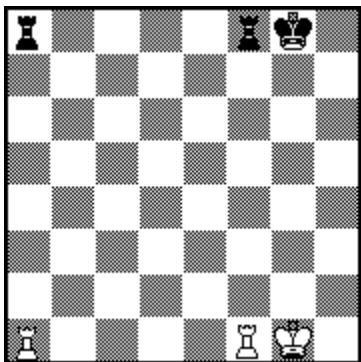
## Defending the King: Castling

If you want to ensure a long life for your King, you'd better castle. Castling is the only maneuver in Chess that involves the simultaneous movement of two pieces: the King and one of the Rooks. Castling is carried out with the goal of transferring the King to a safer refuge at the side of the board.

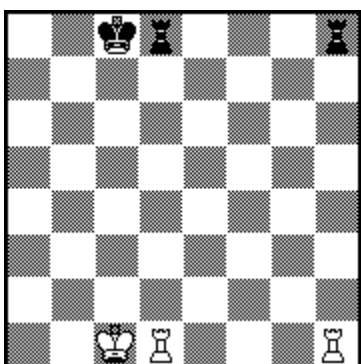
There are two types of castling: Kingside, which involves the King and the King Rook (the one in the corner closest to the King), and Queenside, which involves the King and the Queen Rook (the one in the corner farthest from the King).



This is the board with the Kings and Rooks prior to castling.



In Kingside castling, White moves his King two squares to the right. The King Rook hops over the King to the square on the King's immediate left. For Black, Kingside castling means just the reverse: the King moves two squares to the left, and the King Rook hops over to the square on the King's immediate right.



In Queenside castling, White moves his King two squares to the left. The Queen Rook hops over the King to the square on the King's immediate right. For Black, the King moves two squares to the right, and the Queen Rook hops over to the square on the King's immediate left. Note that in Queenside castling, there are three squares between the King and the Rook at the start of the maneuver. The King doesn't end up as deep in a corner as in Kingside castling, but the Rook is brought a step closer to the action in the center.

Which kind of castling is better depends on the particular circumstances of a given game. With time and experience will come an understanding of when to castle and on which side of the board.

### When castling isn't possible

There are seven restrictions on castling. Four are temporary (castling might be possible later in the game) and three are permanent (castling will not be possible, period).

Here's the list of temporary restrictions:

- If your King is in check, you can't escape by castling out of it. You can't castle out of check.
- If a King must travel across a square controlled by an enemy piece, you can't castle. (You can't castle out of check, and you can't castle through it, either.) There's no problem if the Rook rather than the King must pass across a contested square.
- If the King would end up on a square controlled by an enemy piece, you can't castle. (You can't castle out of check, you can't castle through it, and you can't castle into it.)
- If a square between your King and the Rook you want to castle with is occupied, whether by one of your own pieces or one of your opponent's, you can't castle.

These are the permanent restrictions:

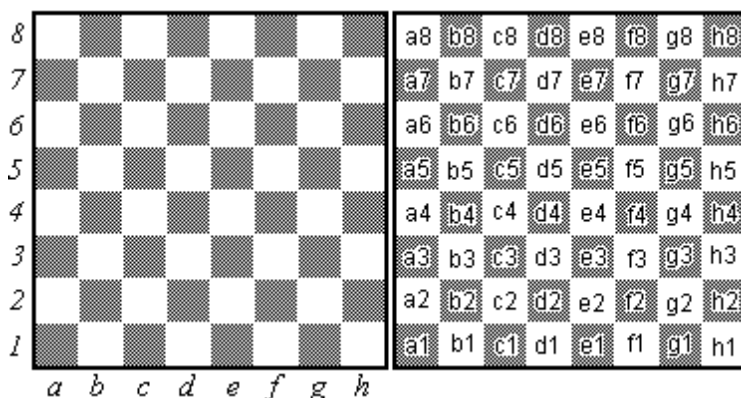
- If a player has moved his King before he's had a chance to castle, he can't castle.
- If a player has moved his King Rook before he's had a chance to castle Kingside, he no longer has the option of castling Kingside.
- If a player has moved his Queen Rook before he's had a chance to castle Queenside, he no longer has the option of castling Queenside.

Even when castling is possible, you can only do it once per game.

There's much to remember about castling. It may seem like too much to remember. But it's the single most important action you can take to protect your King. Castling defends and attacks at the same time: simultaneously entrenching the King behind a stockade of pawns on the flank and bringing the long-range firepower of the Rook to bear on the center.

## Chess Notation

To help us describe the action in a game, we call a horizontal line of squares a rank and a vertical line a file. Each rank has a number and each file has a letter.



Chess notation uses abbreviations for the pieces:

King = K

Queen = Q

Bishop = B

Knight = N

Rook = R

(There is no abbreviation for the pawn.)

A move is described by listing the piece, the departure square, and the arrival square. For example, a Rook moving from a1 to a8 is recorded as Ra1-a8 (or, if you want to save space, as Ra8). A pawn moving from e7 to e5 is recorded as e7-e5 (or simply as e5). A capture is described in the same way; you simply list the move the capturing piece made.

Castling is recorded by the King's move from its starting point to its ending point (Ke1-g1 or Kg1).

Check is noted by adding a plus sign at the end of a move. Checkmate is two plusses.

Capturing en passant is noted by adding the abbreviation "e.p." at the end of a move.

Pawn promotion is indicated by parentheses: e7-e8(Q) or a7-a8(R), for example. The letter inside the parentheses shows what piece the pawn was promoted to.

## Getting Started

If you are playing White, you must move first. Click a piece near its base and drag it to the square you want to move it to. (You can also select a piece by clicking anywhere on its square.)

In the Settings dialog box for Chess, you have the option of setting your color and whether to display the board two or three dimensions. Choose Settings from the Game menu to set these options.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Chess:

Actions	Shortcut key
Undo	Ctrl+Z
Resign	R
Request Draw	D
Show 2D/3D Board	Spacebar

### See also

- How the game of Chess evolved
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

# Chinese Checkers

## How the game evolved

Chinese Checkers owns the oddest name in the Hoyle Board Games package: It wasn't invented in China and it has nothing to do with Checkers!

Everyone agrees that this game first appeared in the late 1800s, and that it first became popular in Sweden. The inventor simply took the Greek game of Halma (meaning "jump" or "leap") and changed its look. Halma is played on a square board, Chinese Checkers is played on a board shaped like a six-pointed star. Halma uses flat pieces moving from square to square, Chinese Checkers uses marbles moving from hole to hole. In both games, the object is to be the first to occupy an enemy camp with your own pieces.

Although the pieces in Chinese Checkers move by jumping or leaping another piece, as in Checkers, this doesn't mean the two games are related. In Checkers, the jump is part of the business of capturing; Checkers is a war game, and the piece jumped is removed from play. In Chinese Checkers, the jump is just one way of getting around the board; Chinese Checkers is a racing game, and the piece jumped stays where it is.

By the way: Chinese Checkers is indeed played in China. (Perhaps the Chinese learned the game from a Swede.) In China they use 10 pieces per player, as opposed to the 15 sometimes used in Europe. Hoyle Board Games uses the Chinese variation, which is the form also used in the United States.

