

C L A S S I C



# BOARD GAMES



Ages 8 & Up  
WIN 95/98/XP



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## ❖ FIRST THINGS FIRST

### The ReadMe File

The **Classic Games Galore** CD-ROM game has a ReadMe file where you can view both the License Agreement and updated information about the game. We strongly encourage you to take the time to read this file in order to benefit from changes made after the manuals went to print.

To view this file, double-click on it in the **Classic Games Galore** directory found on your hard drive (usually C:\Program Files\Atari\Classic Games Galore). You can also view the ReadMe file by first clicking on the Start button on your Windows® taskbar, then on Programs, then on Atari, then on Classic Games Galore, and then on the ReadMe file.

### System Requirements

Operating System:	Windows® 95/98/XP
Processor:	Pentium® 90 MHz or higher (166 MHz or higher recommended)
Memory:	16 MB RAM (32 MB RAM recommended)
Hard Disk Space:	75 MB Free
CD-ROM Drive:	4X Speed (6X Speed recommended)
Video:	Windows® 95/98/XP-compatible SVGA video card*
Sound:	Windows® 95/98/XP-compatible sound card*
DirectX:	DirectX® version 6.0 (included) or higher

*\* Indicates device should be compatible with DirectX® version 6.0 or higher.*





# CLASSIC BOARD GAMES

## ❖ WELCOME

With the *Milton Bradley Classic Board Games* collection, you get the best selection of everyone's beloved classic games. With no pieces to lose, these games will entertain your entire family for hours. This exciting collection allows you to save games in progress, play against a variety of computer characters, and have a great time. The *Milton Bradley Classic Board Games* collection captures the spirit of the original gameplay, mixes in rich graphics and animation, and offers great family fun for everyone!

## ❖ SETUP AND INSTALLATION

1. Start Windows® 95/98/XP.
2. Insert the *Classic Games Galore* CD-ROM game disc into your CD-ROM drive.
3. If AutoPlay is enabled, a title screen should appear. If AutoPlay is not enabled, or the installation does not start automatically, click on the Start button on your Windows® taskbar, then on Run. Type D:\Setup and click on OK.  
**Note:** If your CD-ROM drive is assigned to a letter other than D, substitute that letter.
4. Follow the remainder of the on-screen instructions to finish installing the *Classic Games Galore* CD-ROM game.
5. Once installation is complete, click on the Start button on the Windows® taskbar and choose Programs/Atari/Classic Games Galore/Classic Games Galore to choose a game.

**Note:** You must have the *Classic Games Galore* game disc in your CD-ROM drive to play.

## INSTALLATION OF DIRECT X®

The *Classic Games Galore* CD-ROM requires DirectX® 6.0 or higher in order to run. If you do not have DirectX® 6.0 or higher installed on your computer, click "Yes" when asked if you would like to install it.



## ❖ GETTING STARTED

Strap on your thinking caps, crack them knuckles and let's roll!



### SIGN IN

The first time you launch the game, a dialog box will appear. Type in your name and then left-click on the "OK" button to save your name in the player's list.

If you have signed-in before, left-click on your name in the player's list to select it.



### Add/Delete Player

To add a new player to the player's list, left-click on the "+" button and then type in that player's name. To remove a player from the list, left-click on the name you wish to delete and then left-mouse click on the "⊗" button.

## CHOOSE YOUR CHARACTER

After you've signed in, you must choose a character to represent you during play. Highlight the portrait of the character you would like to be, and then left-click to confirm your selection.

After you've selected your character, click on the ">>" button to go to the Game Selection screen.

## GAME SELECTION SCREEN

The *Milton Bradley Classic Board Games* collection features seven great games for you to master. All you have to do is decide which one to jump into first!

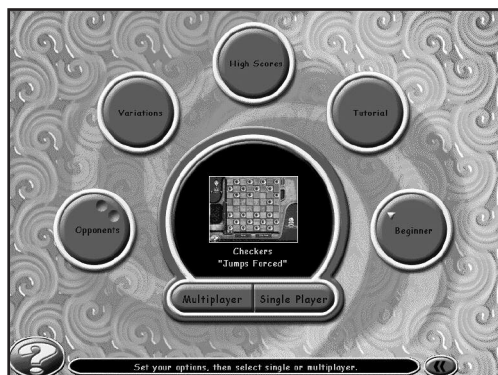


To select a game, move your mouse cursor over the various game icons. The icons will highlight and the center circle will update with information regarding the game you are considering. Left-click on the highlighted game icon to select the game you want to play. This will take you to the Game Setup Menu.

