HOYLE®
THE OFFICIAL NAME IN GAMING

PUZZLE
& BOARD GAMES

According to HOYLE®
Official Rulebook & User Guide

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HOYLE® PUZZLE & BOARD GAMES 2010
Puzzle Games

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SYSTEM REQUIREMENTS
HOYLE® PUZZLE & BOARD GAMES 2010

Windows® XP (Home & Pro) SP3/Windows Vista® SP1[1],
Pentium® III 450MHz (800MHz processor for Windows Vista),
128MB RAM (512MB RAM for Windows Vista)
DVD-ROM drive,
1GB Hard Disk space,
640 X 480 16-bit color display.
33.6 Kbps modem or faster and internet service provider account
required for internet access[2].

Macintosh®
OS X 10.4.10-10.5.4
G3, G4, G5 or Intel processor,
867 MHz or higher,
512 MBRAM,
DVD-ROM drive,
32MB VRAM (ATI Rage cards not supported),
1GB hard drive space,
33.6 Kbps modem or faster and internet service provider account
required for internet access[2].

[1]Administrator privileges are required to properly install the program
on Windows XP, Windows Vista, and Mac OS X.

[2]User is responsible for all Internet access fees and phone charges.

INSTALL INSTRUCTIONS
HOYLE® PUZZLE & BOARD GAMES 2010

Installing the Game
Windows®:
1. Exit all programs and insert the **HOYLE® PUZZLE & BOARD GAMES 2010** DVD into the DVD-ROM drive. The installation window opens automatically if Autorun is enabled on your system. **Note**: If you have disabled Autorun on your computer, choose **Run** from the Start menu to open the Run dialog box. Type **D:\HoylePuzzleGames2010.exe** (If your DVD-ROM drive is something other than "D", substitute it with the correct drive letter).

2. Follow the instructions on the screen to complete the installation.

Macintosh®:
1. Insert the **HOYLE PUZZLE & BOARD GAMES 2010** DVD into your DVD-ROM drive.
2. Drag the **HOYLE PUZZLE & BOARD GAMES 2010** folder into your **Applications** folder (or wherever you'd like it to be) on your hard drive. The **HOYLE PUZZLE & BOARD GAMES 2010** folder will now copy from the DVD to your computer's hard drive.

Uninstalling the Game
Windows:
1. Choose **Settings** from the Start menu.
2. Choose **Control Panel** from Settings.
3. Double-click on **Add/Remove** Programs.
4. Select the name of the program you want to uninstall and click on the **Add** or **Remove** button.
5. Click **Yes** to confirm file deletion.

Macintosh:
1. Delete the **HOYLE PUZZLE & BOARD GAMES 2010** program folder from the Applications directory of your hard drive.

Running the Games
Windows:

To run the games, insert the **HOYLE® PUZZLE & BOARD GAMES** DVD into the DVD-Rom drive. When the launcher screen appears, click **Play**. You can also run the games from the Start menu. Click **Start**, **Programs**, and select the **HOYLE** game folder. Click on the **HOYLE PUZZLE & BOARD GAMES 2010** menu item to run the games.

Macintosh:

1. Double-click on the game icon in the **HOYLE PUZZLE & BOARD GAMES 2010** folder to run the program. Once you have installed **HOYLE PUZZLE & BOARD GAMES 2010**, you may eject the DVD. (Please keep the DVD in a safe place in case you ever need to reinstall the game.)

INTRODUCTION

Welcome to HOYLE® PUZZLE & BOARD GAMES, a collection of classic and popular games for all ages. The purpose of this guide is to provide general game rules and strategy. For complete information on gameplay, including game controls and options, refer to the in-game help (click the **Help** button at the bottom of the game screen and select the desired topic).

You can play most of the games found in HOYLE® PUZZLE & BOARD GAMES with friends and family members at your computer, or you can play against the witty and personable HOYLE® computer characters. Each character has a unique personality, and you can set characters' skill levels to control how well they play.

Customize your game environment by setting the game speed, turning on music and sound effects, and specifying how often the HOYLE® characters talk. Within each game, you can even set options to make the game easier or more challenging or to use different rules variations. Statistics are kept for all games, so you can try to beat your best times or the high scores of other players. Plus, you can earn HOYLE® PLAYER REWARDS to spend on additional game items, just by playing your favorite games!

So go ahead and get started playing some of the greatest puzzle games of all time, according to HOYLE®!

—The HOYLE® Team

SIGNING IN

When you start HOYLE® PUZZLE & BOARD GAMES, you must first sign in, choosing a name and a picture to represent yourself. You must create at least one player to play the games, and you can create additional players for yourself, your friends, and your family members. One reason for creating multiple players is that some games allow more than one player on the same computer. Another reason is that your statistics are tracked based on your player name.

The first time you sign in, you are asked to create a new player. After that, you can sign in as an existing player. You can create new players at any time, and you can change your character face at any time.

To create a new player:
1. Click the **File** button.
2. Select **Sign In**.
3. Select **New**.
4. Type a name for the new player, and click **OK**.
5. To create your own unique face, click the **Face Creator** button.(see more detailed information in the Face Creator section). You can also select **Random** to randomly assign features while creating a character for yourself. You're sure to see some interesting combinations!
6. Once you've saved your character, click **Exit** to return to the sign in page. Click **OK** to assign the image in the character to the new player, and start playing!

To sign in a player created during a previous session:
1. Click the player's name from the list of players in the Sign In screen. If necessary, scroll through the list using the vertical scroll bar. To change the face for this player, see step 3, above.
2. Click **OK** to start playing games as this player.

Notes: You can remove a player from the list of players by selecting the player name and clicking the **Delete** button. The player (and all of his or her statistics) is removed permanently.

You can sign in as a different player after you've started HOYLE® PUZZLE & BOARD GAMES. You might do this if someone else wants to play games and you don't want to exit. From the Main Screen, click **Sign In** from the File menu to sign in as a different player. If you are in a game, select **Main Screen** from the Go To menu to get to the Main Screen.

MAKING A FACE IN FACE CREATOR

You can use Face Creator to create a unique picture to represent yourself while you're playing games. This picture is shown on the screen when you play games on your computer. You can make just one face to represent yourself, or you can make several different faces and choose a different face each time you play!

Starting Face Creator
There are several different ways to start Face Creator.

To start Face Creator:
In the Sign In dialog box, click the **Face Creator** button underneath your picture.

OR

From the Main Screen, click the **Face Creator** button near the top of the page, or click **Face Creator** from the Options menu.

Note: If you start Face Creator from the Sign In screen, the face you make is automatically assigned to the currently selected player. And if you make a face when you're already signed in, it is automatically assigned to you.

To change an existing face in Face Creator:
In Face Creator, click the **Load** button, select the face you want to change, and then click **OK** to load that face into Face Creator.

Using Face Creator
You can create a unique picture for yourself using Face Creator. You can start with a new face, or load a previously created face by clicking the **Load** button.

To make a face in Face Creator:

1. Click a feature (head, eyes, nose, and so on) on the Face Creator screen. The feature will be selected, and pictures you can use for the feature appear in the 12 feature boxes at the top of the screen. You can select features in any order, and you don't have to specify every feature (your face can have no nose, for example).

2. Select the picture you want to use for that feature. To see additional screens of pictures, click on the numbered buttons or on the left and right arrows under the two rows of pictures.
Note: For eyes and eyebrows, you can select matching pairs, or you can select different left and right eyes and eyebrows, if you like. When you click on eyes or eyebrows, a selection box pops up with the choices left only, right only, and both. Click on which side or sides you wish to change (both is the default choice), then select the new feature.

3. You can move features around on the face by clicking the arrow buttons surrounding the sample face or by clicking the arrow keys on your keyboard. All features except the body, head, and clothes can be moved. If you move a feature and want it moved back where it was originally, click the **Center** button.

4. Add any other features you want.

5. Select one of the four skin tones for your face.

6. Choose a voice for your character. There are five male voices, and five female voices. Click on the **Voice Selection Menu** right below your character to select a voice. You can preview the selected voice by clicking on the speaker icon.

