IBM

Personal Computer Entertainment Series

# Strategy Games

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Continued on inside back cover

**IBM** 

Personal Computer Entertainment Series

# Strategy Games

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#### First Edition (January 1983)

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#### Introduction

## The Strategy of Strategy Games

Strategy is the key to the IBM Personal Computer Strategy Games. You will need to use all the reasoning skills you can muster as you prepare to face four popular and challenging board games: Checkers for Beginners, Elusion, Battleship, and Reversi.

Strategy Games offers a challenge for all skill levels – from the easy Checkers for Beginners to the more challenging Battleship or Reversi.

In Checkers for Beginners and Reversi, you test your skills against the IBM Personal Computer. In Elusion and Battleship, you can play either against the computer or against another person.

In this booklet, we explain how to set up, copy, and care for your Strategy Games diskette. Then, we give you a brief history of each of these games and tell you how to play them.

Have fun as you test your skills against your opponent.

# What You Need to Play Strategy Games

To play Strategy Games, you need the following:

- The IBM Personal Computer with at least 64KB of memory
- One diskette drive (single-sided or double-sided)
- Color/Graphics Adapter Card
- Black and white or color television set with an RF modulator or a graphics monitor
- The IBM Disk Operating System (DOS)
- The IBM Personal Computer Strategy Games diskette

# Before You Begin Strategy Games

Follow these two procedures and read about diskette care before playing Strategy Games. You need to do these two procedures only once.

## How to Set Up Your Diskette

The following procedure makes your Strategy Games diskette easy to use. Doing this now enables you to play Strategy Games in the future without an IBM DOS diskette.

To set up your Strategy Games diskette, you need the following:

- Your IBM DOS diskette
- The Strategy Games diskette

#### Follow these steps:

- 1. Insert your DOS diskette in drive A. (If you have two drives, drive A is the one on the left.)
- 2. Turn on the computer. If the computer is already on, hold down the Control (Ctrl) and Alternate (Alt) keys and press the Delete (Del) key.

- 3. Type the date and press the key marked (the Enter key). For example, if the date is January 1, 1983, type 1-1-83. You also may be asked for the time. If so, type it in the form of hh:mm:ss (hour:minute:second) and use "military" time (0-23 hours). For example, if it is 7:30 p.m., type 19:30. If it is 9 a.m., type 9:00. After you have typed the time, press the Enter key . You then see the A> prompt.
- 4. Remove the write-protect tab from the Strategy Games diskette (this is the sticker on the upper right edge of the diskette). Save this tab you'll replace it soon.
- 5. One-drive System: Go to step 6.

**Two-drive System:** Insert the Strategy Games diskette in drive B and go to the next step.

- 6. Type B:SETUP and press Enter .
- 7. One-drive System: During this step, you need to respond to two instructions that appear repeatedly on your screen. Whenever you see:

Insert diskette for drive B: and strike any key when ready

replace the DOS diskette with the Strategy Games diskette and press any key.

Whenever you see:

Insert diskette for drive A: and strike any key when ready

replace the Strategy Games diskette with the DOS diskette and press any key. Respond to these instructions until you see the A> prompt on a line by itself, then go to step 8.

Two-drive System: Go to step 8.

8. When you see the A> prompt, remove the Strategy Games diskette and replace the write-protect tab.

Now you are ready to copy the Strategy Games diskette.

## How to Copy Your Diskette

The following steps tell you how to make one copy of the Strategy Games diskette. Because this is your only original, or "source" diskette, you need to protect it by making a copy in case the original should be lost or damaged.

To copy your diskette, you need the following:

- Your IBM DOS diskette
- The IBM Personal Computer Strategy Games diskette
- A blank diskette, preferably new

Use the following steps if your system has one drive. If your system has two drives, follow the instructions under the heading, "If You Have a Two-drive System."

## If You Have a One-drive System

- 1. Insert your DOS diskette in drive A.
- 2. Turn on the computer. If the computer is already on, hold down the Ctrl and Alt keys and press the Del key.
- 3. Enter the date (and time, if asked) like you did in "How to Set Up Your Diskette." You then see the A> prompt.

**Note:** If your blank diskette isn't already formatted, or if you are using DOS 1.00, continue with step 4. Otherwise, go to step 9.