*Note: If you would like to go back to the previous screen, left-click on the "<<" button.*

## ❖ GAME SETUP MENU

The Game Setup Menu features several buttons that allow you to set certain gameplay options for that particular game *before* you begin play. Each menu button is described in detail below.



**Opponents** – The *maximum* number of players (2, 3 or 4) that can play depends on the actual game and variation selected. Left-click here to go to the Opponent Selection screen. From there, left-click on the total number of players you want for the game. Then left-click on the portrait arrow buttons to select the character(s) you want to play against. After you have selected your opponent(s), left-click on the “<<” button to return to the Game Setup Menu.



**Variations** – Several of the games offer different gameplay variations. If the particular game you wish to play features *two* or more variations, the center of the “Variations” circle will be red. If a game does NOT feature additional variations, the center of the “Variations” circle will be gray. To view the different variations available for play, left-click on the “Variations” circle. This will take you to the Choose Game Variation screen. From there, left-click on the desired game

variation icon to select it. After you have selected your variation, left-click on the “<<” button to return to the Game Setup Menu.



**High Scores** – High scores for the selected game are kept here. The *Milton Bradley Classic Board Games* program tracks your win/loss record and the highest skill level you achieved. To view this information, left-click on the “High Scores” circle. Left-click on the arrow buttons to cycle through the high scores for all of the games. Left-click on the OK button to return to the Game Setup Menu.



**Tutorial** – Every game has its own tutorial. To start a tutorial, left-click on the “Tutorial” circle. Ace, our very knowledgeable character, will then walk you through the steps of the game.

**“Difficulty Level”** – Each game features four levels of gameplay difficulty:

- Beginner
- Average
- Expert
- Master

To cycle through the available difficulty settings, left-click on the “Difficulty Level” circle.

**Multiplayer/Single Player** – Please refer to the ReadMe file for information.

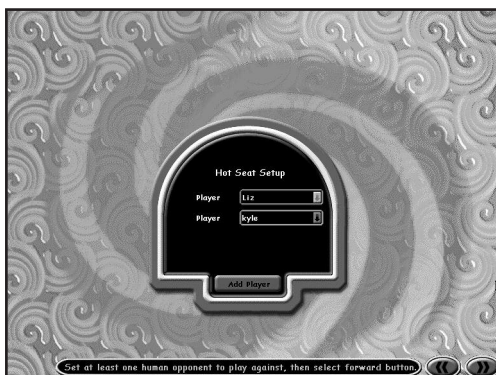
“?” – All screens feature the “?” icon. Click on it to go to the Options Menu. (See “The Options Menu” on page 11.)

## ❖ MULTIPLAYER SETUP SCREEN

Please refer to the ReadMe file for information.

### HOT SEAT SETUP SCREEN

Players will be able to set up a hot-seat game with up to two, three or four participants (depending on the type of game selected) playing on the same computer. In hot-seat play, each player plays one complete turn. Players are then prompted to switch seats so that the next player can play his/her turn.



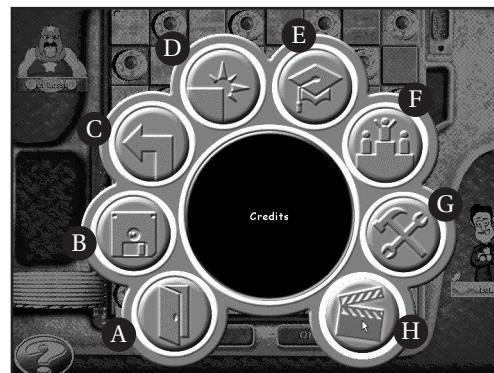
### Player Name

This is a pull-down menu where the player can select a previously input name. This will be the name used to indicate the player in his/her score box, and will also be the name used to record his/her score in the High Scores table. The number of players here will default to the number that was set by the host player on the Opponent Selection screen. All players except the host will default to “computer” players. Once at least one other *human* player has been set, the game can start. All players designated as “computer” will be played by computer A.I. players.