### See also

- How to play Chinese Checkers
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

The goal in Chinese Checkers is to be the first to move all of your marbles into the point (triangular area) opposite your home base. Two, three, four, or six people can play, but never five (because one player wouldn't have an opponent opposite him or her).

Two people set up exactly opposite each other. Three people alternate every other point. Four people set up opposite again.

Each player starts with a set of 10 marbles set up in the 10 holes or indentations of his home base. Play passes clockwise around the board. You can move one marble on your turn. You can move to any adjacent hole, forward, backward, diagonally, or sideways.

If the square next to your marble is occupied by your enemy or by one of your own pieces, but the square on the other side is vacant, you can jump to that vacant square. A marble can make multiple jumps in the same turn.

## Getting Started

In the Settings dialog box for Chinese Checkers, you have the option of setting whether home bases are indicated. Choose Settings from the Game menu to set these options.

Click a marble and drag it to an adjacent hole. You can also jump over one of your own marbles to get started.

To jump multiple marbles, click the marble, then drag it to its final destination.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

### See also

How the game of Chinese Checkers evolved

Actions menu commands

Shortcut keys

Getting started

Choosing a game

Changing player settings

Changing the game atmosphere

Head-to-head play

Setting game rules and options

Signing in

Starting an Internet game

Viewing statistics and current standings

# Dominoes

## How the game evolved

The typical board game is played on a specially arranged surface using pieces with specific powers. The board doesn't have to be a portable surface of wood, metal, fabric, or plastic; it can be drawn or inscribed in the ground, or, as in the case of Dominoes, the "board" can be built as the pieces are laid out.

Dominoes would appear to be a typical board game -- and yet, if you want to learn this game's history, you'll have to start with playing cards.

Let's start with the principles behind all card games. There are really only three: the higher card takes the lower card (Spades and Bridge, for example), similar cards make combinations (Poker and Gin Rummy), and some combination of the two (Pinochle).

### The Chinese have it both ways

The principle of combining cards by suit or rank is probably the oldest of the three. The evidence? The Chinese version of Dominoes. "Dice is one of the oldest games of chance, and Dominoes are only a different arrangement of the dice markings," writes Catherine Perry Hargrave in *The Fireside Book of Cards*. In the 1920s Hargrave researched not only the history of playing cards but also how cards fit into and reflected their societies. "Both games very probably originated in China, and the Chinese seem to have been playing the domino game, either with tablets made of ivory or bone or with slips made of parchment or early paper, at the time when paper money was also being used to play a card game."

The Chinese invented printing and paper money in the years 600 to 900. People began playing with the money almost immediately (as well as spending it!). Playing cards most likely evolved from this money, and one kind of playing card became the equivalent of our Dominoes.

Chinese Domino cards included a set of 21 cards with markings of red and black dots (corresponding to the **pips** on our Dominoes **bones**). There were also as many as four extra suits with fanciful decorations instead of dots. These decorations included chrysanthemum blossoms, bamboo, butterflies, bats, crabs, coins, scrolls, mythical figures -- you get the idea.

"There is a theory," Hargrave speculates, "that these domino cards also found their way into Europe in the 13th century, and that [the mythical figures] became the stranger persons on the 21 high cards of the Tarot series." We note this theory here only because of the sense of wonder it imparts. Dominoes were not reliably reported in Europe before the 18th century (see below), by which time the Tarot was well-established.

Whatever may have become of these figures, there seems to be a clear connection between Dominoes and playing cards. Marilyn Simonds Mohr makes the case in *The Games Treasury*, pointing out the playing-card terms in Dominoes. We shuffle the bones before each game, draw bones to form a hand, and dig in the boneyard when we can't play (which Mohr calls the equivalent of the expression Go fish). The 28 bones make up a deck and the deck can be broken into suits (one suit is all the bones with one blank half, a second is all the bones with one pip on one half, etc.).

### Dominoes takes its time leaving China

Though dice spread relatively quickly around the globe, Dominoes was a sluggard. Chess, Checkers, and Backgammon were firmly entrenched in Europe before the first mention of Dominoes appears (in Italy in the early 1700s). It was mostly likely brought to Italy by merchant traders, though that still doesn't explain the tardiness of the game's arrival. Dominoes spread to France and then to France's colony in Canada. When the British defeated the French in the Seven Years War (1756-63) and took control of Canada, French POWs brought Dominoes to England, where they found an enthusiastic following.

Joseph Strutt, an Englishman who compiled one of the first serious studies of games in English (Sports and Pastimes, 1801), thought Dominoes "a very childish sport." Dominoes, Strutt huffed, "could have nothing but the novelty to recommend it to the notice of grown persons in this country." Strutt was a better researcher than a judge of public taste, and Dominoes has been one of the world's more popular pastimes ever since.

#### See also

- How to play Dominoes
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

Hoyle Board Games includes three versions of Dominoes (Draw, Block, and Sebastopol). These are the general rules (specific rules for each version follow):

Dominoes are rectangular tiles marked with every combination of numbers (21 of them) that can be rolled with two dice. The tiles are called **bones**. In addition, six bones are blank on one half and one bone is blank on both halves, making 28 bones in a set or deck. The "heaviest" bone is marked with six dots or **pips** on each end: 6-6. (When comparing bones, one is heavier than the other if it has more dots; the other is lighter.)

Bones whose ends are alike (as with 6-6) are called **doublets**. Each doublet belongs to a single **suit**.

To begin a game (no matter which version), the bones are placed face-down on the table and shuffled (moved around at random). Each player draws a certain number of bones at random to form his or her hand. For the first play, a bone is laid face-up on the table. The next bone laid down must match the first in some way. For example, if the first bone played is the 6-5, the next one down must have a 6 or a 5. You set the new bone down with matching ends touching.

One object of a Dominoes game is to get rid of all the bones in your hand. There may also be scoring involved in the course of play. Dominoes variations fall into two categories, according to what you must do when you have no playable move. In the **block** category, a player with no playable move loses a turn. In the **draw** category, the player draws more bones from the common pile (the **boneyard**) until finding one that can be played. If no such bone turns up, the player loses a turn. The lightest hand wins the total number of points in all other hands.

### Block

This is the simplest variation. If two people are playing, they each draw seven bones for a hand. If three or four are playing, they each draw five. (This distribution of bones is the same for Block and Draw; Sebastopol has its own distribution, as explained below.)

The player holding the highest doublet **sets** it -- that is, lays it down as the first play. The turn to play then rotates to the left. Each play is made by adding a bone to an open, or exposed, end of the layout, with equivalent numbers touching. The layout in Block always has two open ends. Two branches are built off the sides of the set (the doublet that began the game). All doublets are customarily placed crosswise, but this doesn't affect the number of open ends.

If a player has no legal move, he or she passes. The game ends when a player gets rid of his or her hand or when no player is able to add to the layout. The player with the lightest remaining hand wins the total number of pips on all the bones remaining in the other hands. (The amount needed to win a game is usually decided among the players before play begins.)



## Sebastopol

This sounds like a battle in the Crimean War, but so far as is known the Charge of the Light Brigade has nothing to do with it. There's no boneyard. Four people play, each drawing seven bones. The 6-6 is set, after which play rotates to the left of the first player. The 6-6 is open four ways, and the first four plays after the set must fill each opening -- no branch may be extended before these four bones are laid down (unless the Use Sprout Rule option is turned off in the game settings). All other Block rules apply.