7. Click **Save** and then **Exit** to exit Face Creator. If you want to make multiple faces before exiting, you can click save to save your current face before making a different one. If you loaded a different face earlier and have made changes to that face, you will be asked if you want to save the new face you created over the old face. Click **OK** to save the face over the old face, or click **Cancel** to save the face as a new face.

Assign faces you have made to players using the Sign In screen.

To change an existing face:
1. Click the **Load** button.
2. Make any desired changes to the face.
3. Click **Save**. A dialog will appear: you can either save over the face you changed by clicking **Update**, or save the changes as a new face without deleting the old one by clicking **Add**.

To remove a feature from the face:
1. Select the feature you want to remove.
2. Click the **Clear** button.

To clear the entire face:
Click the **New** button to start a new face from scratch. Your current face will be cleared.

To delete a Face Creator face:
You can remove any Face Creator faces that you no longer want from the Sign In dialog box. Select the face you want to delete using the scroll bar below the face window, then click the **Delete** button to the right of the face. (You can do this when you sign in to start the game, or you can open the **Sign In** dialog box by clicking Sign In on the File menu from the Main Screen.)

Notes and Tips:
- Moving eyebrows to different heights is a good subtle way to add personality to your face.
- Moving a nose downward can create an impression of a longer nose; moving it upward can make a shorter nose.
- Be creative! Many items can be moved anywhere on the face.
- Clothing is specific to the body you select. If you select an article of clothing and then change your body, you may need to select new clothes for your new body.
- To quickly create a unique new face, click the Random button. (This is good if you're not feeling creative, but still want a change.) You can still make changes to the random face, if you want. Be careful when using this button as this will erase the face currently on the screen.

STARTING A GAME

You can start a game from the Main Screen or from the Go To menu.

To start a game using the menu:

From the Main Screen, click the game you want to play.

From within a game, click the name of the game from the Go To menu. To get to the Main Screen from within a game, click **Main Screen** on the Go To menu.

To switch from one game to another:

Click the **Go To menu**, and then click the name of the game you want to switch to. If you're in the middle of a game, you will be asked if you are sure you want to exit the current game.

HOYLE BUCKS

HOYLE® Bucks are frequent flier miles for gamers. When you accomplish certain feats while playing HOYLE® PUZZLE & BOARD GAMES, you automatically earn HOYLE® Bucks. The more you play, the more you'll earn! Spend your bucks on new card decks, music tracks, and décor items.

Your current HOYLE® Bucks balance and any feats you've accomplished recently are shown in the HOYLE® Bucks display in the lower-right corner of every game screen. Rolling over the display will show you the four most recent feats you accomplished in that game.

Accessing the HOYLE Bucks Area:

To spend your HOYLE® Bucks, view your account ledger (for a complete list of the feats you've accomplished for this game), or to learn which feats will earn HOYLE® Bucks, go to the HOYLE® Bucks area of HOYLE® PUZZLE & BOARD GAMES. There are three ways to get there: click on **HOYLE® Bucks** from the Main Screen, select **HOYLE® Bucks** from the Go To menu, or click on your current **HOYLE® Bucks balance** on the HOYLE® Bucks display in the game screen.

Navigating in the HOYLE Bucks Area:

When you first enter the HOYLE® Bucks area, you are presented with a desktop with several items on it: the guide, the catalog, and your ledger. Click on any of these desktop items to use them, or navigate using the control bar at the bottom of the screen.

ANAGRAMS

How to Play Anagrams

HOYLE® Anagrams is not a strict anagram game in that you don't need to use each letter in the original word when making words. In the game, a six-letter word is scrambled at the top of the screen. You have 90 seconds to find the original word and other words that can be made from those letters.

All the words you need to make are from three to six letters long. Blanks on the screen show you the length of the words to find; only these words give you points.

When you find a word, type it, and press Enter. (Press Backspace to delete any letters you have typed.)

If your word is accepted, it is shown on the screen. If you type a word that isn't found or that is already in the puzzle, it won't be accepted.

You get points when you make words: three-letter words give you 2 points, four-letter words give you 3 points, five-letter words give you 4 points, and six-letter words give you 5 points.

As you get closer to the goal, the monkey drops coconuts on the natives. If you find enough words to meet the goal, the monkey knocks out all the natives and gets the bananas!

A drop-down panel shows how many seconds it took you to win, but the 90-second clock continues to count down the time if you have any time left.

You can continue to play until you run out of time. When time runs out, any words you didn't find are shown on the screen.

Strategies for Anagrams

The key to solving most Anagrams puzzles is finding the six-letter word in the puzzle. Once you find that word, you usually can find a number of smaller words within it. However, don't spend too much time looking for the six-letter word—you can often win without it.

One useful approach is to focus on finding three-letter words; you often can make longer words from them.

When you run out of small words, try to extend the words you

did manage to find. If you have an S, be sure you have included plural versions of all the words you found. If you have E and D, try adding ED to the words you found. Many three-letter words can be lengthened with an E: CAP can make CAPE, LOP can make LOPE, and so on. Also try extending short words with other available letters. BAR could make BARN, BARK, BARD, and BARS, for example.

It's easy to miss words that start with vowels. Look for words such as ATE, ONE, and ICE. Also look for pronouns and other non-obvious words such as SHE, HIS, and THE.

Anagrams Quiz Answers
Did you get them all?

CROSSWORDS

How to Play Crosswords
HOYLE® PUZZLE & BOARD GAMES includes 1200 different crossword puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

A random puzzle is selected for you when you start Crosswords. Click the **New Puzzle** button on the screen to choose a new random puzzle. To select a particular puzzle, click the **Choose Puzzle** button on the screen, and choose the puzzle you want to play. A different puzzle is provided for each day of the year, and a number of bonus puzzles are included. Puzzles are labeled as Easy, Medium, and Hard, and come in several different sizes.

The clues you need to solve are shown in the Across and Down lists on the left side of the screen. To scroll through the lists, click the up and down scroll bars.

To solve a specific clue, click the clue in the Across or Down list, or click the first square for the clue you want to solve. The clue word is selected in either the Across or the Down direction.

To change from Across to Down, or from Down to Across, double-click or right-click the first square of the clue word.

When the clue you want is highlighted in the grid, type the answer. As you type, the cursor moves to the next letter in the word. You can Backspace to erase the current letter and move to the previous square.

You can move around the grid by pressing the arrow keys to move between squares.

If you are stumped on a particular letter or word, click the **Solve Letter** and **Solve Word** buttons to reveal the answers.

Playing Crosswords Head to Head

You can play Crosswords competitively with another friend or family member on the same computer. You and the other player take turns solving clues within a time limit. The player with the most correct letters wins. For more on playing head to head, see the online help.

Strategies for Crosswords

The best way to get better at doing crossword puzzles is to do a lot of them! Crossword puzzles often rely on common types of clues. It helps to know your Greek letters (chi, phi, tau, and so on), and a smattering of other languages (such as Spanish and French) doesn't hurt. Other popular clues are movies, books, songs, artists, politicians, and celebrities.

Partial clues (such as chicken _____ mein) are usually easiest to find. Try solving those clues first, especially if you are trying to beat your best time or you are playing Crosswords against another person.

If you solve some clues in one region of the puzzle, keep trying to solve clues in that region. It's easier to find clues when you already know a few letters in the answers.

If you don't know an entire clue, but think you know the ending for the clue (such as S, ED, or ING), try filling out just the ending to help you find a word in another direction.

And try filling out a word you are not sure is correct to see if words in the other direction work. Erasing is easy!

EDGE TILES

How to Play Edge Tiles

Tiles are laid out in a rectangular grid. You remove matching tiles in pairs. See "How Tiles Are Matched" for details on how tile pictures are matched. In the standard game, only tiles on the opposite edges of the grid are free and can be selected and matched, as described below:

- Only tiles at the top or bottom edges of columns (referred to as topmost and bottommost tiles) and tiles at the left and right edges of rows (referred to as leftmost and rightmost tiles) are free and can be matched.

- You can match a free tile on one edge with a free tile on the opposite edge. Thus, you can only match leftmost tiles with rightmost tiles, and you can only match topmost tiles with bottommost tiles.

For rules on how to play the three other game variations, see the next section, "Game Variations."