**Note:** If you want to add a new player from this screen, click on the “Add Player” button. You will be taken to the Sign In screen where you can add new players.

When the player names have been selected, click on the “>>” button to begin play. If you select the “<<” button, you will be taken back to the Game Setup screen.

## ❖ THE OPTIONS MENU



Each option is explained in detail below:

**A. Exit** – Click here to exit the program and return to your Windows® desktop.

**B. Save/Load Game** – Click here to save the game you are currently playing, or to load a previously saved game.  
**Note:** You can only save on your turn, and only one game per character is saved.

**C. Back** – Click here to go back to the previous screen.

**D. Quit Game** – Click here to quit the game you are currently playing. This will take you back to the Game Selection screen.

**E. Tutorial** – Click here for an entertaining crash course on how to play the currently selected game.

**Note:** This option is only available if a game has been selected.

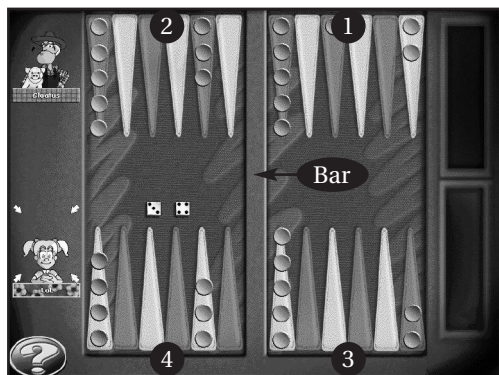
**F. High Scores** – Click here to view the high scores for all games played.

**G. Preferences** – Click here to change the volume for all in-game sounds effects, music and animations, or to change the speed of the character animations.

**H. Credits** – Click here to view the game credits.

# LET THE GAMES BEGIN!

## ❖ BACKGAMMON



*Teal moves counter-clockwise; Purple moves clockwise.*

- ① Purple's Inner Table      ③ Teal's Inner Table
- ② Purple's Outer Table    ④ Teal's Outer Table

### OBJECT

Be the first player to move your pieces from point to point around the board until you have brought all of them to your inner table and eliminated them from the game.

### BASIC RULES OF THE GAME

- To determine who goes first, both players roll one die each. The player with the higher roll goes first and uses the total from both dice for his/her first move.
- Players then alternate throwing two dice and moving their pieces a number of points corresponding to the numbers thrown.
- It is important that players consider each turn as being made up of two parts, or moves, as indicated by the dice thrown – one part corresponding to the number of pips (spots) on one die, and the other part corresponding to the number of pips on the other.
- Light and dark pieces move in opposite directions. Move your pieces according to the following path: from your opponent's inner table to your opponent's outer table, then to your own outer table and from there to your own inner table.
- Because of the arrangement of the pieces at the beginning of the game, not every piece will pass through all four tables. There is no limit to the number of the same player's pieces that may occupy a point at once.

### THE DOUBLING CUBE VARIATION

If you are playing the Doubling Cube variation of backgammon, the following rules are in effect:

- At any time during the game, after the first throw of the dice has been made, either player may, before throwing the dice, double the stake for which the game is played.
- When the stake is doubled, the opponent may either accept the double and continue the game, or surrender and lose the game.
- The privilege of doubling is at first allowed to either player and then alternately, remaining with the player who has accepted the last double.

### MOVES

The different colored pieces move in opposite directions. The pieces move across alternately colored points to reach their inner table. The colors of the points are not significant to the play of the game.

You may move your pieces in any order you choose. When you have made your throw, you may move one piece the number of pips on one die and another piece the number of pips on the other. Or, you may play one piece for the total, but the play must be treated as two moves, for a piece must not land on a point blocked to him/her by his/her opponent. (See "Blocks" below.)

### DOUBLES

When duplicate numbers are rolled, the play is doubled. Thus, if 5-5 is rolled, two pieces may be moved two moves of five points each, or the roll may be divided into four moves of five points each by one or more pieces.

### BLOCKS

A "block" is a point that contains two or more of your opponent's pieces. No piece of yours may land on such a point. A piece may pass over, but may never touch down or land on, a blocked point. Any part of the roll of the dice that cannot be played is lost, but both dice must be played if possible.

### BLOTS

A "blot" is a point occupied by a single piece. If you move a piece to a point occupied by a single opponent, the opponent's piece is automatically removed from the point and placed on bar.