Use Sprout Rule means that branches may not be extended before the first four plays after the set. If this option is checked, the first four branches must be set before any branches can be extended.

## Draw

If you've mastered Block, then you have only one thing to remember about Draw: a player having no playable bone must draw from the boneyard until a playable bone turns up. Once the boneyard is empty, a player with an unplayable hand must pass.

## Getting Started

Choose Settings from the Game menu to set game rules and options.

When you are ready to start play, click each bone you want to select for your pile. Click and drag the bones to the position you want to play them.

If you don't have any possible moves, go back to the boneyard (main pile) and click bones until you get one you can play. If you don't have any moves and all the bones are out of the boneyard, you may need to choose Pass.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Dominoes:

Actions	Shortcut key
Pass	Enter

## See also

How the game of Dominoes evolved

Actions menu commands

Shortcut keys

Getting started

Choosing a game

Changing player settings

Changing the game atmosphere

Head-to-head play

Setting game rules and options

Signing in

Starting an Internet game

Viewing statistics and current standings

# Line 'em Up

## How the game evolved

Line 'em Up is a four-in-a-row variation of tic-tac-toe. One of the simplest of games, tic-tac-toe has ancient roots. One tic-tac-toe grid was found among the game-diagrams in the Egyptian temple at Kurna. These diagrams were carved into the temple's ceiling slabs. The identity of the players was not certain, but suspicion fell strongly upon the stonemasons who did the cutting; this was evident because one diagram was partially cut off by the final trimming of the slab. The stonemasons may have engaged in a round or two of games during their breaks.

Tic-tac-toe's history is fairly continuous. Ovid, born in 43 B.C., made mention of tic-tac-toe in the *Ars amatoria*. Roman ruins, medieval cathedrals, viking ships, burial sites, and many other historical locations provided ample drawing space for tic-tac-toe. The game existed in China before 500 B.C. In the time of Confucious, it was called *yih*.

In most tic-tac-toe games throughout history, play occurred at line intersections rather than in the space between the lines, as we are used to. Some of these games had more than nine playing points and, like checkers, were descended from alquerque. Any convenient material, such as small stones or pegs, sufficed for playing pieces.

Its British names include nine-holes, mill, and three men's morris. Tic-tac-toe was banned at various times in Britain because its grid pattern had been used centuries before by the Druids in their ritual ceremonies. On the Isle of Man, two men were punished by an ecclesiastical court in 1699 for "Makeing Nine Holes with their Knives after Evening Prayers." In the far east, the Tibetans and others also had used the nine-point grid as a sacred symbol.

The movement of play from the intersections to the spaces most likely occurred in the English school room after the development of drawing slates. This new tic-tac-toe variation was called noughts and crosses, in reference to the O's and X's that were used to fill the squares. According to the normal rules of play, a youngster should exclaim, after winning, "Tit tat toe, here I go, three jolly butcher boys all in a row." The significance of the butcher boys remains unknown.

As a four-in-a-row game, Line 'em Up has less predictable results than tic-tac-toe. It is also characterized by its vertical board arrangement; played pieces drop to the lowest available spaces in the columns (thus making Hoyle's Line 'em Up a gravity simulator).

### See also

- How to play Line 'em Up
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

Black (or green) plays first. It's your turn when the small piece next to your player flashes. On each turn you drop one piece down any column that is not already filled. Drop the piece by clicking above or anywhere on the column of your choice.

There are two game variations (see Settings in the Game menu). In one variation, the winner is the first to get four in a row (any direction, including diagonals).

In the other variation, the winner is the player with the most three-in-a-row combinations when the grid is completely filled.

## Getting Started

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Line 'em Up:

Actions	Shortcut key
Undo	Ctrl+Z
Resign	R

### See also

How the game of Line 'em Up evolved

Actions menu commands

Shortcut keys

Getting started

Choosing a game

Changing player settings

Changing the game atmosphere

Head-to-head play

Setting game rules and options

Signing in

Starting an Internet game

Viewing statistics and current standings

# Mancala

## How the game evolved

The name "mancala" applies to a family of games in which the playing board consists of two, three, or four straight rows of deep, round holes. The holes, which are used to hold the playing pieces, are what distinguishes this game from other board games. The word mancala (or Manqala) is derived from the Arabic word *naqala*, to *move*.

Most board games are based on human activities such as war, racing, and hunting. In light of this, H.J.R. Murray suggested that the original mancala cups must have had some functional purpose. He notes that the earliest patterns of lined cups are found around ancient construction areas, and that they could have been used to calculate worker's wages.

Mancala games spanning several continents have existed in great diversity from ancient times, making it difficult to trace their place of origin. However, the game apparently moved from west to east in southern Asia, and, from the northeast in Africa, westward and southward on that continent. This suggests a starting point near Egypt or Arabia.

The theory of Egyptian origination is given some credence by archeological findings. Patterns consisting of two rows of six cup-like holes are carved atop walls and/or roof slabs at the temples of Karnak, Luxor, and Kurna. These temples date from Egypt's Empire Age (1580-1150 B.C.). Another (possibly older) set of carved holes is found on a rock near the pyramid of Menkaure at Giza. These are historically isolated examples, however, and do not prove that King Tut was a mancala aficionado.

A stronger case for an early appearance of mancala comes from Ceylon, an island off southern India. One set of cups found outside an island cave dates from the 2nd century B.C., and another is carved on the side of Gaimaediyaigala, a huge sloping rock called the "stone frog rock." This rock stands beside an ancient holding tank built between the 2nd and 4th centuries A.D.

Mancala was a cultural perk left behind in the wake of Islamic expansion, which began in the 8th century A.D. The first passing mention of mancala in Arabic literature is in a book written about 950 A.D.

By the time mancala was noticed in the Mideast by European visitors, it had long infiltrated most of Africa and southern Asia. Jean de Thevenot ran across it during a visit to the Mideast in 1657-1679. He says, "They played mancala very frequently, which is made in the shape of a box, about two feet long and half a foot wide, with six small holes in the box itself, and six in the lid which is hinged to the box (for it opens like a chessboard)."

### Beating a path to Africa

The timeframe for mancala's penetration into Africa is not known, and may or may not have preceded the arrival of Islam. It goes by many names in different African countries, but *wari* is the most prevalent. In 1896, a western chronicler of games named Stewart Culin called mancala the "national game of Africa."

"Africanized" mancala is a spectator sport. Onlookers discuss strategy, dole out advice to (and sometimes interfere with) the primary players. To many western observers this lent a tribal atmosphere to game proceedings. (To modern Americans, it just sounds like ice hockey!)

### Westward ho!

Mancala never gained much of a foothold in the non-Islamic parts of Europe. The game did, however, cross the Atlantic with the African slaves, landing first in the West Indies.

Before its arrival in the west, mancala was mostly a secular activity. In Dutch Guiana (northern Brazil) and the West Indies it took on some spiritual overtones. M.J. Herskovitz, an anthropologist, wrote, "It is the game which is played in the House of Mourning to amuse the spirit whose body is awaiting burial." Apparently, the Dutch Guianese didn't want *too* much communion with the dead person; they kept a few different-sized boards on hand, and played on the type most disliked by the deceased!

