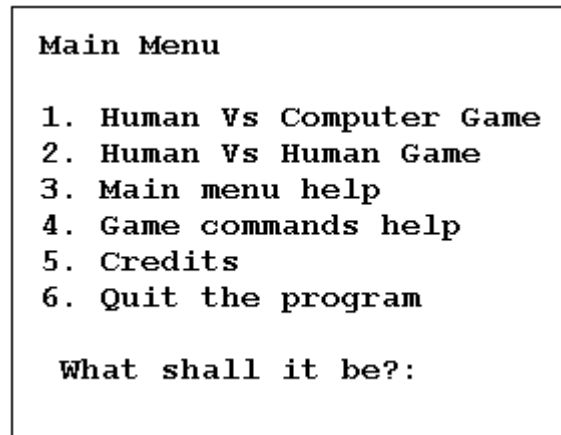


SECTION 1

MAIN MENU

The following picture shows the main menu.



There are 6 options available in the main menu. The user must enter a number from '1' to '6' and press the 'Enter' key. Anything else is not accepted.

1. To start a new game against the computer type '1' and then press the 'Enter' key.
2. To start a new game against a friend of yours type '2' and then press the 'Enter' key.
3. To get help on the main menu options type '3' and then press the 'Enter' key.
4. To get help on the commands available during the game type '4' and then press the 'Enter' key.
5. To see the credits type '5' and then press the 'Enter' key.
6. To exit from the program type '6' and then press the 'Enter' key.

1.1 GAME AGAINST THE COMPUTER

When you play a game against the computer program, you always have the checkers with the 'X' symbol and the computer the checkers with the symbol 'O'. Thus, the player with the checkers 'X' is called "x-player" and the checkers "x-checkers" and the player with the checkers 'O' is called "o-player" and the checkers "o-checkers".

Before the game starts there are a few things that must be set-up by the human player.

Firstly the user must enter the length of the game. I.e. he must enter a number from 1-19 that indicates the points that a player needs to score, in order to win the game. Values bigger than 9 should be avoided since the game will last very long. The prompt of the program for entering the final (winning) score is:

Enter the winning score:

Then the human player must enter his name. The prompt of the program is:

```
What is your name X-Player:
```

Finally, the game starts.

1.2 GAME AGAINST ANOTHER HUMAN PLAYER

Before the game starts there are a few things that must be set-up by the human players.

Firstly the user must enter the length of the game. I.e. he must enter a number from 1-19 that indicates the points that a player needs to score, in order to win the game. Values bigger than 9 should be avoided since the game will last very long. The prompt of the program for entering the final (winning) score is:

```
Enter the winning score:
```

Then the players choose the checkers by entering their names when they are prompted. Hence the player that wants the x-checkers must type his name when he is prompted:

```
What is your name X-Player:
```

And then the player that wants the o-checkers must type his name when he is prompted:

```
What is your name O-Player:
```

SECTION 2

GAME COMMANDS

After the set-up the game starts. In the following picture the starting position and the prompt for entering the moves is shown for a game against the computer.

Computer (O)																							
	12	11	10	9	8	7		6	5	4	3	2	1										

	X										
	X										
	X										
	X										
															15								
	15																						
	0										
	0										
	0										
	0										

	13	14	15	16	17	18		19	20	21	22	23	24										
Human (X)																							
pips: Human 360 - Computer 360																							
You rolled: [1,6]. The following dice are still available: [1,6].																							
Human (X) >																							

The prompt shows the dice that the player has rolled and also the dice that he can still play. The prompt for entering the moves shows the name of the player and also the symbol of the checkers he controls.

2.1 HOW THE MOVES ARE ENTERED.

The player enters the moves as follows:

source-point.die

The source-point is the number that represents the point from which the player wants to move the checker. This number can be seen on the board, as one of the integer numbers shown. The die is the one of the available dice that the player has, as shown in the prompt.

Here is an example. Consider the starting position shown in the above picture. The user can input:

```
You rolled: [1,6]. The following dice are still available: [1,6].  
Human (X) > 1.1
```

or

```
You rolled: [1,6]. The following dice are still available: [1,6].  
Human (X) > 1.6
```

Any other move is illegal now and the program will notify the user that is illegal and prompt again for a move (it will not draw the position again, see command “refresh” in 2.2.4).

2.2 OTHER COMMANDS.

The commands that are available are:

- help
- pass
- quit
- refresh
- score
- undo

2.2.1 “help”

Type “help” to get help on the game commands (like this section).

2.2.2 “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.

2.2.3 “quit”

Type “quit” to quit to the game and return to the main menu.

2.2.4 “refresh”

Type “refresh” anytime on your turn to redraw the board.

2.2.5 “score”

Type “score” to see the current score of the match.

2.2.6 “quit”

Type “quit” to quit the game and return to the main menu.