### BAR

The separation between the inner and outer tables is called the "bar." When you have a piece on bar, you cannot move any other pieces until you have reentered into play your piece on bar. A piece on bar (bar piece) must be reentered in the

opponent's inner table onto a numbered point corresponding to the throw of the dice. The number shown on either die may be used for reentering, and the number on the other die may be used to move another piece or the reentered piece. The pips on each die must be counted separately; they may not be combined to reenter a bar piece. If your dice roll does not allow you to reenter a bar piece, your turn ends.

### **BEARING OFF**

To “bear off” your pieces is to eliminate them from the game according to the throws of the dice. The pips on each die must be counted separately; they may not be combined in bearing off.

When you have moved all of your pieces onto your own inner table, proceed to bear them off. If there are no pieces on a point corresponding to or higher than the number thrown, a piece on the inner table farthest from the ace point may then be borne off.

Should one of your pieces be taken up and placed on bar after you have started bearing off, you must reenter the bar piece on the opponent's inner table and move around the board to your own inner table before you may again proceed to bear off your pieces.

In bearing off, as in regular play, the play is doubled when doubles are thrown.

### **HOW TO WIN**

The player who first bears off all of his/her pieces wins the game.

## **THE BACKGAMMON GAME SCREEN**

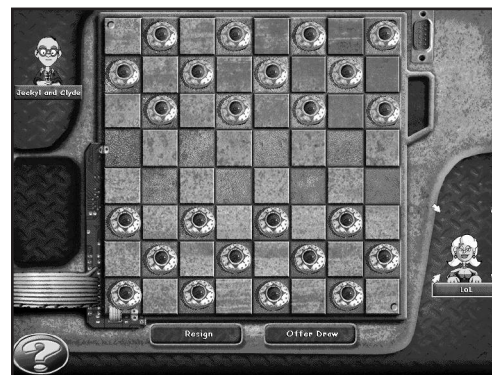
### **On your turn:**

1. First left-click on the Roll button to roll the dice (if playing the Doubling Cube variation).

*Note: If you are playing the Regular Backgammon variation, the dice will automatically be rolled for you.*

2. Then left-click on the piece you want to move.
3. Carry the selected piece to its correct place on the gameboard. Left-click to drop the piece into position. (If you change your mind before dropping the piece, right-click to return all pieces moved during the current turn to their original locations.)

## **❖ CHECKERS**



### **OBJECT**

Be the first player to capture all of your opponent's checkers.

### **BASIC RULES OF THE GAME**

- Blue always moves first.
- Players alternate turns, moving one piece per turn.
- Checkers can move diagonally forward only, from one maroon square to an adjoining maroon square.

### **JUMPING**

A player captures an opposing checker by diagonally jumping over it when the square behind the opposing checker is empty. A checker can make multiple jumps as long as it continues to move forward. Captured pieces are automatically removed from the board and placed in the player's Captured Pieces window.

### **JUMPS FORCED VARIATION**

If you are playing the “Jumps Forced” variation of Checkers, you **MUST** jump your opponent's piece if in a position to do so.

### **JUMPS NOT FORCED VARIATION**

If you are playing the “Jumps Not Forced” variation of Checkers, you do not have to jump your opponent's piece, even if in a position to do so.

### **CROWNING**

When a checker reaches the first row of the opponent's side of the board, it is “crowned” with one of the player's captured pieces and becomes a “King.” This ends your turn.

*Note: The King can diagonally move or jump either forward or backwards.*





## HOW TO WIN

If you block your opponent's forces so that they cannot move, or you capture all of them, you win!

## THE CHECKERS GAME SCREEN

### On your turn:

1. Left-click on the piece you want to move.
2. Carry the selected piece to its correct place on the gameboard. Left-click to drop the piece into position. (If you change your mind before dropping the piece, right-click to return the piece to its original location.)

### Important!

You may only move your checker diagonally. Multiple jumps are handled one at a time. You will hear a beep if your current move attempt is not valid.

**“Resign” Button:** Left-click here to end the game and accept defeat.

**“Offer Draw” Button:** Left-click here to offer your opponent a “draw” for the game (no winner; no loser).

## ❖ CHESS



### OBJECT

The object of Chess is to capture the opposing player's King. Pieces are captured by moving a piece into a square occupied by an opposing piece. Play continues until the opposing player's King is captured or is “Checkmated.” (See “Checkmate!” on page 19.)