### Regional incarnations

Though six and seven cups per row is most common, the number of cups differs from place to place. Children imitate the adults by playing mancala games with only two or three holes in each row. Some regions (especially in Africa) use mancala boards with up to 28 cup-holes per side. One type of mancala game, with up to three and four rows of six (or more) cups each and only two beans per cup, is common in eastern and southern Africa. A greater quantity of holes requires more playing pieces and more time to finish a game.

In West Africa, as in Syria and Egypt, mancala did not cross gender lines: men played with other men, and women played with women. In most Asian countries and the Philippines, men usually don't play the game at all.

Mancala might be played on a hinged board, as Thevenot reported, or dug right out of the ground. Non-hinged boards usually had two extra receptacles for storing captured pieces. The extra receptacles are especially common in the far east (southern China, Indonesia, and the Philippines).

Playing pieces are beans, seeds, berries, stones, or anything convenient. Play is normally counterclockwise. However, in some areas the first player determines the direction of *sowing* (i.e., piece distribution).

Some regional variations include the following rule: if the last piece is sown on a player's own side, that cup is immediately lifted and sown into the other cups. Rules for capture also differ greatly from place to place.

In some circles, cheating is commonplace, and in fact the player is highly regarded who can cheat without being detected. In one place, recorded by Murray, this inspired a corresponding rule that players sowing must keep their hands high above the board, so their moves could be monitored closely by the opponent.

#### **See also**

- How to play Mancala
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## **How to play**

The six small cups across the bottom are yours. The tall cup on the right is your mancala. (If you are seated in the top-right position, the top cups and the left mancala are yours.)

It's your turn when your nameplate flashes (see Settings in the Game menu to determine which player goes first). Click on one of your cups to play.

The stones from the cup you click on are distributed counter-clockwise around the board. Stones you play are dropped in your mancala but not in your opponent's mancala.

If the last stone from the clicked cup drops into your mancala, you get to play again. This can repeat as many times as you continue to play cups that end at your mancala.

If the last stone from the clicked cup drops into one of your empty cups, that stone plus all stones in the opponent's cup directly across the board go into your mancala.

When one player's cups are empty, any stones left in the opponent's cups are put into the opponent's mancala and the game ends. The player with the larger mancala wins.

### **Getting Started**

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Mancala.

Actions	Shortcut key
Undo	Ctrl+Z
Resign	R

**See also**

How the game of Mancala evolved  
Actions menu commands  
Shortcut keys  
Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Head-to-head play  
Setting game rules and options  
Signing in  
Starting an Internet game  
Viewing statistics and current standings

# Pachisi

## How the game evolved

Racing games have been developed by almost every culture on Earth. When the Conquistadors landed in Central America, they were surprised to find the Indians playing a game on a cruciform (cross-shaped) track with some resemblance to Pachisi.

Pachisi is a Hindu word meaning "25," a reference to the method of scoring used in the original game. It's an old game, perhaps dating from the era in which the Indians (of India) invented Chess (6th century AD). It's still popular in India.

The Pachisi we're familiar with in America was patented by an Englishman in 1896. He called it Ludo, but in this country we call it by its ancient name (though we use the Ludo rules). The modern board is square, but the track on which the pieces race is still cross-shaped.

Americans also know this game as Parcheesi(tm) (introduced in Britain in 1874); Sorry!(tm), which uses cards and a square track instead of dice and a cross-shaped track; and Trouble(tm), which uses dice in a plastic bubble in the center of the board. You push on the bubble to "throw" the dice. The track is a square.

It's worth mentioning two aspects of Pachisi (besides its name) that help to identify its origins:

First, the pieces move counter-clockwise; this is generally thought to be characteristic of Asian games. In most Western games, the pieces move clockwise.

Second, certain squares on the Pachisi board act as "castles" in which the pieces of one player (or one team) may take refuge and not have to worry about being bumped back to the beginning of the course. In some early forms of Chess, particularly as that game spread eastward toward China, each side could send at least a few pieces to safety inside a castle or citadel.

### See also

- How to play Pachisi
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

Players move their pieces out of their starting area, take one trip around the track, and head up the middle toward home. The player with the lowest roll of one die goes first (ties are broken with another roll).

A piece can't leave the starting area until a five is thrown, either on a single die, or as combination of both dice. When you roll a five, move your piece to the black square with the dot in your color (your entry space). After the piece is on this space, you can then use other rolls to move it. If you don't want to use one of the die values in a given roll, choose Pass.

A piece can be bumped back to its starting area if an enemy piece lands on it. You can't bump a piece that occupies a safety space (a black space), except in the case of entering your own entry space from your starting area.

Two pieces on the same space form a blockade. No pieces can move past the blockade (not even pieces of the same color). You cannot use a doubles roll to advance a blockade to a new space. No more than two pieces can occupy a space at the same time.

When you roll doubles, you get another roll. In one game variation, if you roll doubles three times in a row your piece closest to home is sent back to the starting area.

When you get near home, use the middle row of squares (the "home stretch") to go to the final home square. You must roll the exact number needed to get to the home square.

**Tip** You have the option of bypassing your home stretch and making an additional circuit around the board. You might want to use this tactic to bump the piece of another player who might be in the lead or on the verge of winning.

When you get a piece home, you get a 10 space bonus, which means you can move any combination of your pieces 10 spaces. When you bump someone, you get a 20 space bonus, which means you can move one of your pieces 20 spaces. If you cannot or choose not to use a bonus on the present turn, you lose it.

The first player to bring all four pieces home is the winner.

## Getting Started

Choose Settings from the Game menu to set game rules and options.

When you are ready to start play, click your starting area to roll one die. The player with the lowest roll goes first. Ties are broken by another roll. On a regular turn, click your starting area to roll two dice.

Move your pieces by dragging them to the desired space. When a move is not ambiguous, you can right-click a piece to move it.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Pachisi:

Actions	Shortcut key
Pass	Enter
Roll Dice	Spacebar

### See also

How the game of Pachisi evolved

Actions menu commands

Shortcut keys

Getting started

Choosing a game

Changing player settings

Changing the game atmosphere

Head-to-head play

Setting game rules and options

Signing in

Starting an Internet game

Viewing statistics and current standings



# Placer Racer

## How the game evolved

Placer Racer, though it resembles a type of electronic billiards game, plays more like the arcade games that attained popularity in the 1980's. Many of these games consisted of a series of screens with stationary targets. Advancement to the next level required dissolving all of the targets. Breakout™ by Atari is one early example of this type of game. Later, Tetris™ added puzzle-solving features and a time limit (you had to clear the screen before it filled up, ending the game). While Placer Racer includes features popularized by these other games, it ups the adrenaline ante by incorporating a shooter "gun" for zapping targets.

### See also

- How to play Placer Racer
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

The goal of the game is to clear each level by getting rid of all of the balls between the shooter and the ceiling. Be careful because the ceiling periodically drops and pushes all of the balls down. If any ball drops below the level of the shooter, the game is over.

If you are using your keyboard to play, use the arrow keys to aim your shooter. Press spacebar to shoot the ball. If you are using your mouse to play, move the mouse to aim the shooter and click the left mouse button to shoot the ball.