4. Type FORMAT and press Enter .

This message appears on your screen:

Insert new diskette for drive A: and strike any key when ready

- 5. Replace the DOS diskette with any blank diskette.
- 6. Press any key.

You then see this message:

Formatting...Format complete

Format another (Y/N)?

7. Type N.

You see the A> prompt again. Now you are ready to copy the information on the Strategy Games diskette to the blank diskette.

- 8. Replace the formatted blank diskette in drive A with the DOS diskette.
- 9. Make sure the write-protect tab is on the Strategy Games diskette.
- 10. Type DISKCOPY and press Enter .

You then see this message:

Insert source diskette in drive A:

Strike any key when ready

- 11. Replace the DOS diskette in drive A with the Strategy Games diskette (the "source" diskette).
- 12. Press any key.

This message appears on your screen:

Copying n side(s)

Insert target diskette in drive A:

Strike any key when ready

13. **Before pressing any key,** remove the Strategy Games diskette from drive A and insert the formatted blank diskette (the "target" diskette).

14. Now press any key.

You see this message:

Insert source diskette in drive A:

Strike any key when ready

- 15. Remove the blank diskette from drive A and insert the Strategy Games diskette.
- 16. Repeat steps 12 through 15 until you see this message:

**Copy complete** 

Copy another (Y/N)?

17. Type N.

The process is complete. Use a felt tip pen to label the target diskette "Strategy Games," and store the original in a safe place. Now, go to the "How to Care for Diskettes" section.

Note: If you have problems making a copy of your Strategy Games diskette or get unexpected results, repeat the procedure. If the problem persists, see your authorized IBM Personal Computer dealer.

#### If You Have a Two-drive System

- 1. Insert your DOS diskette in drive A and the blank diskette in drive B.
- 2. Turn on the computer. If the computer is already on, hold down the Ctrl and Alt keys and press the Del key.

3. Enter the date (and time, if asked) like you did in "How to Set Up Your Diskette." You see the A> prompt.

> Note: If your blank diskette isn't already formatted, or if you are using DOS 1.00, continue with step 4. Otherwise, go to step 7.

4. Type FORMAT B: and press Enter .

This message appears on your screen:

Insert new diskette for drive B: and strike any key when ready

5. Make sure the blank diskette is in drive B and press any key.

You see this message:

Formatting...Format complete

Format another (Y/N)?

6. Type N.

You see the A> prompt again. Now you are ready to copy the information on the Strategy Games diskette to the blank diskette.

7. Make sure the write-protect tab is on the Strategy Games diskette.

8. Type DISKCOPY A: B: and press Enter .



You see this message:

Insert source diskette in drive A:

Insert target diskette in drive B:

Strike any key when ready.

- 9. Replace the DOS diskette in drive A with the Strategy Games diskette (the "source" diskette). The "target" diskette is the blank diskette already in drive B.
- 10. Press any key.

Everything on the diskette in drive A is now being copied to the diskette in drive B. When the process is complete, the following message appears on your screen:

**Copy complete** 

Copy another (Y/N)?

11. Type N.

The process is complete. Use a felt tip pen to label the target diskette "Strategy Games," and store the original in a safe place. Now, go to the "How to Care for Diskettes" section.

Note: If you have problems making a copy of your Strategy Games diskette or get unexpected results, repeat the procedure. If the problem persists, contact your authorized IBM Personal Computer dealer.

#### How to Care for Diskettes

To keep your copy of the Strategy Games diskette as well as the original Strategy Games diskette in good condition, please observe the following precautions:

- Always place diskettes back into their protective jackets after use.
- Never touch diskettes through the window slots where the magnetic surface of the diskette is exposed.
- Diskettes are sensitive to extremes of temperature. Keep your diskettes out of direct sunlight and away from other sources of heat. They may be stored at temperatures ranging from 40 to 125 degrees Fahrenheit.
- Use a felt tip pen to write on diskette labels.
   Pressure from pencils and ballpoint pens damages diskettes. Also don't use paper clips on diskettes.
- Keep diskettes away from magnets (such as those inside color TV's).
- Do not try to clean diskettes.