### THE DIFFERENT PIECES

Though each chess piece has its own unique abilities, no chess piece can make more than one capture per move.

#### Pawn

- Can move in one direction only – straight ahead.
- Can move forward either one or two squares on its *first* move, and only one square at a time on all following moves.
- If blocked by an opposing piece, it cannot advance until that piece moves out of the way.
- Can only capture opposing pieces diagonally ahead of it. (See “Captured Pieces” on page 18.)
- Can perform “En Passant” maneuver. (See “En Passant” on page 18.)
- Can be “promoted.” (See “Pawn Promotion” on page 18.)

#### Rook

- Moves in a straight line forward, backwards, left, or right any number of unobstructed spaces.
- Can perform “Castling” maneuver with the King. (See “Castling” on pages 18 – 19.)



### **Knight**

- Is the only chess piece that can jump over other pieces.
- Moves in an “L-shaped pattern” by jumping from one color corner square to the opposite color corner square of a 3 x 2 rectangle.

### **Bishop**

- Moves diagonally forward and backwards any number of unobstructed spaces.

### **Queen**

- Moves in any direction any number of unobstructed spaces.

### **King**

- Moves one space in any direction.
- Can perform “Castling” maneuver with a Rook. (See “Castling” below.)
- Cannot move into a space that would allow it to move into Check. (See “Check” on page 19.)

### **CAPTURED PIECES**

Captured pieces are automatically removed from the gameboard and placed in the player’s Captured Pieces window. The captor moves to the square formerly held by the captured.

### **PAWN PROMOTION**

When a pawn reaches the first row of the opponent’s side of the board, it can be exchanged for any kind of piece the player wishes, except for King. After the new piece has been selected, it will automatically replace the old piece on the gameboard.

### **EN PASSANT**

If a pawn moves two squares on its first move, it can be captured by an opposing pawn if it moves to a position adjacent to that pawn. The attacking pawn captures the defending pawn by moving diagonally behind it.

*Important! The attacking pawn can only make this move on the turn immediately following the defending player’s opening pawn move.*

### **CASTLING**

This special move allows the King to be placed in a protective position. The King is moved two spaces towards the Rook and the Rook is moved to the opposite square adjacent to the King.

Castling may only take place if the following conditions are met:

- Neither the King nor the Rook has been moved since the beginning of the game.
- There are no pieces in-between the King or the Rook.
- The King is not in Check.
- The King cannot move through Check.

In this version of Chess, moving the King two spaces towards the Rook will automatically cause the Castling maneuver to take place, providing all of the above conditions are met.

### **CHECK**

The King is the only piece that is not removed from the board when captured. Whenever a player can capture his/her opponent’s King, the King is said to be “In Check.” The King’s owner must try to free him from Check in one of three ways:

- By capturing the Checking piece.
- By moving the King into an adjacent square, free from Check.
- By moving one of his/her pieces between the King and the Checking piece – thus intercepting the Check.

### **CHECKMATE!**

If a player is unable to free his/her King from a Check situation, the King is checkmated and the opponent wins the game.

## **THE CHESS GAME SCREEN**

### **On your turn:**

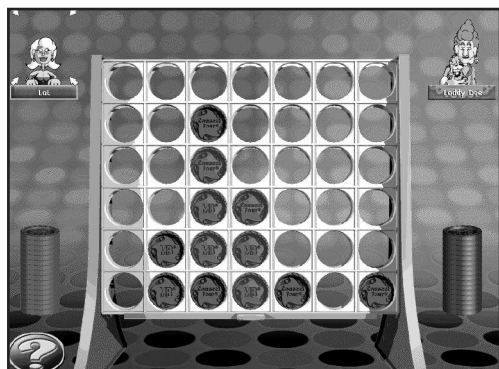
1. Left-click on the piece you wish to move. (Player 1 moves green; Player 2 moves maroon.)
2. Carry the selected piece to its correct place on the gameboard. Left-click to drop the piece into position. You will hear a beep if your current move attempt is not valid.