Game Variations

You can change the way tiles are matched in Edge Tiles by changing the matching rules in the game settings. There are also two other game variations (Two Level Board and Tiles Face Down) you can choose for a different game experience.

For an easier game, choose the Same & Opposite Side Match rule. In this game, you can match a tile with a tile on the opposite edge (as in the standard game) or you can match it with a tile on the same edge. Therefore, you can match a topmost tile with a bottommost tile or with another topmost tile, and you can match a bottommost tile with a topmost tile or with another bottommost tile. Likewise, leftmost and rightmost tiles can be matched with themselves or with each other.

With the Tiles Free Next to Empty Space rule, any tile with a free top, bottom, left or right edge is considered free, regardless of where it is found on the board. Only tiles with opposite edges free can be matched, as in the standard game.

The Two Level Board game option lets you play Edge Tiles with a different board layout. A smaller rectangular grid of tiles is placed on top of the original grid. Tiles are matched according to the game matching rules. A tile must be visible for you to remove it.

The Tiles Face Down game option adds a Herculean challenge to the game: you play the game with all the tiles face down. Tiles are only revealed when you hold your cursor over them, making for an extreme memory challenge. Again, tiles are matched according to the game matching rules.

How Tiles Are Matched

There are seven categories, or suits, of tiles. Edge Tiles uses two different tile sets: Chinese and Egyptian. You can change the tile set you play with in the game settings.

In five of the seven suits, you can only match tiles that are exactly identical by number and picture. You can't match tiles that have the same number only. Two tiles with 9 of Circles match, but a 9 of Circles and a 9 of Bamboo don't match.

In two special suits, Seasons and Flowers, you can match any tiles in that suit. In Seasons, you can match any of the seasons together (Spring and Winter or Summer and Fall, for example). In Flowers, you can match any of the flowers together.

Seasons and Flowers look different in the Chinese and Egyptian tile sets.

Strategies for Edge Tiles

You will often have more than one match for a tile. In this case, consider what tiles will be made free by removing the tiles, and see if there are any potential matches available if you make one match over another.

Since there are more tile columns than rows in the game layout, you'll find more matches on top and bottom edges than you will on left to right edges, so concentrate on the tops and bottoms of columns when making matches.

In the Tiles Free Next to Empty Space game variation, work from the outside in, and try to remove tiles evenly around the edges, making a few little inroads into the board this is likely to give you a good distribution of tiles with free edges on the board.

Keep an eye on tiles that could match if they were free on one edge, and try to match tiles adjacent to them so that the potentially matching tiles are free.

BIG BANG BRAIN GAMES SUDOKU

What Is Sudoku?

The rules of sudoku are fairly simple, but mastering the game is very difficult. The sudoku board consists of a 9x9 grid, where a number 1 through 9 can be placed in a square. The object of the game is to fill each square with a number — but there are certain restrictions to where the numbers can be placed:

- A number cannot be repeated in the same row.
- A number cannot be repeated in the same column.
- A number cannot be repeated in the same region. The regions are the 3x3 subsections marked with a thicker line.

That makes three things to keep in mind when playing Sudoku. Every Sudoku puzzle has only one solution.

Sudoku Scoring

Your Big Bang Sudoku score depends on two things: the time you take to complete it, and the total challenge level. The higher the total challenge level, the higher your score can get. If you finish a puzzle in 20 minutes with a 25% challenge level, it will be considerably lower than if you finish a puzzle in 20 minutes with a 100% challenge level. There are four things that contribute to the total challenge level:

- **Puzzle Difficulty**: contributes the most to the total challenge level.
- **Allow Hints**: Allows you to hit the "Hint" button so that Sol can help you out. Check this and your challenge level decreases. If you use a hint, it adds to your time.
- **Show Errors**: When you make an error, Sol will let you know. Check this and your challenge level decreases.
- **Automatic Pencil Hints**: Automatically marks the boxes with the small pencil marks so you don't have to. Check this and your challenge level decreases.

BIG BANG BRAIN GAMES ECHO

How the Game is Played

The object of the game is to repeat the sequence given to you by the planets without missing a beat! To do so, use the arrow keys or mouse. For each game, there are six different rounds to complete, each with a unique sequence that you must repeat. Each sequence will become more difficult as your skill increases, and to make things even more challenging, you will encounter the following obstacles:

- **Mix 'Em**: Rotates the planets clockwise to mix you up.
- **Reversal**: Takes the sequence and reverses it.
- **Starting Sequence**: When your skill level is low, the sequences will start with only one planet beep. As your skill increases, the starting sequence will have more and more planet beeps.

Echo Scoring

Your Big Bang Echo score depends on your skill. Your skill level starts at 10% and can go as high as your brain can manage! Every time you win a round, your skill increases, and when you lose two consecutive rounds, your skill decreases.

Strategies for Echo

Take advantage of the short break between rounds 3 and 4.

Stay alert to the planet sequence both visually and audibly. The combination of sight and sound can be helpful.

Your skill level increases at a faster rate if you're on a winning streak, so try your best!

BIG BANG BRAIN GAMES FALLACY

How the Game is Played

Big Bang Fallacy is a simple quiz-style game in which you are presented with a scenario and must identify the fallacy involved. Understanding the fallacies is the hardest part of the game, and there are nine of them. Below is the list of fallacies and their definitions (for more Information, click on the in-game Encyclopedia buttons):

• **Slippery Slope**: The Slippery Slope is a fallacy in which a person asserts that some event must inevitably follow from another without any argument for the inevitability of the event in question. In most cases, there are a series of steps or gradations between one event and the one in question and no reason is given as to why the intervening steps or gradations will simply be bypassed. This "argument" has the following form: Event X has occurred (or will or might occur). Therefore event Y will inevitably happen. This sort of "reasoning" is fallacious because there is no reason to believe that one event must inevitably follow from another without an argument for such a claim. This is especially clear in cases in which there is a significant number of steps or gradations between one event and another.

• **Two Wrongs Make a Right**: Two Wrongs Make a Right is a fallacy in which a person "justifies" an action against a person by asserting that the person would do the same thing to him/her, when the action is not necessary to prevent B from doing X to A. This fallacy has the following pattern of "reasoning": It is claimed that person B would do X to person A. It is acceptable for person A to do X to person B (when A's doing X to B is not necessary to prevent B from doing X to A). This sort of "reasoning" is fallacious because an action that is wrong is wrong even if another person would also do it. It should be noted that it can be the case that it is not wrong for A to do X to B if X is done to prevent B from doing

X to A or if X is done in justified retribution. For example, if Sally is running in the park and Biff tries to attack her, Sally would be justified in attacking Biff to defend herself. As another example, if country A is planning to invade country B in order to enslave the people, then country B would be justified in launching a preemptive strike to prevent the invasion.

- **Gambler's Fallacy**: The Gambler's Fallacy is committed when a person assumes that a departure from what occurs on average or in the long term will be corrected in the short term. The form of the fallacy is as follows: X has happened. X departs from what is expected to occur on average or over the long term. Therefore, X will come to an end soon. There are two common ways this fallacy is committed. In both cases a person is assuming that some result must be "due" simply because what has previously happened departs from what would be expected on average or over the long term. The first involves events whose probabilities of occuring are independent of one another. For example, one toss of a fair (two sides, non-loaded) coin does not affect the next toss of the coin. So, each time the coin is tossed there is (ideally) a 50% chance of it landing heads and a 50% chance of it landing tails. Suppose that a person tosses a coin 6 times and gets a head each time. If he concludes that the next toss will be tails because tails "is due", then he will have committed the Gambler's Fallacy. This is because the results of previous tosses have no bearing on the outcome of the 7th toss. It has a 50% chance of being heads and a 50% chance of being tails, just like any other toss. The second involves cases whose probabilities of occuring are not independent of one another. For example, suppose that a boxer has won 50% of his fights over the past two years. Suppose that after several fights he has won 50% of his matches this year, that he his lost his last six fights and he has six left. If a person believed that he would win his next six fights because he has used up his losses and is "due" for a victory, then he would have committed the Gambler's Fallacy. After all, the person would be ignoring the fact that the results of one match can influence the results of the next one. For example, the boxer might have been injured in one match which would lower his chances of winning his last six fights. It should be noted that not all predictions about what is likely to occur are fallacious. If a person has good evidence for his predictions, then they will be reasonable to accept. For example, if a person tosses a fair coin and gets nine heads in a row it would be reasonable for him to conclude that he

will probably not get another nine in a row again. This reasoning would not be fallacious as long as he believed his conclusion because of an understanding of the laws of probability. In this case, if he concluded that he would not get another nine heads in a row because the odds of getting nine heads in a row are lower than getting fewer than nine heads in a row, then his reasoning would be good and his conclusion would be justified. Hence, determining whether or not the Gambler's Fallacy is being committed often requires some basic understanding of the laws of probability.