# Getting Started

The very first time you use the Strategy Games diskette, follow the instructions under "How to Set Up Your Diskette." If you have already done that, follow the instructions below to start playing Strategy Games.

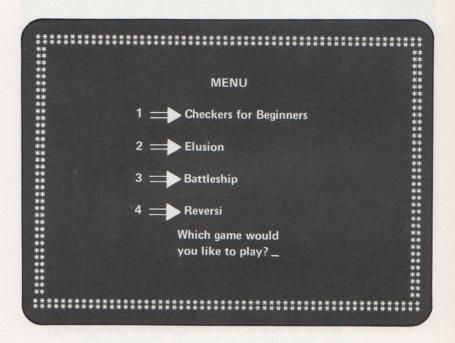
1. Place the Strategy Games diskette in drive A and turn on the computer. If the computer is already on, place the diskette in drive A, hold down the Ctrl and Alt keys and then press the Del key.

Note: Remember, if you are using a color display, you must have a color graphics adapter card installed inside your IBM Personal Computer. If you are using a television, you also must have an RF Modulator attached to your television.

- 2. A few instructions appear on your screen that tell you how to get the best possible picture from your monitor or display. Just follow the instructions on your screen.
- 3. After you have adjusted your monitor or TV, a screen with IBM across the top and the program name and version appears.

4. When you see the IBM screen with the program name and version, press the Enter key . The next screen to appear is the Strategy Games menu.

The menu looks like this:



5. When you see the message on the menu that says:

#### Which game would you like to play?

type in the number shown next to the game you want to play.

## Things to Remember

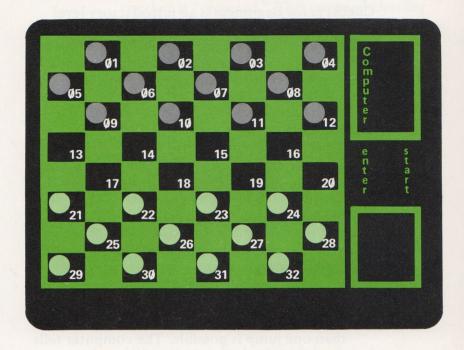
 Be sure you keep your Strategy Games diskette in the diskette drive at all times while you are playing Strategy Games. If you remove your diskette from the drive while playing a Strategy Game, you receive a message like this:

#### Disk not ready

If this happens, place the Strategy Games diskette back in the diskette drive and hold down the Alt and Ctrl keys while pressing the Del key. This starts the Strategy Games program again. You also may turn off your IBM Personal Computer, wait ten seconds, and turn it back on again.

- When you return to the menu after playing a game, you can start a new game by typing the number shown next to the game you want to play.
- The Esc (Escape) key can be pressed during a game to allow you to return to the Strategy Games menu.
- If you are through playing Strategy Games, just remove your Strategy Games diskette from the diskette drive and turn off your IBM Personal Computer.

# Checkers for Beginners



## History

Checkers, also known as Draughts, has a long and rich history. No one is certain just how old checkers really is. It is a game that has its roots in ancient times and has developed over several hundreds and perhaps thousands of years.

Checkers has gained in importance and popularity, with national and international tournaments being played every year to determine checkers champions.

## Object of the Game

Checkers for Beginners is an introductory level game that shows you the fundamentals of checkers and allows you to practice your skills. The object of the game is to capture all of your opponent's checkers or to block your opponent so a move is not possible.

#### Rules

Here are the rules for Checkers for Beginners:

- Each player has 12 checkers.
- You can either have the first move or let the computer make the first move.
- Checkers move forward in a diagonal direction, one square at a time, unless more than one jump is possible. The computer tells you when this is possible.
- Checkers can only move to empty squares.
- You capture checkers by "jumping" diagonally over them.
- After a checker is captured, it is removed from the playing board.
- If you can jump one or more of the computer's checkers, you must make the jump(s), one at a time.

- Once one of your checkers reaches the top row of the computer's side of the board, the checker is "crowned." This crowned checker is called a *king*. Kings still must move diagonally, one square at a time, but they also may move either forward or backward. Crowned pieces are shown on the screen with a K in the center of the checker.
- After you crown a checker, you must wait until your next turn before you may move this king.
- Kings can be jumped like any other checker.
- Although the computer does not play to a draw, you can determine if both you and the computer are playing to a draw. If, for example, both you and the computer have one checker a piece left, you may want to press the Esc key and start a new game.
- Although standard rules of checkers have a five minute time limit on making moves, the IBM Personal Computer allows you as much time as you need to make your move.