**“Resign” Button:** Left-click here to end the game and accept defeat.

**“Offer Draw” Button:** Left-click here to offer your opponent a “draw” for the game (no winner; no loser).



## ❖ CONNECT FOUR®



### **OBJECT**

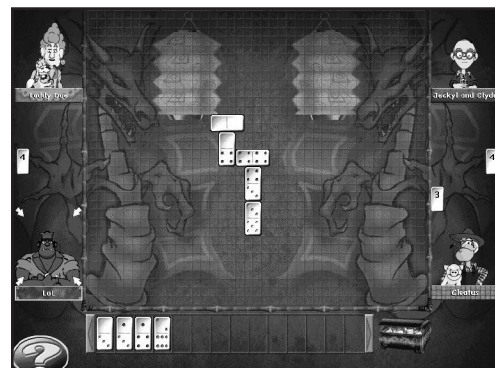
Be the first player to get four of your colored checkers in a row — horizontally, vertically, or diagonally. You may only place one checker at a time. The player playing the red checker always goes first.

## **THE CONNECT FOUR® GAME SCREEN**

### **On your turn:**

1. Left-click on your stack of checkers to select a piece.
2. Carry the piece up along the top of the rack.
3. Left-click over the row where you would like to drop your piece. The piece will fall into that row. This ends your turn.
4. Play alternates until one player gets FOUR checkers of his or her color in a row. The four in a row can be horizontal, vertical or diagonal.

## ❖ DOMINOES



### **OBJECT**

The first player to score 100 points wins the game.

### **BASIC RULES OF THE GAME**

Dominoes is a game in which players must match the set of spots that appear on ends of rectangular tiles. Players must try to rid themselves of all their dominoes, also referred to as *bones*, before all other players. All dominoes must be played face up and must match any other domino currently in play.

Each domino is divided into two parts, or ends, each containing a set of spots known as “pips.” A double domino contains matching ends (6-6, 5-5, etc.). The player with the highest double domino begins the game. Play then moves clockwise.

The second player then tries to match one of his/her dominoes to one end or side of the double. For example, if the first domino played is a double four, the second player may add one domino containing four spots on one end or side. The next player may play to the double four or match the end of the second domino played. Blanks match other blanks. Only one domino may be played at each turn. Players match ends of the dominoes, but may play to either end or to either side of the double.

On your turn, if you cannot match the spots at any open end of a row, you must draw from the extra dominoes until able to do so. Should you draw the last domino and still not be able to play, you pass and then try again on your next turn. Doubles are always placed crosswise to the end they match, thereby giving two new directions in which to place dominoes.



Play continues until one player has used all of his/her dominoes, and is declared the winner, or until no one can make a play. The winner's score is determined by adding the points (spots) of the opponent's remaining dominoes. In the event no one can make a play, the player with the fewest points on his/her remaining dominoes is declared the winner and scores by subtracting his/her points from the total number of points on the opponent's remaining dominoes. Rounds continue until one player scores 100 points. The first player to score 100 points or more wins the game.

### THE VARIATIONS

**1 Set** – If you choose to play the 1 Set variation of Dominoes, you will play with a total of 28 dominoes.

**2 Sets** – If you choose to play the 2 Sets variation of Dominoes, you will play with a total of 56 dominoes.

## THE DOMINOES GAME SCREEN

### GETTING STARTED

Play begins with dominoes being automatically dealt to all the players. The number of dominoes dealt to each player varies according to the number of players in the game.

**2 Players – 7 dominoes**

**3 Players – 6 dominoes**

**4 Players – 5 dominoes**

Your dominoes are located along the bottom of the screen. The numbers on top of your opponents' domino represent how many dominoes they have left in their respective hands.

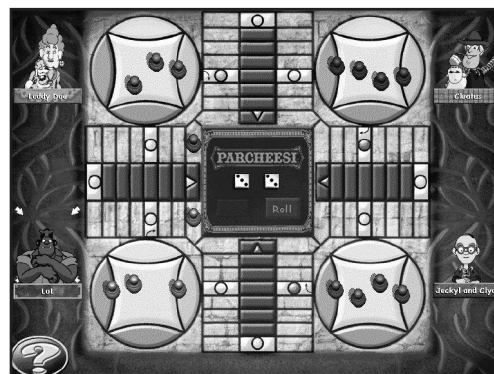
#### On your turn:

1. Left-click to pick up your desired domino.
2. Carry the selected domino to its desired location.
3. Right-click to rotate the domino.
4. Left-click to place it into position.