• **Hasty Generalization**: This fallacy is committed when a person draws a conclusion about a population based on a sample that is not large enough. It has the following form: Sample S, which is too small, is taken from population P. Conclusion C is drawn about Population P based on S. The person committing the fallacy is misusing the following type of reasoning, which is known variously as Inductive Generalization, Generalization, and Statistical Generalization: X% of all observed A's are B''s. Therefore X% of all A's are Bs. The fallacy is committed when not enough A's are observed to warrant the conclusion. If enough A's are observed then the reasoning is not fallacious. Small samples will tend to be unrepresentative. As a blatant case, asking one person what she thinks about gun control would clearly not provide an adequate sized sample for determing what Canadians in general think about the issue. The general idea is that small samples are less likely to contain numbers proportional to the whole population. For example, if a bucket contains blue, red, green and orange marbles, then a sample of three marbles cannot possible be representative of the whole population of marbles. As the sample size of marbles increases the more likely it becomes that marbles of each color will be selected in proprtion to their numbers in the whole population. The same holds true for things others than marbles, such as people and their political views. Since Hasty Generalization is committed when the sample (the observed instances) is too small, it is important to have samples that are large enough when making a generalization. The most reliable way to do this is to take as large a sample as is practical. There are no fixed numbers as to what counts as being large enough. If the population in question is not very diverse (a population of cloned mice, for example) then a very small sample would suffice. If the population is very diverse (people, for example) then a fairly large sample would be needed. The size of the sample also depends on the size of the population.

Obviously, a very small population will not support a huge sample. Finally, the required size will depend on the purpose of the sample. If Bill wants to know what Joe and Jane think about gun control, then a sample consisting of Bill and Jane would (obviously) be large enough. If Bill wants to know what most Australians think about gun control, then a sample consisting of Bill and Jane would be far too small. People often commit Hasty Generalizations because of bias or prejudice. For example, someone who is a sexist might conclude that all women are unfit to fly jet fighters because one woman crashed one. People also commonly commit Hasty Generalizations because of laziness or sloppiness. It is very easy to simply leap to a conclusion and much harder to gather an adequate sample and draw a justified conclusion. Thus, avoiding this fallacy requires minimizing the influence of bias and taking care to select a sample that is large enough. One final point: a Hasty Generalization, like any fallacy, might have a true conclusion. However, as long as the reasoning is fallacious there is no reason to accept the conclusion based on that reasoning.

- **Appeal to Common Practice**: The Appeal to Common Practice is a fallacy with the following structure: X is a common action. Therefore X is correct/moral/justified/reasonable, etc. The basic idea behind the fallacy is that the fact that most people do X is used as "evidence" to support the action or practice. It is a fallacy because the mere fact that most people do something does not make it correct, moral, justified, or reasonable. An appeal to fair play, which might seem to be an appeal to common practice, need not be a fallacy. For example, a woman working in an office might say "the men who do the same job as me get paid more than I do, so it would be right for me to get paid the same as them." This would not be a fallacy as long as there was no relevant difference between her and the men (in terms of ability, experience, hours worked, etc.). More formally: It is common practice to treat people of type Y in manner X and to treat people of type Z in a different manner. There is no relevant difference between people of type Y and type Z. Therefore people of type Z should be treated in manner X, too. This argument rests heavily on the principle of relevant difference. On this principle two people, A and B, can only be treated differently if and only if there is a relevant difference between them. For example, it would be fine for me to give a better grade to A than B if A did better work than B. However, it would be wrong of me to give A a better grade than B simply because A

has red hair and B has blonde hair. There might be some cases in which the fact that most people accept X as moral entails that X is moral. For example, one view of morality is that morality is relative to the practices of a culture, time, person, etc. If what is moral is determined by what is commonly practiced, then this argument: Most people do X. Therefore X is morally correct. would not be a fallacy. This would however entail some odd results. For example, imagine that there are only 100 people on earth. 60 of them do not steal or cheat and 40 do. At this time, stealing and cheating would be wrong. The next day, a natural disaster kills 30 of the 60 people who do not cheat or steal. Now it is morally correct to cheat and steal. Thus, it would be possible to change the moral order of the world to one's view simply by eliminating those who disagree.

• **Appeal to Fear**: The Appeal to Fear is a fallacy with the following pattern: Y is presented (a claim that is intended to produce fear). Therefore claim X is true (a claim that is generally, but need not be, related to Y in some manner). This line of "reasoning" is fallacious because creating fear in people does not constitute evidence for a claim. It is important to distinguish between a rational reason to believe (RRB) (evidence) and a prudential reason to believe (PRB) (motivation). A RRB is evidence that objectively and logically supports the claim. A PRB is a reason to accept the belief because of some external factor (such as fear, a threat, or a benefit or harm that may stem from the belief) that is relevant to what a person values but is not relevant to the truth or falsity of the claim. For example, it might be prudent to not fail the son of your department chairperson because you fear he will make life tough for you. However, this does not provide evidence for the claim that the son deserves to pass the class.

• **Post Hoc**: A Post Hoc is a fallacy with the following form: A occurs before B. Therefore A is the cause of B. The Post Hoc fallacy derives its name from the Latin phrase "Post hoc, ergo propter hoc." This has been traditionally interpreted as "After this, therefore because of this." This fallacy is committed when it is concluded that one event causes another simply because the proposed cause occurred before the proposed effect. More formally, the fallacy involves concluding that A causes or caused B because A occurs before B and there is not sufficient evidence to actually warrant such a claim. It is evident in many cases that the mere fact that A occurs before B in no way indicates a causal relationship. For example, suppose Jill, who is in London, sneezed at the exact

same time an earthquake started in California. It would clearly be irrational to arrest Jill for starting a natural disaster, since there is no reason to suspect any causal connection between the two events. While such cases are quite obvious, the Post Hoc fallacy is fairly common because there are cases in which there might be some connection between the events. For example, a person who has her computer crash after she installs a new piece of software would probably suspect that the software was to blame. If she simply concluded that the software caused the crash because it was installed before the crash she would be committing the Post Hoc fallacy. In such cases the fallacy would be committed because the evidence provided fails to justify acceptance of the causal claim. It is even theoretically possible for the fallacy to be committed when A really does cause B, provided that the "evidence" given consists only of the claim that A occurred before B. The key to the Post Hoc fallacy is not that there is no causal connection between A and B. It is that adequate evidence has not been provided for a claim that A causes B. Thus, Post Hoc resembles a Hasty Generalization in that it involves making a leap to an unwarranted conclusion. In the case of the Post Hoc fallacy, that leap is to a causal claim instead of a general proposition. Not surprisingly, many superstitions are probably based on Post Hoc reasoning. For example, suppose a person buys a good luck charm, does well on his exam, and then concludes that the good luck charm caused him to do well. This person would have fallen victim to the Post Hoc fallacy. This is not to say that all "superstitions" have no basis at all. For example, some "folk cures" have actually been found to work. Post Hoc fallacies are typically committed because people are simply not careful enough when they reason. Leaping to a causal conclusion is always easier and faster than actually investigating the phenomenon. However, such leaps tend to land far from the truth of the matter. Because Post Hoc fallacies are committed by drawing an unjustified causal conclusion, the key to avoiding them is careful investigation. While it is true that causes precede effects (outside of Star Trek, anyways), it is not true that precedence makes something a cause of something else. Because of this, a causal investigation should begin with finding what occurs before the effect in question, but it should not end there.

