

USER MANUAL

MAIN MENU HELP

1. Human - Computer Match

Enter 1 to play a match against the computer program. You will be asked to enter the score that determines the winner. Most usual values are 1, 5, 7. Any value more than 19 will be rejected. Then the program will ask for your name.

The computer program will always play with the O checkers while the human player will always have the X checkers. The program will output his moves.

2. Human - Human Match

Enter 2 to play a match against a friend of yours. You will be asked for the winning score of the match. Next you will be asked for the name of the player that wants to play with the X checkers and the name of the player that will play with the O checkers. The board will be redrawn each time according to the player that is on to play.

3. Main Menu Help

Enter 3 to get help on the main menu help.

4. Game commands

Enter 4 to get help on the game commands.

5. Exit

Enter 5 to exit the program. It also exits from the LISP environment.

GAME COMMANDS HELP

1. Making a move

In order to make a move you should type the following:

`source.die`

where source is a number representing the point from which you would like to move a checker from and this number can be seen on the board; and die is the die that you want to play.

2. Refresh

Type "refresh" anytime on your turn to redraw the board.

3. Undo

Type "undo" anytime on your turn to undo all your moves you have played this turn.

4. Pass

When you are prompted to pass, you can either type "pass" or "undo".

If you type "pass" then you will pass the dice and your turn will be over. Your opponent now will have his turn.

If you type "undo" then you will undo all the moves you have played this turn.

The message of pass will always appear when you have either made all your moves or you do not have any(more) legal moves to make.

NOTE: For experienced players only.

You can type "pass" after you have made a move, before you have finished with all your moves. This has been given just in case something is wrong with the rules.

5. Score

Type "score" to see the current score of the match.

6. Help

Type "help" to get this help message.

7. Quit

Type "quit" to quit to the game and return to the main menu.