**Note:** You will hear a beep if you attempt to place a domino in an invalid location.

**IMPORTANT!** On your turn, if you cannot match the spots at any open end of a row, you must draw from the extra dominoes until able to do so. To draw a domino, simply left-click on the *Bone Chest* next to your dominoes. Should you draw the last domino and still not be able to play, pass by clicking again on the Bone Chest. You can then try again on your next turn.

## ❖ PARCHEESI®



### OBJECT

Be first to move all four of your pawns from your START circle to HOME.

### THE BASIC RULES OF THE GAME

#### Entering Your Pawns

Each pawn must be *entered* before it can move around the gameboard path. On each of your turns, try to enter your pawns by rolling FIVES, as explained below. To enter each pawn, place it on your ENTER space.

- Pawns are entered only on die rolls of FIVE – a 5 on one or both dice; or any combination totaling 5 (4 + 1 or 3 + 2).
- When possible, you must enter a pawn. However, if you can't use a FIVE to enter, try to use it for movement.

#### Moving Your Entered Pawns

Move your entered pawns *counterclockwise* along the path the number of spaces you roll on the dice (see the arrow on the gameboard). Move your pawns by the rules below:

- You may move one or two pawns on your turn. For example, if you roll 4 and 3, you can move one pawn 4+3 spaces, or 3+4 spaces; or you can move one pawn 4 spaces, and another pawn 3 spaces.
- You *must* move whenever possible. If you cannot move by the count of both dice, you may move one pawn by the count of either one of the dice.
- No more than two of your pawns can occupy any space.

#### Doublets

A roll of matching dice is called *doublets*. A roll of doublets entitles you to another roll — and may also entitle you to a bonus move.



- If you roll doublets *before* all four of your pawns are entered, take your turn as usual, and then roll again.
- **Doublets Bonus:** If you roll doublets *after* all four of your pawns are entered, use the four numbers on the *tops* and the *bottoms* of the dice for movement. The total of this 4-part move is always 14, and can be taken by one pawn or split among two or more pawns.

For example, if you roll two 6's, use the two 6's on the tops and the two 1's on the bottoms for your 4-part move. If you decide to split the move among three pawns, you may decide to move one pawn 6 spaces, a second pawn 1 space, and the third pawn 6 spaces, then 1 space.

If you can't take all 4 parts of your move, you must move any portion, which you can move. Whether you move or not, roll again.

- **Doublets Penalty:** The third consecutive time you roll doublets, don't move your pawns at all. Instead, remove your pawn closest to HOME (even if it's on your Home Path) and return it to your START circle, where it must be re-entered later. This ends your turn.

### Capturing an Opponent's Pawn

When you land on an opponent's pawn by the count of *any* die, you capture it. Return the captured pawn to its START circle, where it must be re-entered later.

Pawns cannot be captured on their Home Path spaces, or on most Safety spaces. (See "Safety Spaces," below, for the exception).

If you capture a pawn after moving by the count of one die, you may continue your move with the same pawn *or* with another pawn.

**Capture Bonus:** After capturing a pawn, move any *one* of your pawns an additional 20 spaces at the end of your turn. (If you capture during a Doublets Bonus move, complete your rolls before moving your Capture Bonus.)

If you can't move one pawn the full 20 spaces, you forfeit the bonus.

### Safety Spaces

All blue spaces (including ENTER spaces) are Safety spaces. Two pawns of different color can *never* share a Safety space.

Pawns cannot be captured on Safety spaces. **Exception:** If an opponent's pawn occupies your ENTER space you when you enter a pawn, you capture it.

### Blockades

Two pawns of the *same color* on *any* path space form a blockade. A blockade cannot be landed on, passed or captured by *any* pawn.

If a blockade occupies your ENTER space, you cannot enter a pawn.

You may be forced to break up your own blockade if you can't move any of your other pawns.

The two pawns in a blockade cannot be moved forward in one turn to form a blockade together on a new space.

### Reaching Home

To reach HOME, move your pawns up your Home path (the red path in front of you) and into the HOME square. You may not move your pawns onto any opponent's Home Path spaces.

Each pawn must enter HOME by exact die roll, counting the HOME square as a space.

**Home Bonus:** After moving a pawn HOME, move any *one* of your pawns an additional 10 spaces at the end of your turn. If you can't move one pawn the full 10 spaces, you forfeit the bonus.