- **Burden of Proof**: Burden of Proof is a fallacy in which the burden of proof is placed on the wrong side. Another version occurs

when a lack of evidence for side A is taken to be evidence for side B in cases in which the burden of proof actually rests on side B. A common name for this is an Appeal to Ignorance. This sort of reasoning typically has the following form: Claim X is presented by side A and the burden of proof actually rests on side B. Side B claims that X is false because there is no proof for X. In many situations, one side has the burden of proof resting on it. This side is obligated to provide evidence for its position. The claim of the other side, the one that does not bear the burden of proof, is assumed to be true unless proven otherwise. The difficulty in such cases is determining which side, if any, the burden of proof rests on. In many cases, settling this issue can be a matter of significant debate. In some cases the burden of proof is set by the situation. For example, in American law a person is assumed to be innocent until proven guilty (hence the burden of proof is on the prosecution). As another example, in debate the burden of proof is placed on the affirmative team. As a final example, in most cases the burden of proof rests on those who claim something exists (such as Bigfoot, psychic powers, universals, and sense data).

• **Appeal to Spite**: The Appeal to Spite Fallacy is a fallacy in which spite is substituted for evidence when an "argument" is made against a claim. This line of "reasoning" has the following form: Claim X is presented with the intent of generating spite. Therefore claim C is false (or true) This sort of "reasoning" is fallacious because a feeling of spite does not count as evidence for or against a claim. This is quite clear in the following case: "Bill claims that the earth revolves around the sun. But remember that dirty trick he pulled on you last week. Now, doesn't my claim that the sun revolves around the earth make sense to you?" Of course, there are cases in which a claim that evokes a feeling of spite or malice can serve as legitimate evidence. However, it should be noted that the actual feelings of malice or spite are not evidence. The following is an example of such a situation: Jill: "I think I'll vote for Jane to be treasurer of NOW." Vicki: "Remember the time that your purse vanished at a meeting last year?" Jill: "Yes." Vicki:"Well, I just found out that she stole your purse and stole some other stuff from people." Jill: "I'm not voting for her!" In this case, Jill has a good reason not to vote for Jane. Since a treasurer should be honest, a known thief would be a bad choice. As long as Jill concludes that she should vote against Jane because she is a thief and not just out of spite, her reasoning would not be fallacious.

BIG BANG BRAIN GAMES
NOVASWEEPER

How the Game is Played
Big Bang NovaSweeper is a game of mathematical logic consisting of a game board with many tiles. Most of the tiles have nothing behind them, but some have supernovas waiting to explode! The object is to clear the board of all tiles that don't have a supernova behind them.

Just so you aren't blindly clicking, you're given clues as to where the supernovas are located. A number on an empty tile will tell you that the tile is touching that many supernovas. A square can touch up to eight supernova squares. You should be able to use these numbers to deduce behind which square the supernova is located. Once you locate a supernova, you can "flag" it to remind yourself not to click on that space. You can also mark a tile as "unsure" if you aren't sure if a tile has a supernova behind it or not. As a shortcut you may either right-click on a tile or click with any key held down.

NovaSweeper Scoring
Your score depends on the difficulty and your time. There are three levels of difficulty:

- **Satellite**: a 9x9 board with 10 mines.
- **Moon**: a 14x14 board with 35 mines.
- **Lunatic**: a 20x20 board with 85 mines.

The harder the board, the greater your potential to get a high score. Time also plays a factor. The faster you complete a board, the higher your score will be. But be careful; once you hit a supernova the game will be over and you won't have a score to use.

BIG BANG BRAIN GAMES
REACTION

How the Game is Played
The object of the game is to clear the board of atoms in the fewest number of clicks, or "shots". The atoms on the board grow larger with each click. They can also grow larger from flying debris when

other atoms explode. Eventually the atoms grow large enough to burst, and then they shoot debris which can hit surrounding atoms to make them grow or burst. The smallest atom possible needs to be enlarged four times before it bursts. Sometimes the atoms only need to be hit once. There are several other pieces on the board that affect the flight of the debris:

- **Arrows**: Redirect the course of the debris in the direction of the arrow.
- **Mirrors**: Reflect the debris back in the direction it came.
- **Angled Mirrors**: Reflect the debris at an angle, forcing it off course.
- **AntiParticles**: These black and purple atoms act as barriers to the debris.
- **Supercharged Atoms**: These bright yellow atoms shoot more debris every time they are hit.
- **Wormholes**: These crazy obstacles warp space. When a particle enters, it exits from its matching wormhole.

Reaction Scoring
Your Big Bang Reaction score is based on how many shots you take to finish a course. Each hole has a par that suggests how many shots you should take to complete it. The lower your score, the better. There is no time limit, so you can take as long as you want!

Strategy for Reaction
Look for atoms that will not burst unless you click on them. The best atoms to click on aren't always the ones that burst after one click.

Take your time. It's not a race.

BIG BANG BRAIN GAMES REMEMBRANCE

How the Game is Played
Big Bang Remembrance is a game that tests your short term memory. All you have to do is match the pairs of cards in the shortest time possible. The cards are initially flipped over, so you have to click on them to see what they are. If you make a match, they disappear, but if they aren't a match, the cards stay on the board and flip back over. There are two levels of difficulty:

• **4x4 Board**: Where you have to match 8 pairs of cards.

• **6x6 Board**: Where you have to match 18 pairs of cards.

It is worth noting that a short completion time on the 6x6 board gives you a much better score than the 4x4 board. Although random clicking may work, much better times can be achieved if you exercise your brain and try to remember where the matching cards are located.

GRAVITY TILES

What Is Gravity Tiles?

Gravity Tiles is one of five puzzle games in HOYLE® PUZZLE & BOARD GAMES that you play with mahjongg tiles; the other four are Edge Tiles, Mahjongg Tiles, Memory Tiles, and Slide Tiles. For background on the classic game of Mahjongg, see the Mahjongg Tiles chapter.

Gravity Tiles is a fun and addictive solitaire puzzle game. In Gravity Tiles, you select groups of similar tiles to remove them from the board, and tiles above those tiles fall down, rearranging the playfield.

Your objective is twofold: to clear the board as much as possible, and to clear large groups of tiles to make more points. (Sometimes you might want to choose just one goal, as these objectives can be mutually exclusive!)

There are countless ways to play a single puzzle, as each decision you make changes the game entirely.

How to Play Gravity Tiles

In Gravity Tiles, you try to remove as many tiles as you can from the board by removing groups of two or more matching tiles. Removing large groups gives you more points.

Playing with Moveable Tiles

Turn on the Moveable Tiles option in the game settings to let you move tiles to try to make more matches. With this option, you can slide a tile on the top of any column either left or right, one column at a time. If the tile is blocked by another tile or the edge of the board, it stops moving and can no longer be moved in that direction. A tile also stops if you release the mouse. If it is moved so there is no tile immediately beneath it, it drops.

When a tile stops or drops, and it touches other tiles such that it

makes a match, the tiles in the matching group are removed. If the tile is stopped or dropped and does not make a match with the tiles it's touching, it is returned to its original place.

Playing with Royale Tiles
When playing with the Royale option turned on, the animated tiles (Holy Orb in Medieval, Eagle in Southwest) are worth more points than the other tiles when removed, particularly when removed in large groups. Removing Royale tiles in a group of 15 or more tiles scores so many more points relative to the other scoring opportunities, creating large groups of royale tiles is the goal of Gravity Tiles Royale.

Strategies for Gravity Tiles
It is often safe to remove groups of tiles at the top of the board first, as these will have minimal effect on other tiles and it is easier to tell what is going to happen when they are removed.

A good strategy is to clear tiles on the left side of the board first, since columns that are removed collapse the board from right to left.

When using the Moveable Tiles option, there may be more than one place you can move a particular tile; make sure you are moving it to the most strategic place before moving it or letting go of the mouse. Note that if columns have been removed from the right edge of the board, you can drag tiles to the rightmost empty column (it must make a match as a result of the drop).

Strategies for Gravity Tiles Royale
When your entire focus is on creating a group of one kind of tile, your strategy changes quite a bit. Instead of trying to build towards removing big groups or all the tiles, you focus completely on setting up big groups of royale tiles, at the expense of making big groups of the other tiles. Following are some tactics for stringing together a 15+ Royale Tile chain.