## Let's Begin

Here's how you play Checkers for Beginners:

- 1. When the Strategy Games menu appears on your screen, press 1. After you press 1, the name of the program and the author's name appear on your screen.
- 2. The screen then directs you through the rest of the instructions.

## Some Helpful Hints

Here are some hints that may help you if you find any rough spots:

- You can use either the numbers at the top of the keyboard or the numeric keypad keys to type in the numbers of your move.
- When the checkerboard appears on your screen, and you have the first move, you see the words:

E S n t t a e r r t

This means that you must type in both sets of numbers. The first number you type is the square you are currently on, and the second number is the square you want to go to.

• If you are moving to a square with a number under 10, be sure to type in a zero before the number. For example, if you are moving from square 13 to square 9, type:

13 09 • If you have a double or triple jump, you must move your checker one square at a time. When you type in a double jump, you see the word "to" after you type in the first set of numbers. For example, if you have a double jump and you start at square 23, type in:

23 14

When the message "to" appears on your screen, type in the number of the square you are jumping to next. In our example, you are jumping to square 5, so you type 05.

• If you make a mistake and type in the wrong first number of the square you are currently on, don't worry, just press the Backspace key ( ) once and the number is erased. If you incorrectly type the first two numbers of the square you are currently on, just type in the same two numbers a second time and a message appears on your screen which says:

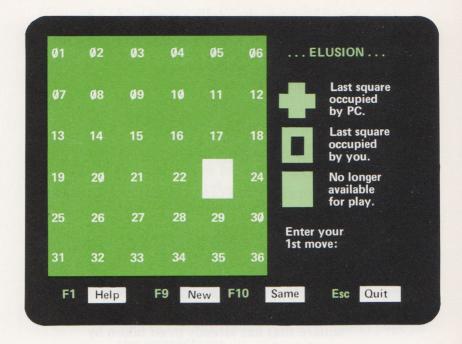
#### You have made an incorrect move Try Again

Just type in the right set of numbers the second time.

Be careful where you move, though. If you move to the wrong square after typing in both sets of numbers, you cannot correct this error.

- Before the computer takes its turn, you see the word "thinking" on the screen. You also hear a series of beeps, which is the computer analyzing all its moves. If you hear a high-pitched beep, the computer has found a very good move. If you hear a low-pitched beep, the computer has found a move that's not very good.
- You can use the Esc key at the top left of your keyboard to either start a new checker game or quit the game you are playing and return to the Strategy Games menu. To start a different game, just press the number of the game you want to play.

#### Elusion



## History

Elusion is a game created just for the IBM Personal Computer. You'll find Elusion a fun and challenging game.

## Object of the Game

The object of the game is to be able to make the last move on the board.

## Ways to Play

You may play either against the IBM Personal Computer or against a friend.

#### Rules

- You can choose the size of the playing board. The playing board can be either a 25-square or a more difficult 36-square surface. Each square is numbered.
- A square can be taken only once. Once a square has been taken by a game marker, that square is blocked. No other game markers can occupy the square.
- Any open square can be picked for a player's first move.
- On any move after the first move, players may move their game markers from the current position only on a straight line—vertically (up and down), horizontally (across), or diagonally. Players cannot move through a square that has already been taken by another player.
- A player can jump more than one space in a straight line.
- Players take turns moving their game markers to any of the available squares on the board according to the rules we just discussed.

## Let's Begin

Here how you start playing Elusion:

1. When the Strategy Games menu appears on your screen, press 2. You see a screen with:

#### **IBM Personal Computer Elusion**

2. Now, follow the instructions that appear on your screen.

## Some Helpful Hints

- You have a slight advantage if you do not move first.
- When you move to a square on the Elusion board, you may use either the numbered keys at the top of the keyboard or the numeric keypad keys.
- If you want to move to a square with a number under 10, you must type a zero (0) first and then the number. For example, if you want to move to square 9, type 09.
- During the explanation of the game's rules, you see this message:

#### PRESS: PgDn=Next Page F9=Play Game Esc=Quit

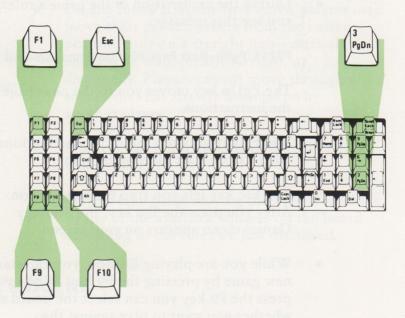
The PgDn key moves you to the next page of the instructions.