The ball bounces off the walls and sticks to the ceiling, or to the first ball in its path. When three or more balls of the same color touch, they disappear, along with any linked balls below them.

You can play Placer Racer against a friend or family member on the same computer. Use the Players dialog box to set up the two players, and choose who sits on which side of the keyboard.

In head-to-head play, the more balls you free from your side, the more extra balls appear on your opponent's side.

### Getting Started

Choose Settings from the Game menu to set game rules and options. Press Enter or your "fire" key/button to start each round.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Placer Racer:

<b>Actions</b>	<b>Shortcut key</b>
Pause	Esc

**See also**

How the game of Placer Racer evolved  
Actions menu commands  
Shortcut keys  
Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Head-to-head play  
Setting game rules and options  
Signing in  
Starting an Internet game  
Viewing statistics and current standings

# Reversi

## How the game evolved

In an unlikely coincidence, two very similar games were marketed in the city of London in 1880. One game, invented by John W. Mollett, was called Annexation and was played on a board shaped like a cross. The other game, invented by Lewis Waterman, was Reversi. Reversi used the same 8 x 8 square board as checkers. Which of the two games actually hit the marketplace first is unknown, but Waterman's Reversi survived. This may have been due in part to the fact that Jacques and Sons, Waterman's firm, legitimized the game by publishing *The Handbook of Reversi* in 1888.

Reversi is similar to, though more accessible than, the ancient Asian game of Go. Besides their visual similarity, both games share a theme of controlling territory by surrounding the opponent's pieces in order to reverse them (in Reversi), or capture them (in Go). It seems likely that Waterman and/or Mollett were inspired by Go in the invention of their games.

### See also

- How to play Reversi
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

Players take turns placing pieces on the board, with black (or purple) playing first. You can only play a square that causes one or more of your opponent's pieces to become sandwiched between your pieces, and thus flipped. Only sandwiches formed by newly placed pieces count; sandwiches that result from stones being flipped do not themselves cause other stones to be flipped.

If you can't move, you lose your turn.

Your piece color shows as a dot above your player's nameplate. When your dot is flashing, it's your turn.

A transparent piece shows when the mouse pointer is over a square that is a legal play for you. Click on the square you want to play.

The player with the most pieces showing his or her color at the end of the game is the winner.

### Getting Started

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Reversi:

<b>Actions</b>	<b>Shortcut key</b>
Undo	Ctrl+Z
Resign	R

**See also**

How the game of Reversi evolved  
Actions menu commands  
Shortcut keys  
Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Head-to-head play  
Setting game rules and options  
Signing in  
Starting an Internet game  
Viewing statistics and current standings

# Snakes & Ladders

## How the game evolved

Though Snakes & Ladders is popular primarily with children, adults should not dismiss it as superficial, as it belongs to a gaming tradition -- racing -- that stretches back 6,000 years. Not bad for a kids' game!

The Egyptians of 4,000 BC left behind fragments of game boards that researchers surmise were tracks for little wood runners to race on. By 2,500 BC the Egyptians were painting (in their curious, two-dimensional style) on the walls of their tombs representations of people thinking hard over game boards. With some paintings, we can't really know what's going on; since the Egyptians painted in profile, it's impossible to know what the boards looked like or what the pieces were doing on them. With other paintings, however, the profile view is not a problem. The pieces on the boards are engaged in a race.

Many boards and pieces have been recovered from this period, not only in Egypt but in the early civilizations of Ur, Palestine, and Assyria as well. These too are racing games, in particular an Egyptian game that archaeologists call "Dogs & Jackals" (after the carved heads of the pieces). "Boards" for racing games have also been found chiseled into the floors of buildings, courtyards, and public areas in ancient, long-abandoned towns in Egypt, India, Persia, China, Italy, and Spain.

### The English stake their claim....

Snakes & Ladders evolved in England from earlier racing games, though we don't know for certain which ones. A likely candidate is Goose, a racing game of Italian origin that entered England shortly before 1600. Whereas Snakes & Ladders has a single reward, the ladder, and a single penalty, the snake, Goose has one reward (landing on a goose gives you another turn) and many penalties (including going to prison, getting lost in a maze, and falling down a well).

Goose was exceedingly popular among adults at this time, when Shakespeare was still alive and the civil war that would temporarily throw out the English monarchy was still decades away. Perhaps Snakes & Ladders was intended to be the Goose for children.

### ....and so do the Hindus

Merilyn Simonds Mohr, in *The Games Treasury*, has a different idea. She cites an old game from India, "Moksha-Patamu" ("Heaven and Hell"), as the source for our Snakes & Ladders. Hindus used Moksha-Patamu to teach their children how to survive in a world of good and evil. In the Indian game, each ladder rose from a "square of virtue" (Faith, Reliability, Generosity) while each snake descended from squares of "wickedness" (Disobedience, Theft, Drunkenness).

Mohr has uncovered a game patented in England in 1892 as Snakes & Ladders; this is surely not the first appearance of this game, but perhaps a reformatting of Snakes & Ladders along the Hindu lines. Mohr notes that "while vices outnumbered virtues in the Indian game, most early Snakes & Ladders variations balance the two, and more recent versions give the players more ladders to climb than snakes to slither down. Today's games are stripped of moral overtones; in some versions, even the snakes have been replaced by 'chutes.' "

With the Hindus, you hit the snake's head and slide down to its tail. In North America, the snakes have no significance and are often reversed.

### See also

- How to play Snakes & Ladders
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

You start at the bottom of the hill and move upward according to the values of the balls you draw. If you land on a square that's supporting a ladder (red squares), your player climbs that ladder to the square at the top. But if you land on a square at the top of a snake (blue squares), you slide down that snake to the square at the bottom. The first player to the summit wins.

### Getting Started

Choose Settings from the Game menu to set game rules and options.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

When you are ready to start play, click on the shining circle by your player image, or choose Draw Ball, or click the wheel crank (lower right on screen), or press the Spacebar.

The ball rolls to your shining circle to indicate your roll. Your player automatically moves the number of spaces that you rolled.

Here are the shortcut keys available for Snakes & Ladders:

Actions	Shortcut key
Draw Ball	Spacebar

### See also

[How the game of Snakes & Ladders evolved](#)

[Actions menu commands](#)

[Shortcut keys](#)

[Getting started](#)

[Choosing a game](#)

[Changing player settings](#)

[Changing the game atmosphere](#)

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# Yacht

## How the game evolved

Most Americans know this game from the popular commercial variant, Yahtzee(tm). Supposedly, the marketer of this game bought it from Canadians who called it Yacht because that's where they played it. (However, according to the current edition of Hoyle's Rules of Games, Yacht is usually played "in a restaurant or bar to decide who pays the check.")

Yacht by any name was originally a means of playing Poker with dice instead of cards (hence another of its names, Poker Dice). Special Yacht dice are made with an ace, king, queen, jack, 10, and 9 replacing the pips of the standard dice. Today, most people play Yacht with standard dice and without much thought for its Poker origins, even though most of the game's terminology comes from Poker.