Eliminate columns without Royale tiles. A column without a Royale tile will create a gap in your horizontal chain. Therefore, you must have fifteen or more Royale tiles in consecutive columns for a 15+ removal to be possible.

Bring the Royale tiles up high down low. Since tiles can't ever go up, in order to create a horizontal Royale tile chain, you will need to link them together across the lower part of the grid. Look at your grid, and look for any Royale tiles above the bottom three rows. In order to make high-up royale tiles part of your chain, most of the tiles underneath them must be cleared.

Some Royale tiles are expendable. There are twenty-five Royale tiles, and you only need to string together 15 for the big points. While stringing together all 25 is a great accomplishment, sometimes you have to accept that a royale tile won't be part of the big chain. It is better to cut your losses and focus on the big picture than to wreck your board trying to herd a few stragglers into the fold.

Watch for singleton tiles in "must-clear" areas. If a tile you know needs to be removed is not touching one of it's kind, look a few clicks ahead before removing anything. Make sure you can click your way to having the straggler paired up, or you are sunk.

HANGMAN

What is Hangman?

Hangman, originally called Gallows and Hanging the Man, has been around since at least Victorian times. Although it is a very simple game, Hangman is quite popular, probably because it can be played anywhere with just pencil and paper, it doesn't take very long to play, and its rules are easy to understand.

In Hangman, one player thinks up a mystery word or phrase (most commonly a word) and writes down blanks for each letter in it (indicating any spaces or punctuation). Sometimes the puzzle maker will tell the guesser the subject of the puzzle, such as "a famous person" or "a verb."

The other player tries to guess the word by guessing one letter at a time. These letters are written down, so the guesser can keep track of which letters have already been guessed.

If a guessed letter is in the puzzle, the puzzle maker fills in the blanks with that letter in every place it is found.

If a letter is not found, a piece is added to the hangman. If the last piece is added to the hangman before the word or phrase is guessed, the game ends. If the word is guessed, the hangman is saved!

What often varies about the game of Hangman is how the hangman is drawn and, consequently, the number of misses the guesser gets before he or she loses. Variations (and pictures) abound.

Many players include the gallows (allowing eleven misses).

Others only include the hangman (allowing six misses).

Other players may include hands and feet, or eyes, nose, and mouth! Because there are no strict rules for hangman, the exact hanging method is often negotiated before play: "Do you use hands and feet?"

How the Game is Played

There are three different Hangman games in HOYLE® PUZZLE & BOARD GAMES:

> **Classic Hangman** – the basic game, where the computer provides words or phrases for you to guess.

> **Hangman Challenge** – a harder version of Classic Hangman, where you guess as many puzzles as you can in a category.

> **Head to Head Hangman** – a two-player game where each player guesses a word the other player has made. Requires two people playing at your computer.

In all of these games, you guess letters in a word or phrase, and you are allowed a certain number of misses before you lose. However, each game is played a little differently.

You can choose one of four different game environments in each game, each of which features its own hanging method!

Classic Hangman

In this game, the computer supplies a word or phrase, and you try to find out what it is before the hangman is hanged.

You play one puzzle at a time, and there is no scoring. You can change the game settings to get puzzles based on categories, words, or proverbs.

To play, guess a letter by clicking one of the letters on the screen or typing it on your keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, you get a piece of a hangman or an animation plays (depending on your Hangman environment).

You continue to guess until you run out of misses. The number of misses you have left are shown on the screen.

Exactly how this appears depends on your Hangman environment: the Beach environment shows glass balls, the Winter environment shows icicles, and so on.

If you solve the puzzle, you can start a new puzzle by clicking the **New Game** button. If you miss too many letters, you are hung, and the game ends.

If you get stumped and can't solve a puzzle, click **Solve** on the Actions menu to see the solution.

Hangman Challenge

Hangman Challenge is played similarly to Classic Hangman, but you guess several puzzles from a specific category. A random category, shown above the puzzle, is chosen for you.

To play, guess a letter by clicking one of the letters on the screen or typing it on your keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, a piece is added to the hangman or an animation plays (depending on your hangman environment). The number of misses you have left are shown on the screen. If you solve the puzzle, you get 1 point, and you get a new puzzle from the same category. Your score is shown on your player plaque.

You have to solve as many puzzles as you can with only one hangman (13 misses). When you run out of misses, you will be "hung," and the game ends.

Head to Head Hangman

In this game, you and another player at your computer take turns entering words for each other to solve. You get points for stumping the other player or guessing another player's puzzle.

Click **New Game** to begin the game. One player is asked to type a word or phrase for the other player to guess. That player types a puzzle, and clicks **OK**. The puzzle appears on the screen.

The guessing player guesses a letter in the puzzle by clicking one of the letters on the screen or typing it on the keyboard.

If the letter is in the puzzle, it is revealed in all the places it is found in the puzzle. If the letter is not in the puzzle, a piece is added to the hangman or an animation plays (depending on your hangman environment).

The guessing player continues to make guesses until the puzzle is solved. If the puzzle is solved, the guessing player gets 1 point. If the puzzle is not solved, the other player gets 1 point. Your scores are shown on your player plaques.

After a puzzle is solved or missed, the player who just played makes a puzzle for the other player.

You and the other player each play a certain number of puzzles before the game ends. (You can set the number of puzzles in the game settings.) The player with the most points at the end of the game wins.

Strategies for Hangman

The most frequent letters in English language sentences, in order, are E, T, A, O, N, I, R, and S. The least frequent letters are B, G, V, K, X, J, Q, and Z. Always try more frequent letters first.

Try to identify the vowels in a puzzle first; they go a long way toward guessing the puzzle, and they are in almost all words!

When guessing a proverb, look for the words THE and AND. Some common two-letter words are OF, ON, TO, IN, IT, IS, BE, and NO. Some words common to proverbs: IF, ALL, IS, ARE, YOU, NOT, AND, BUT, and ONE.

MAHJONGG TILES

What Is Mahjongg Tiles?

Mahjongg Tiles (sometimes known as Taipei) is a simplification of Mahjongg, 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 Mahjongg 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) Mahjongg, "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.

Mahjongg is superficially similar to Dominoes in that both games use tiles, or bones, and because the arrangement of the tiles forms the "board." Mahjongg Tiles shares that similarity with Dominoes; it also resembles certain card games, such as Solitaire, where uncovering hidden cards is the order of the day.

How the Game is Played

At the start of the game, the tiles or bones are randomly arranged in a pattern; you can choose from one of many predesigned layouts. Using the Layout Maker, you can even design your own Mahjongg Tiles layouts.

Your job is to match exposed tiles in pairs (a tile is exposed if its left or right edge is not touching another tile and there are no tiles on top of it). Each pair, once found, is 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 a new layout, or "reshuffle" the remaining tiles and continue on.

You can play Mahjongg Tiles with another person, if you like. In this game, each player tries to make matches on his or her turn; if a player gets a match correct, he or she gets another try; when he or she misses, the turn passes to the other player.

How Tiles Are Matched in Mahjongg Tiles

There are seven categories, or suits, of tiles. Mahjongg Tiles uses two different tile sets: Chinese and Egyptian. You can change the tile set you play with in the game settings.

In five of the seven suits, you can only match tiles that are exactly identical by number and picture. You can't match tiles that have the same number only. Two tiles with 9 of Circles match, but a 9 of Circles and a 9 of Bamboo don't match.

In two special suits, Seasons and Flowers, you can match any tiles in that suit. In Seasons, you can match any of the seasons together (Spring and Winter or Summer and Fall, for example). In Flowers, you can match any of the flowers together.

Note that the tiles you get in a game will depend on the number of tiles used in the grid, so not all games will include Seasons and Flowers.

Strategies for Mahjongg Tiles

Mahjongg Tiles is like an overstuffed version of Solitaire; the board needs trimming down fast, and it's your job to do it. In comparing Mahjongg Tiles and Solitaire, you'll find that the rules are very different (matching pairs versus combining suits and ranks), but the strategy is quite similar.