### How to Win

The first player to move all four pawns HOME wins!

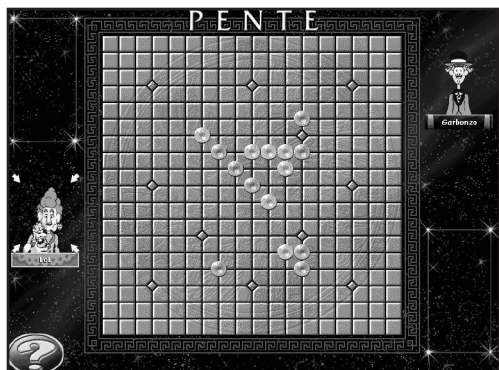
## THE PARCHEESI® GAME SCREEN

### On your turn:

1. Click on the Roll button to roll the dice.
2. Left-click on any one of your valid pawns to select it. The spaces to where that pawn can be moved will become highlighted.  
**Note: If you change your mind, right-click to deselect the pawn.**
3. Carry the selected pawn to one of the highlighted spaces and then left-click to place the pawn on that space.
4. Repeat steps 1 - 3 for any moves you may have remaining from your dice roll.



## ❖ PENTE®



### THE BASIC RULES OF THE GAME

There are two ways to win in *Pente*:

1. By getting five (or more) of your color winks in a row, either horizontally, vertically or diagonally, with no empty points between them, *or*
2. By capturing five (or more) pairs of your opponent's winks.

### HOW TO PLAY

Play begins with the board completely clear of winks. The first player begins the game by playing one wink on the board. Thereafter the players take turns playing their winks, one at a time, on any empty intersection. The winks are played on the intersections of the lines (including the edge of the board), rather than in the squares.

A move is completed when the wink is released. Once played, a wink cannot be moved again, except when removed by a capture. (See “Captures” below.)

The players take turns adding new winks to the board, building up their positions, until one player wins.

### CAPTURES

Whenever your opponent has two winks (and only two) which are adjacent, those winks are vulnerable to capture. The pair can be captured by bracketing its two ends with your own winks.

Captures can be made along diagonal as well as horizontal and vertical lines. All four winks involved must be consecutive and in a straight line. As soon as the capturing play is made, the captured winks are removed from the grid and placed in view along the border so that both players can see how many winks have been taken.

**Moving into a captured position** – A wink may legally be played onto any empty intersection, even if that point has been previously occupied, and even if it forms a pair between two enemy winks.

**Multiple captures** – It is legal to capture two or more pairs with a single move.

### FIVE IN A ROW

The five-in-a-row must be consecutive and in a straight line to win. It may run in any direction — horizontally, vertically, or diagonally. It need not be exactly five — six or more stones in a row win as well.

## THE PENTE® GAME SCREEN

### On your turn:

1. Position your cursor over the area where you would like to place a wink.
2. Left-click to place your wink in that location.

**Note:** *Your opponent's captured winks will appear in your Captured Winks window.*

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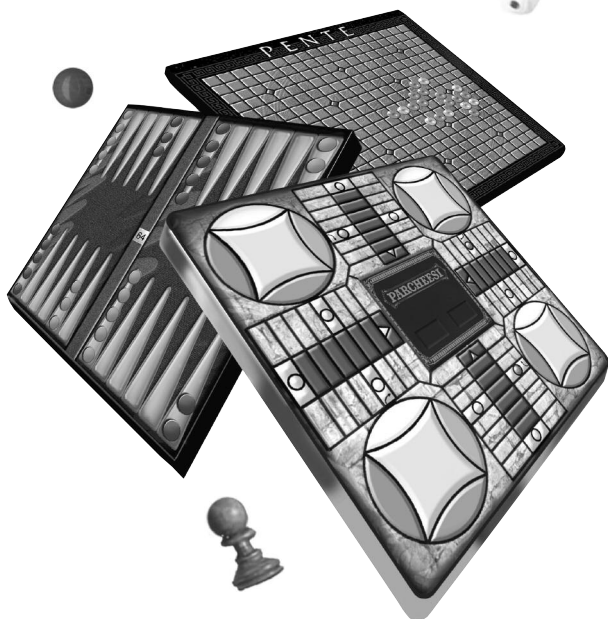
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