The F9 key gets you out of the instructions and lets you start playing the game.

The Esc key lets you stop playing Elusion. After you press the Esc key, the Strategy Games menu appears on your screen.

 While you are playing Elusion, you can start a new game by pressing the F9 key. When you press the F9 key you can select the board size, whether you want to play against the computer or against a friend, and who goes first.

- The F10 key also lets you start a new game of Elusion, but you must play the same way you were playing the old game. For example, if you were playing against the computer and you pressed the F10 key, you would have to play against the computer in the new game. Also, you would use the same board size you used in the last game.
- If you press the F10 key by accident, just press the Esc key. This brings back the Strategy Games menu.
- You may also use the F1 key in case you want to review instructions on how to play Elusion.



# Battleship

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## History

Battleship is believed to have its beginnings around the time of World War I. Countless people have played Battleship over the last several decades. Before the days of the IBM Personal Computer, Battleship was played using pencils and paper. Now you can use your computer.

Battleship is still a very popular game of skill and strategy.

## Object of the Game

The object of Battleship is to sink your opponent's navy. You do this by guessing where your opponent's ships are hidden.

## Ways to Play

There are three different Battleship games on the IBM Personal Computer. They are as follows:

- 1. You try to sink the computer's navy.
- 2. You and the computer try to sink each other's navy.
- 3. You and a friend try to sink each other's navy.

#### Rules

- Each side's navy consists of four submarines (S) 1 unit long, three destroyers (D) 2 units long, two aircraft carriers (A) 3 units long, and one battleship (B) 4 units long.
- Ships must be placed in a straight line, either horizontally (going across) or vertically (going up and down).
- Submarines only take up one space and may be placed anywhere on the board.
- Ships cannot be moved once the game has started.
- You get bonus shots on your next turn if you sink an opponent's ship on your turn. The computer will tell you how many bonus shots you have earned for hitting a ship.
- A ship is sunk only after every square it occupies is hit.

#### How to Win

You win at Battleship when you destroy all of your opponent's ships.

### Let's Begin

Note: You may want to play Battleship-Game-One and Battleship-Game-Two before you play Battleship-Game-Three. If you play Battleship-Game-One and Battleship-Game-Two first, you will have an easier time understanding Battleship-Game-Three.

#### Here's how you start playing Battleship:

- 1. When you see the Strategy Games menu on your screen, press 3 for Battleship.
- 2. Then follow the instructions that appear on your screen.

## Some Helpful Hints

Here are some hints that may get you through Battleship quicker. There are also some hints that explain a few things that are unique to the IBM Personal Computer Battleship game.

- The hit ratio that appears at the bottom of the game board tells you what your scoring average is. For example, if you take 8 shots and you hit four ships, your hit ratio is .500. If you make 10 shots and you hit three ships, your hit ratio is .300.
- At the top of the game board you see the initials r,c. The r stands for row, and these are the numbers that run vertically (up and down) on the left side of the game board. The c stands for column, and these are the numbers that run horizontally (across the top of the game board). You place your ships by first typing the number of the row and then typing the number of the column where you want to hide your ships.