The playing field in Mahjongg Tiles is a puzzle that must be unlocked. Look to see what tiles will unlock other tiles. As in Solitaire, you have no guarantees that the puzzle is solvable at all (a needed "key" may be out of reach behind or beneath a tile). You can, however, postpone or completely avoid the typical dead end (where you

have no plays left) by making the best play when you have several choices available.

Three available matching tiles have large round circles (with 1's in the upper right corner). You can match two of the three; which two do you choose? The two tiles in the lower right unlock a 3 tile and a 6 tile, while the third tile (upper left) doesn't unlock anything (it's adjacent to a hidden tile). Take the two in the lower right; otherwise, you're reducing your future options.

The crucial element that makes Mahjongg Tiles more skillful than Solitaire is that you can see most of the tiles. In standard card Solitaire, most of the cards are hidden beneath stacks one to seven cards deep. If you need a specific card, you have to get lucky to pick the right stack. With Mahjongg Tiles, on the other hand, you can spend as much time as you want looking for the very best move. So the big question is, do you have the time?

MAZE RACER

What Is Maze Racer?
Mazes have been around more than 3,000 years. Most of the oldest mazes were "unicursal": long one-path mazes with no decision points. These early mazes were often contemplative areas for walking or worshipping—they were designed more as wonders than as puzzles. (You'll often see these types of mazes in children's puzzle books; they're useful in training hand-eye coordination).

Over time most mazes became "multicursal"—the mazes we think of most often today, with multiple branching paths. At one time status symbols for wealthy people with plenty of land to build them on, most of today's real-life mazes are tourist attractions in gardens and parks.

Today maze puzzles can frequently be found in puzzle books, since they are quick diversions and easy to solve. Maze Racer adds a time element to make solving mazes more challenging. And solving Maze Racer puzzles doesn't require any erasing!

How the Game is Played
Maze Racer is a classic maze game for one or two players. If you play by yourself, try to get through the maze in the fastest possible time. If you play against another person, try to be the first player out of the maze. You can choose easy, intermediate, or expert-level mazes.

If you're playing by yourself, your piece starts on the right side of the maze. When the clock starts, try to make your way to the exit on the left side of the maze as quickly as possible.

Try to reach the exit before the goal time at the top of the screen elapses. If you run out of time, you can still finish the maze. If you can't find your way out of the maze, click the Solve button to be shown the path out of the maze.

In the two-player game, there is no time limit; you and another player compete to try to be the first player to exit the maze. Each player starts at an opposite end of the maze and must make his or her way to the exit door at the opposite end of the maze (next to the other player's start position). Again, you can click the Solve button (ending the game) to be shown the path out of the maze. (There is only one path through the maze.) The first player to exit the maze wins!

Strategies for Maze Racer

There are a couple of classic methods used to solve full-size mazes. One popular method is to follow the right-hand wall (a practical but slow method that solves most mazes). Another more methodical method involves dropping stones or other objects at the beginning of paths you visit in the maze (this allows you to avoid revisiting paths you've already tried). For a visual maze puzzle, however, these methods don't work; you must rely on your eyes, your memory, and trial-and-error to get you through the maze.

Since you can see the entire maze in a top-down maze puzzle like Maze Racer, one method you can use is to backtrack visually, starting at the end of the maze and trying to determine the path backward to your start. This can be especially helpful when you are halfway through the maze and are trying to determine whether you're on the right track. In the two-player game, since there is only one path through the maze, checking your opponent's path is a good method of backtracking, assuming your opponent is on the right track, that is!

When starting a maze, travel quickly, and always travel as far as you can through the beginning of the maze before reaching a decision point. This makes the maze shorter, in effect. Then try following the maze visually as described below.

Since your eyes are quicker than your hands, and you have a time constraint in this game, try letting your eyes do the walking. Before choosing one path or the other, visually follow one path as far as you can until you hit a decision point or a dead end. If you hit a dead

end, you can safely ignore that path and move your piece down the other path. Otherwise, visually follow the second path, again noticing whether you hit a decision point or a dead end; if you hit a dead end, you can safely move along the first path. If neither path ends in a dead end, you'll have to choose one path or the other. But this method at least lets you eliminate moving your piece needlessly; you can eliminate paths much more quickly in this way than by moving through them.

MAZE RAIDER

What Is Maze Raider?

In the most famous cultural reference to mazes, the Greek mythological hero Theseus found his way through a labyrinth to kill the dread Minotaur of Crete, with just a little help from the infatuated Ariadne and her magic ball of thread to get him in and out of the maze unscathed.

Maze Raider is inspired by that classic story, and comes complete with myriads of monsters. In Maze Raider, you move through mazes, raiding them for treasure to get points and tokens to help you get through the maze faster, while avoiding or neutralizing monsters. You can play by yourself or against another player on your computer.

How the Game is Played

There are two different maze themes: Greek and Haunted House. The gameplay is nearly identical in both themes, but the maze design, the objects you collect, and the monsters you encounter will match the theme you choose. You can change the theme in the game settings.

If you're playing by yourself, you start at the right side of a maze. Your goal is to exit the maze by collecting all of the goal items in that maze. In the Greek maze, you need to collect all the gold coins; in the Haunted House maze, you need to collect all the candelabras. You collect an item by moving your piece over it.

Some mazes contain monsters that will try to slow your progress. Other items in the maze aren't required to open the door, but can give you abilities that may help you avoid monsters or other obstacles. And treasure items can give you points. See "Items in Maze Raider" and "Monsters in Maze Raider" for more information on items, obstacles and monsters in the maze.

Once you've collected all the goal items in the current maze, an exit door opens, allowing you to proceed to the next maze. You can exit and get a time bonus, or continue and collect any items that remain in the maze to try to get more points. If you don't get the goal items quickly enough, the bonus you can get will decrease.

There are three mazes to complete in the game; when you complete all the mazes, the game ends and you get a final score based on your time and the items you collected. You can "win" the game by getting enough items and treasures and staying out of harm's way as much as possible.

If you're playing with another person, both players compete in the same maze. The gameplay is very similar to the single-player game. You and the other player collect all the goal items in the maze (coins or candelabras), and can move over other items to get additional points or abilities.

Certain items (like weapons) can be used against the other player, and certain items, when displayed with a hammer, affect the other player if you pick them up. See "Items in Maze Raider" for information.

In the two-player game, you can try to confuse your opponent by putting up a "false wall." A false wall looks like a real wall but is an illusion; both players can walk through it, and the Oracle will indicate that it is false. To put up a false wall, face any direction and press either Tab (player on the left) or Enter (player on the right) on your keyboard to put up a false wall. Each player can only erect one false wall at a time; when you put up a new wall, the previous wall disappears.

When all of the goal items in each maze are collected (regardless of which player collects them), an exit door opens at each end of the maze. Your exit door is found on the opposite end of the maze from where you started the game. Each player then races to get to his or her exit door. (You can't go out your opponent's door.)

A time bonus clock starts counting down from the top bonus level down to zero. If either player gets to the exit before the clock runs down to zero, he or she receives the bonus points shown.

When both players exit the maze, or the time runs out, the score for the maze is shown, and you can proceed to the next maze.

There are three mazes to complete in the two-player game. When all the mazes are completed, the player with the higher score wins.

You can change the difficulty of the game by changing the Skill Level option in the game settings. This affects the difficulty of the maze, the difficulty of monsters, and more.

Items in Maze Raider

The mazes in Maze Raider contain different items depending on whether you're playing the Greek or Haunted House theme. Some items affect gameplay, others are tokens that you can collect to use in different ways. Obstacle items make it difficult for you to move through the maze. Most of the items in the game are listed here.

Goal Items

Gold Coins: Collect all the gold coins to open the exit in the Greek maze.

Candelabras: Collect all the candelabras to open the exit in the Haunted House maze.

Other Items

Some items in the maze cause positive or negative effects. Many items animate, and only work when in their animated state, so it is possible to move over them with no effect. For example, you can pass over the Transporter item without getting transported when it is in its inactive state.

Some items affect the other player, if a hammer is displayed over them. Note that even positive items will affect your opponent!

Treasure: Treasure items give you extra points.