### See also

- How to play Yacht
- Actions menu commands
- Shortcut keys
- Getting started
- Choosing a game
- Changing player settings
- Changing the game atmosphere
- Head-to-head play
- Setting game rules and options
- Signing in
- Starting an Internet game
- Viewing statistics and current standings

## How to play

Yacht uses five dice. Any number of people can play (though with just one person the only goal is to beat your past high score). The object is to make the best possible hand in the following categories:

Hand	Score
Ones	Total of ones
Twos	Total of twos
Threes	Total of threes
Fours	Total of fours
Fives	Total of fives
Sixes	Total of sixes
Four of a Kind	Dice total
Full House	Dice total
Four Straight	25
Five Straight	30
Yacht (Five of a Kind)	50
Choice	Dice total

There are 12 categories and you have 12 turns. On each turn you roll the dice three times. You can keep one or more die from each roll to build your hand; you can also discard the die or dice you kept from the first roll if the second roll changes your mind. You can stand pat after the first or second rolls if your hand is good enough.

Your goal is to fill in each category in the chart above with the highest possible number. A 4-4-5-5-5 Full House, for example, is 23 points. Once you fill a category, you cannot use it again. If you throw a second Full House, say a 4-4-4-3-3, you may choose the Fours category. Your score for that category would be 12 (the threes wouldn't count for points).

(With Four of a Kind, the number on the fifth die does count in the scoring. Example: 6-6-6-6-1 is Four of a Kind, but it counts as 25.)

Three categories have fixed scores: Four Straight (25), Five Straight (30), and Yacht (50). These numbers are higher than the highest possible totals on your dice for those particular hands, so consider these scores a bonus.

The Choice category is just that -- your choice. Use this category if your hand has a high point value but doesn't fit anywhere else. You'll receive the total points showing on your dice.

If your hand isn't much of anything, choose the lowest possible category to minimize the damage. For example, if you're left with low, miscellaneous numbers, choose Ones even if have none. You'll receive a zero for that category, but since the category is devoted to the lowly numeral one, how many points could you get there anyway?

At the end of 12 rounds all of the categories will be filled in and the game ends. High score wins.

## Getting Started

When you are ready to start play, click on your cup to roll. Click each die that you want to keep, then click the cup to roll again. If you want to re-roll a die that you previously chose to keep, you can return it to the board by clicking it. When you are ready to roll again, click the cup. You have the option to roll up to three times, but you can choose to record your score on any roll.

**Tip** To move dice from the board into your "keeper" area without clicking each die, type the number of each die's value on the keyboard. For example, if you roll two 4s that you want to keep, press 4 on the keyboard, then press 4 again (to pick up the second 4). To move dice from the "keeper" area back to the play area, press Backspace.

To record your score category, click on an appropriate category on the score card. As you move your mouse cursor over each category, you can preview the resulting score for the current roll. Be sure to select the category carefully; once you choose it, you can't change it later. After the score is recorded, the turn advances to the next player.

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Yacht:

Actions	Shortcut key
Roll Dice	Spacebar
Keep Dice	<Type each die number>
Release Dice	Backspace

### See also

How the game of Yacht evolved

Actions menu commands

Shortcut keys

Getting started

Choosing a game

Changing player settings

Changing the game atmosphere

Head-to-head play

Setting game rules and options

Signing in

Starting an Internet game

Viewing statistics and current standings



# Zen Bones

## How the game evolved

Zen Bones a simplification of Mah Jongg, which itself is an American simplification of a Chinese game of the 19th century. (The Chinese original was played by different rules and known by different names throughout that country; one name that's come down to us translates roughly as "Game of the Four Winds.")

An American businessman named Joseph Babcock, who was living in Shanghai at the close of World War I, played the Chinese game and fell in love with it. He thought it would appeal to Americans, so he set about codifying (and streamlining) the rules. Babcock coined the name Mah Jongg for the new version; supposedly, he took this name from the bird that appears on one of the game's tiles. The bird represents a mythical figure called by the Chinese (this is an approximation) Mah Jongg, "Bird of a Thousand Intelligences."

Babcock might not have been as smart as that bird, but his hunch about the gaming marketplace was sound. Mah Jongg became a thunderous hit in the United States, Great Britain, and Australia in the 1920s. The game is still played today, though it no longer commands an army of fanatics as it did 70 years ago.

Mah Jongg is superficially similar to Dominoes in that both games use tiles, or bones, and because the arrangement of the tiles forms the **board**. Zen Bones shares that similarity with Dominoes; it also resembles certain card games, such as Gin Rummy, where making matches is the order of the day.

### See also

How to play Zen Bones  
Actions menu commands  
Shortcut keys  
Getting started  
Choosing a game  
Changing player settings  
Changing the game atmosphere  
Head-to-head play  
Setting game rules and options  
Signing in  
Starting an Internet game  
Viewing statistics and current standings

## How to play

At the start of the game, the tiles or bones are randomly arranged in the layout shape that you select. Your job is to match tiles in pairs. Each pair, once found, are removed from the layout. You keep matching pairs until there are no more in the layout, trying to end with the fewest tiles remaining. You can then stop and begin with a new layout, or **reshuffle** the remaining tiles and continue on.

There are seven categories, or suits, of tiles:

- Circles (from one to nine)
- Characters (Chinese letters)
- Flowers (Mum, Plum, Bamboo, Orchid)
- Seasons (Winter, Spring, Summer, Autumn)
- Compass Directions (North, South, East, West)
- Bamboo (not to be confused with the "bamboo" tile of Flowers)
- Dragons (including one that looks as if a sword has been thrust through it)

Many of the tiles are numbered, but these numbers are for your convenience in making matches -- they don't figure in the scoring (since there is no scoring). You can't match across suits; two tiles with nine circles are a match, but a Nine of Circles and a Nine of Bamboo don't work.

Any of the Flowers can be matched, for example, Mums with Plums. Any Season matches any other Season, for example, Winter with Spring. The Compass Directions can only be matched against the exact same direction, as with North and North or South and South. (This is also true for the three kinds of dragons.)

The Bird of a Thousand Intelligences is considered part of the Bamboo suit, but this distinction is only of consequence in Mah Jongg, where suits count in the scoring.

## Getting Started

Choose Settings from the Game menu to set game rules and options.

When the game first opens, choose a layout from the available bone layouts in the Select Layout dialog box.

Click a tile, then click its match. That's all there is to it!

You can access a game's Getting Started screen again at any time during play by choosing Getting Started from the Game menu. Getting Started includes instructions on how to start and play the game, and options for changing the game rules and player settings.

You can customize game rules and options, game atmosphere, and player settings at any time during play by choosing Customize from the Preferences menu.

Here are the shortcut keys available for Zen Bones:

Actions	Shortcut key
Find Match	M
Remove Pair	Enter
Undo	Ctrl+Z

### See also

[How the game of Zen Bones evolved](#)

[Actions menu commands](#)

[Shortcut keys](#)

[Getting started](#)

[Choosing a game](#)

[Changing player settings](#)

[Changing the game atmosphere](#)

[Head-to-head play](#)

[Setting game rules and options](#)

[Signing in](#)

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[Viewing statistics and current standings](#)

## Shortcut keys

The following shortcut keys are available to you during game play:

### Backgammon

Actions	Shortcut key
Double	D
Roll Dice	Spacebar
Resign	R
Undo	Command+Z

### Battling Ships

Actions	Shortcut key
Fire (Missiles)	Spacebar
Clear All (Targets)	Backspace

### Checkers

Actions	Shortcut key
Resign	R
Request Draw	D
Pass	Enter (This option is only available when the Must Jump option is unchecked.)