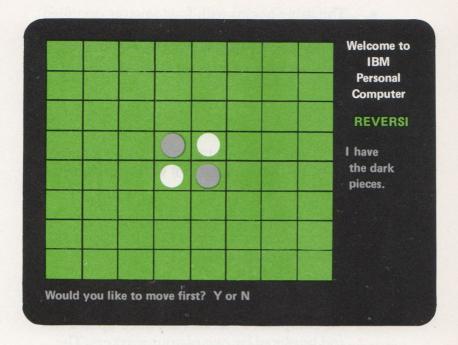
- You may use the numbered keys at the top of the keyboard or the numeric keypad keys to place your ships. Remember to use a comma between the number of the row you want and the column you want. For example, if you want to place a submarine in the bottom right corner, type 10,10.
- You are also asked to place your ships vertically (up and down) or horizontally (across). You see this message on your screen:

#### Vertical - V or Horizontal - H

If you want your ships placed vertically, type V. If you want your ships placed horizontally, type H. Your first ship, vertically or horizontally, starts where you typed in your placement numbers. For example, if you want to hide your aircraft carriers vertically and you type in 1,1 your aircraft carriers are placed at squares 1,1 - 2,1 - 3,1. If you want to hide the aircraft carriers horizontally, they are hidden at squares 1,1 - 1,2 - 1,3.

- After either you or your opponent has won, a screen appears showing you and your opponent how many shots you took, and what your final hit ratio or scoring percentage was.
- The game ends when either you or your opponent sinks the other's navy.
- If you want to play a different Strategy Game, press the Esc key.

#### Reversi



## History

The game Reversi is believed to be about 100 years old and evolved from a British game called Halma. Reversi has gained in popularity over the last decade primarily because it requires a great deal of strategy to master the game. Players have to plan their moves in advance if they want to defeat their opponents.

## Object of the Game

The object of the game is to occupy the most squares on the game board with your game pieces.

#### Rules

- The game begins with four squares occupied by game markers in the center of the game board. Two of the markers belong to you, while the other two markers belong to the IBM Personal Computer.
- You may choose to move either first or last.
- Both sides attempt to capture the other side's game markers. When you capture a marker, it turns to your color.
- To capture a marker and make it turn to your color, you have to outflank (surround) your opponent (the computer).
- To outflank your opponent, you have to place a marker on a square where one or more of the computer's markers are lined up in a row and bordered by one of your markers. The row does not have to be totally surrounded, only blocked at both ends. All of the bordered markers then turn to your color.
- You can capture the computer's markers in any direction.
- You must move your markers so that they capture at least one of the computer's markers.
- If you cannot capture a piece, you lose your turn. The computer realizes when you can't make a move and then moves its piece instead.
- If neither you nor the computer can make a move, the game ends, even if all the squares on the board are not occupied.

## Let's Begin

Now that you are familiar with the rules of Reversi, here's how you get started:

- 1. When you see the Strategy Games menu on your screen, press 4 for Reversi.
- 2. Follow the screen for game instructions.

## Some Helpful Hints

Here are some hints that will make it easier for you to play Reversi:

- You make a move by moving the large X on your screen to the location where you want a marker. Use the keys on the right side of your keyboard (the numeric keypad) to move the X.
- The illustration on the left shows what the numeric keypad looks like on your keyboard. The illustration on the right shows you how these keys actually move.



Numeric keypad



Cursor Movements

- If you want to move more than one space at a time, hold down the key you want for about a second and the X moves more than one space.
- After you make your move, press the Enter key. The computer takes its turn and when it finishes, it tells you to take your turn.
- The edges of the Reversi board are very desirable and the corners are the best positions to capture. At the corners, a row of pieces cannot be surrounded.
- Don't worry too much about the score of the game in the beginning. What counts is the end score.
- Take time to think out your best moves. Strategy is critical, so be careful.
- If you want to play a different Strategy Game, just press the Esc key. If you want to quit playing Strategy Games, just remove your Strategy Games diskette from the diskette drive and turn off the computer.

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#### Strategy Games

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# Strategy Games Version 1.05

1. Why is there a new version of Strategy Games?

To make it easier for you to use Strategy Games, DOS and Advanced BASIC have been added to the program diskette.

- 2. Any special considerations?
  - Setting Up the Diskette
    - Ignore the "How to Set Up Your Diskette" section in the Strategy Games booklet.

This new version 1.05 of Strategy Games is already set up for you and is ready to use.

- To use Strategy Games from the diskette:
  - Follow the instructions in the booklet under "Getting Started." (Remember, do not set up the diskette.)
- To make a backup copy of your Strategy Games Version 1.05 diskette, use the DOS 'DISKCOPY' command. See "How to Copy Your Diskette" in the booklet; ignore all references to the diskette's write-protect tab.