### Chess

Actions	Shortcut key
Undo	Command+Z
Resign	R
Request Draw	D
Show 2D/3D Board	Spacebar

### Chinese Checkers

No actions are necessary for Chinese Checkers.

### Dominoes

Actions	Shortcut key
Pass	Enter

### Line 'em Up

Actions	Shortcut key
Undo	Command+Z
Resign	R

### **Mancala**

<b>Actions</b>	<b>Shortcut key</b>
Undo	Command+Z
Resign	R

### **Pachisi**

<b>Actions</b>	<b>Shortcut key</b>
Pass	Enter
Roll Dice	Spacebar

### **Placer Racer**

<b>Actions</b>	<b>Shortcut key</b>
Pause	Esc

### **Reversi**

<b>Actions</b>	<b>Shortcut key</b>
Undo	Command+Z
Resign	R

### **Snakes & Ladders**

<b>Actions</b>	<b>Shortcut key</b>
Draw Ball	Spacebar

### **Yacht**

<b>Actions</b>	<b>Shortcut key</b>
Roll Dice	Spacebar
Keep Dice	<Type each die number>
Release Dice	Backspace

### **Zen Bones**

<b>Actions</b>	<b>Shortcut key</b>
Find Match	M
Remove Pair	Enter
Undo	Command+Z

## Actions menu commands

The Actions menu contains the following menu commands for each game:

<b>Backgammon</b>	<b>Mancala</b>
Roll Dice	Undo
Double	Resign
Undo	<b>Pachisi</b>
<b>Battling Ships</b>	Pass
Fire	Roll Dice
Clear All	<b>Placer Racer</b>
<b>Checkers</b>	Pause
Resign	<b>Reversi</b>
Request Draw	Undo
Pass	Resign
<b>Chess</b>	<b>Snakes &amp; Ladders</b>
Undo	Draw Ball
Resign	<b>Yacht</b>
Request Draw	Roll Dice
<b>Chinese Checkers</b>	Keep Dice
No actions	Release Dice
<b>Dominoes</b>	<b>Zen Bones</b>
Pass	Find Match
<b>Line 'em Up</b>	Remove Pair
Undo	Undo
Resign	

## Roll Dice

### Actions menu (Backgammon)

Rolls the dice for first roll and subsequent rolls for moving your pieces.

You can roll the dice during play by:

- Clicking the dice cup.
- Pressing the Spacebar on the keyboard.
- Choosing Roll Dice from the Actions menu.

#### See also

How to play Backgammon

## Double

### Actions menu (Backgammon)

If you have enabled the doubling cube in your game settings, you have the option of using it at appropriate times during play.

You can double during play by:

- Clicking the doubling cube on the table.
- Pressing the letter **D** on the keyboard.
- Choosing Double from the Actions menu.

#### See also

How to play Backgammon

## Resign

### Actions menu (Backgammon)

Resigns your player from the current game. This is counted as a loss.

You can resign during play by:

- Pressing the letter **S** on the keyboard.
- Choosing Resign from the Actions menu.

#### See also

How to play Backgammon

## Undo

### Actions menu (Backgammon)

Returns your most recently moved piece to its previous position.

You can undo the previous move during play by:

- Pressing Command+Z on the keyboard.
- Choosing Undo from the Actions menu.

#### See also

How to play Backgammon

## Fire

### Actions menu (Battling Ships)

Starts firing missiles at all targets for that turn.

You can fire missiles at ships during play by:

- Clicking the Fire button.
- Pressing the Spacebar on the keyboard.
- Choosing Fire from the Actions menu.

#### See also

How to play Battling Ships

## Clear All

### Actions menu (Battling Ships)

Clears all target settings on the sea grid.

You can clear all grid targets (before firing) during play by:

- Clicking the Clear button on the game board.
- Pressing Backspace on the keyboard.
- Choosing Clear All from the Actions menu.

#### See also

How to play Battling Ships

# Strategic Command Center

## Battling Ships

Before you can begin a game of Battling Ships, you must first position your ships on your grid. Click and drag the ships to move them. To rotate a ship, select it, then click Rotate 90 degrees.

### See also

How to play Battling Ships

### Nimitz

Ship: USS Nimitz (CVN-68)  
Length: 1,092 feet  
Top Speed: 30 knots  
Main Armament: Eighty aircraft of various types, including bombers, fighters, reconnaissance, and helicopters.

The ships of the nuclear-powered Nimitz class are the largest warships ever to sail the seas. The Nimitz, named for the American admiral who took charge of the Pacific fleet after Pearl Harbor, has served from the Mediterranean (where its planes downed two Libyan jets in 1981) to the Western Pacific (where the Nimitz provided security for the '88 Seoul Olympics).

### Iowa

Ship: USS Iowa (BB-61)  
Length: 887 feet  
Top Speed: 33 knots  
Main Armament: Nine guns firing half-ton, 16-inch diameter shells up to 20 miles. Tomahawk cruise missiles added in the 1980s.

The Iowa Class battleships, in their combination of speed, armor, and punching power, outshone even the Japanese Yamato and the German Bismarck. The Iowa and its three sisters have seen periodic service since the end of WWII. The Iowa's most recent mission was escorting tankers through the Persian Gulf during the Iran-Iraq war of 1980-1988.

### Ohio

Ship: USS Ohio (SSBN-726)  
Length: 560 feet  
Top Speed: 20 knots (surface speed)  
Armament: Harpoon and Tomahawk surface-to-air missiles, torpedoes, ballistic missiles.

The Ohio was commissioned in 1981, the first of 18 Ohio-class subs. These boats, with their ability to launch long-range ballistic missiles armed with nuclear warheads, are the most powerful ships ever to see service in any navy. The Ohio can remain at sea for months, if necessary, and still be ready to strike at the enemy.

### Fletcher

Ship: USS Fletcher (DD-445)  
Length: 376 feet  
Top Speed: 38 knots  
Main Armament: Five guns firing 5-inch diameter shells, batteries of anti-aircraft cannons and machine guns.

The term "destroyer" was first used in the 1890s to describe the quick little ships that protected battleships against enemy torpedo boats. By WWI the "torpedo-boat destroyers" had become warships in their own right. The Fletcher served with distinction in the Pacific during WWII, and later supported US ground and air forces in Korea and Vietnam.

## Seahawk

Ship: USS Seahawk (PT 813)

Length: 199 feet

Top Speed: 45 knots

Main Armament: Computer-guided torpedoes, surface-to-surface and surface-to-air missiles

The original PT (Patrol Torpedo) boats were developed by the United States in WWII as a way of harassing the numerically superior Imperial Japanese Navy. These boats were fast, agile, and packed a surprisingly hard wallop. The last PT boat was launched in 1951. The Seahawk is a contemporary updating of the original design.

## Resign

### Actions menu (Checkers)

Resigns your player from the current game. This is counted as a loss.

You can resign during play by:

- Pressing the letter **R** on the keyboard.
- Choosing Resign from the Actions menu.

### See also

How to play Checkers

## Request Draw

### Actions menu (Checkers)

Requests a draw from your opponent.

You can request a draw during play by:

- Pressing the letter **D** on the keyboard.
- Choosing Request Draw from the Actions menu.

### See also

How to play Checkers

## Pass

### Actions menu (Checkers)

Passes the turn to the next player when you choose not to make a play. You can pass in the middle of a multi-jump situation. For example, if you make one jump and have another jump available that you don't want to take, you can choose to pass instead.

This menu command is available only when the Must Jump option is unchecked in the Checkers game settings. If Must Jump is checked, there is no Pass option; you must always make a jump when it is available.

You can pass during play by:

- Clicking Pass on the table (if available).
- Pressing Enter on the keyboard.
- Choosing Pass from the Actions menu.

### See also

How to play Checkers



## Undo

### Actions menu (Chess)

Takes back your most recent move.

You can take back a move during play by:

- Pressing Command+Z on the keyboard.
- Choosing Undo from the Actions menu.

#### See also

How to play Chess

## Resign

### Actions menu (Chess)

Resigns your player from the current game. This is counted as a loss.

You can resign during play by:

- Pressing the letter **R** on the keyboard.
- Choosing Resign from the Actions menu.

#### See also

How to play Chess

## Request Draw

### Actions menu (Chess)

Requests a draw from your opponent.

You can request a draw during play by:

- Pressing the letter **D** on the keyboard.
- Choosing Request Draw from the Actions menu.

#### See also

How to play Chess

## Show 2D/3D Board

### Game menu (Chess)

Displays either the two-dimensional or three-dimensional chess board.

#### See also

How to play Chess

## Pass

### Actions menu (Dominoes)

Passes the turn to the next player when you can't make a play.

You can pass during play by:

- Clicking Pass on the table.
- Pressing Enter on the keyboard.
- Choosing Pass from the Actions menu.

#### See also

How to play Dominoes

## Undo

### Actions menu (Line 'em Up)

Takes back your most recent move.

You can take back a move during play by:

- Pressing Command+Z on the keyboard.
- Choosing Undo from the Actions menu.

#### See also

How to play Line 'em Up

## Resign

### Actions menu (Line 'em Up)

Resigns your player from the current game. This is counted as a loss.

You can resign during play by:

- Pressing the letter **R** on the keyboard.
- Choosing Resign from the Actions menu.

#### See also

How to play Line 'em Up

## Undo

### Actions menu (Mancala)

Takes back your most recent move.

You can take back a move during play by:

- Pressing Command+Z on the keyboard.
- Choosing Undo from the Actions menu.

#### See also

How to play Mancala

## Resign

### Actions menu (Mancala)

Resigns your player from the current game. This is counted as a loss.

You can resign during play by:

- Pressing the letter **R** on the keyboard.
- Choosing Resign from the Actions menu.

#### See also

How to play Mancala

## Pass

### Actions menu (Pachisi)

Passes the turn to the next player when you can't move or you prefer to pass after using one die value to move.

You can pass during play by:

- Clicking Pass on the board.
- Pressing Enter on the keyboard.
- Choosing Pass from the Actions menu.

#### See also

How to play Pachisi

## Roll Dice

### Actions menu (Pachisi)

Rolls the dice for your turn.

You can roll the dice during play by:

- Clicking your starting base on the game board.
- Pressing the Spacebar on the keyboard.
- Choosing Roll Dice from the Actions menu.

#### See also

How to play Pachisi

## Pause

### Actions menu (Placer Racer)

Pauses/resumes the game.

You can pause/resume during play by:

- Pressing the Esc key on the keyboard.
- Choosing Pause from the Actions menu.

#### See also

How to play Placer Racer

## Undo

### Actions menu (Reversi)

Takes back your most recent move.

You can take back a move during play by:

- Pressing Command+Z on the keyboard.
- Choosing Undo from the Actions menu.

#### See also

How to play Reversi

## Resign

### Actions menu (Reversi)

Resigns your player from the current game. This is counted as a loss.

You can resign during play by:

- Pressing the letter **R** on the keyboard.
- Choosing Resign from the Actions menu.

#### See also

How to play Reversi

## Draw Ball

### Actions menu (Snakes & Ladders)

Draws a ball for your turn.

You can draw a ball during play by:

- Clicking the circle area by your player image.
- Clicking the wheel crank in the lower right corner of the screen.
- Pressing the Spacebar on the keyboard.
- Choosing Draw Ball from the Actions menu.

#### See also

How to play Snakes & Ladders

## Roll Dice

### Actions menu (Yacht)

Rolls the dice for your turn. You can roll up to three times.

You can roll the dice during play by:

- Clicking the dice cup by your player image.
- Pressing the Spacebar on the keyboard.
- Choosing Roll Dice from the Actions menu.

#### See also

How to play Yacht

## Keep Dice

### Actions menu (Yacht)

Moves a rolled die to the keeper area of the Yacht board.

Choose each die you want to keep for your turn score by typing the number of the die (1, 2, 3, 4, 5, or 6) on the keyboard.

To return a die from the keeper area back to the play area for the next roll, press Backspace.

#### See also

How to play Yacht

## Release Dice

### Actions menu (Yacht)

Moves a die from the keeper area back to the play area of the Yacht board.

To return a die from the keeper area back to the play area for the next roll, press Backspace.

#### See also

How to play Yacht

## Find Match

### Actions menu (Zen Bones)

Automatically picks out two matching tiles for you when you get stumped. To remove the pair, choose Remove Pair from the Actions menu.

You can make the game find two tiles that match during play by:

- Pressing the letter **M** on the keyboard.
- Choosing Find Match from the Actions menu.

#### See also

How to play Zen Bones

## Remove Pair

### Actions menu (Zen Bones)

After finding a matching pair of tiles using Find Match, use this option to remove that pair from the table.

You can automatically remove the two matching tiles during play by:

- Pressing Enter on the keyboard.
- Choosing Remove Pair from the Actions menu.

#### See also

How to play Zen Bones

## Undo

### Actions menu (Zen Bones)

Returns the two matching tiles that were most recently removed back on the table in their original positions.

You can undo a match removal during play by:

- Pressing Command+Z on the keyboard.
- Choosing Undo from the Actions menu.

### See also

How to play Zen Bones

## Layout Editor

### Game / Settings / Layout List / Create

Use this editor to create your own custom bone layouts and save them in the layout list.

To position the bones on the layout grid, click the screen in each spot where you want to place a bone. The total number of bones you place must be a multiple of four.

To start with an existing layout and modify its bones, choose Load from the Layout menu. Click and drag a bone to reposition it. Right click a bone to delete it.

When you finish placing the bones and you want to save the layout, choose Done from the Layout menu. Type a name for the layout in the Layout Name dialog box that appears. Click OK to save the layout with that name. The name will appear in the Layout List.

To leave the Layout Editor without saving the layout, choose Cancel from the Layout menu.

## Seasons

### Preferences menu

Use the Seasons dialog box to change the view outside of the cabin's window.

Choose System clock (Northern or Southern Hemisphere) to set the cabin seasons to match the Northern or Southern Hemisphere. Seasons are displayed automatically based on your system clock.

Choose Winter, Spring, Summer, or Fall to set the view to a specific season.

### See also

Changing the game atmosphere