Oracle: The Oracle shows a path in front of your player piece that you can follow through the maze to collect goal items. Since there may be several goal items in the maze, you may see several paths extending in front of you. Once you've obtained all the goal items, the Oracle shows you the path to the exit. Following the Oracle's path can help you avoid dead ends in the maze. The Oracle's effects eventually wear off, but you can walk over the Oracle again to get more help.

Maze Shuffler: This item recreates the maze, leaving you in your current position. Some items and monsters in the maze may shift. Some obstacles may also disappear when the maze shuffles.

Trap Door: Periodically, a trap door which resembles a large set of teeth will open and close when you get within a couple of spaces of it. If you run over the trap door when the door is open, you disappear and reappear in a random spot in the maze.

Transporter: This item acts as a shortcut, moving you to the other transporter in the maze. In the Greek theme, this item is a winged horse; in the Haunted House theme, this item is a teleportation booth.

Speed Up: This item speeds you up temporarily. In the Greek theme, this item is Mercury boots; in the Haunted House theme, this item is a green potion.

Slow Down: This item slows you down temporarily. In the Greek theme, this item is a snail; in the Haunted House theme, this item is a yellow potion.

Stop: This item stuns you for a few seconds. In the Greek theme, this item is Medusa's head; in the Haunted House theme, this item is a red potion.

Black Cat (Haunted House theme): Running over this item costs you points, and alerts monsters to your location in the maze. The Doctor's Creature is especially protective of the cat.

Tokens

Tokens are special items that give you extra abilities that lasts a certain amount of time.

Weapon token: Enables you to knock out monsters (or the other player). In the Greek theme, this item is a slingshot; in the Haunted House theme, this item is a laser gun. If you get a weapon, and get into the same hallway facing a monster or opponent, the weapon automatically activates and the target is knocked out for several seconds. In a two-player game, only the player who reaches the weapon first gets to use it. Using the weapon gives you bonus points.

Strength token: This item can be used to plow through walls or beat back most monsters. In the Greek theme, this item is Zeus' fist; in the Haunted House theme, this item is power-up balls. Some monsters, like the Hydra, are not affected. After you plow through a wall, you'll pause momentarily to catch your breath.

Wings token: Enables you to fly over the maze for a short time. While flying, you are immune to harm from most monsters.

Poseidon token (Greek theme): This item lets you walk through areas flooded by water without slowing down.

Shield token: This item protects you from one attack. It activates automatically the next time you're attacked, and you're protected from all monsters and opponents for a few moments.

Aphrodite token (Greek theme): Makes you attractive to monsters. Use this against your opponent in a two-player game!

Scythe token (Haunted House theme): This item lets you walk through areas covered in grass without slowing down.

Vampire token (Haunted House theme): This item only appears in two-player games. Lets you drain points from your opponent whenever he or she stops moving in the maze. The effect wears off after a while.

Ghost token (Haunted House theme): This item lets you walk through walls for a short time, and makes you invisible to monsters and immune to harm from obstacles.

Obstacles
Obstacles are areas in the maze that are difficult to get through.

Fire Corridor (Greek theme): Corridors filled with fire pits that burn periodically. If you move cautiously, you can get through them. Fire is damaging; if you step into a fire pit while it's burning, you'll lose points and be thrown out of the corridor.

Water (Greek theme): Areas of the maze covered in water. You can only move through water very slowly, unless you have a Poseidon token, in which case you'll move at normal speed.

Axe Corridor (Haunted House theme): A corridor filled with axes that acts like the Fire Corridor.

Crushing Wall Corridor (Haunted House theme): Another obstacle corridor. Avoid getting crushed by the walls!

Grass (Haunted House theme): Areas of the maze covered in grass. You can only move through grass very slowly, unless you have a Scythe token, in which case you'll move at normal speed.

Darkness (Haunted House theme): Some areas of the maze may be dark; you can only see them when you move into them.

Monsters in Maze Raider
You'll generally want to avoid running into monsters, unless they block your path in the maze or have something you want. Monsters will either stun you or move you somewhere else in the maze, but their effects are temporary and not life-threatening.

Greek Monsters
Hydra: The many-headed Hydra stays in one place in the maze, guarding the Golden Fleece. However, he can extend his heads over

walls and attack you in other corridors. He can also attack players flying via the wings, and is unhurt by weapon or strength tokens. The Hydra's heads will attack you if they see you. If the Hydra catches you, he will hurl you to another part of the maze, stunning you for a few seconds (and taking points from your score).

If you manage to grab the Hydra's Golden Fleece, you get extra points and become immune to harm by monsters or weapons. But all other items, obstacles and tokens will still affect you.

Minotaur: The slow but strong Minotaur pursues you ceaselessly through the maze. He can even punch through walls to reach you! If he catches you, he steals some of your points and renders you immobile for a few seconds.

Cyclops: The Cyclops chooses an item or treasure to guard and stays in that area. The Cyclops is faster than the Minotaur, but not as strong. He is persistent if you confront him and will chase you if you threaten him, but he can't smash through walls.

If the Cyclops hits you, you lose points and become immobile for a few seconds. If you grab the Cyclops' treasure, he will try to chase you, but will probably lose you once you get out of sight. He will then look for another treasure to guard.

Haunted House Monsters
The Doctor: You've intruded in the Doctor's mansion, and he's not happy about it. He knows his way around the mansion, and can get around quicker than you can. If he gets a chance, he will fire his zapper at you to knock you out, but walking or running past him won't hurt you. The Doctor is absent-minded and may drop potions.

The Doctor's Creature: Strong but slow, the Doctor's frightful creation is prone to anger. Don't get on his bad side if you can avoid it. He is especially protective of the black cat. He can smash through walls to get you, but he tires easily and may not chase you for long.

The Killer Plant: One of the Doctor's many experiments is Killer Plant Experiment #32. Since he always refers to her as KP32, she believes her name is Kay. The Doctor has a tendency to forget to feed her, so Kay has to take matters into her own tendrils. Kay is hard to walk through, like the grass, but she has a poisonous and thorny disposition that makes contact with her extremely unpleasant. You have to be plenty strong to hack your way through Kay's overgrowth, even with the scythe.

Strategies for Maze Raider

• Don't hang around in one part of the maze for long if there are roving monsters; some monsters that move around the maze will eventually catch up to you.

• Use the Oracle to find the optimal path through the maze to goal items (and the exit).

• Get to know the maze monsters and learn how to avoid them.

Monster Tips

• You can get past the Hydra by waiting until he is not looking at you, then running past him.

• Beware the Minotaur; he's strong but slow, and can give you long lasting damage. Keep the Minotaur at bay by using the sling-shot or by grabbing the strength token so you can beat him back. The Minotaur is determined, but stupid; try outwitting him.

• The Cyclops is fast, but not as strong as the Minotaur. He is mainly protective of the treasure he's currently guarding, so stay away from…his treasure and you'll do fine. The Cyclops is vulnerable to strength and weapons.

• The Doctor can only get you with his zapper, so just avoid his zapper fire. If he's targeting you and you can't run away, just run past him.

• Try not to agitate the Doctor's Creature. He doesn't like sudden movements.

• You'll lose points if you're touched by Kay's tendrils. To make her lose interest in a hallway, remove what she came to get: her feed bag. But if she's eating while you do this, she might just sting you!

MEMORY TILES

What Is Memory Tiles?

Memory Tiles is one of five puzzle games in HOYLE® PUZZLE & BOARD GAMES that you play with mahjongg tiles; the other four are Edge Tiles, Gravity Tiles, Mahjongg Tiles, and Slide Tiles. For background on the classic game of Mahjongg, see the Mahjongg Tiles chapter.

Memory Tiles is a game played with Mahjongg tiles that resembles matching card games called concentration or memory. These games can be played with standard playing cards, but are also frequently

played by children with illustrated picture cards to teach memory skills. In these games, a number of cards are placed face down, usually in a square or rectangular grid, and cards are flipped over in pairs. If the cards match, they are removed; otherwise, they are turned back over. Memorizing the locations of cards you've already seen is the key to removing cards in the least possible number of turns.

How the Game is Played
In this game, tiles are dealt face down in a grid. Try to find and remove all matching pairs of tiles in the least possible moves by remembering where tiles are located.

Turn any tile over, and then turn over a second tile to try to find a match. If the tiles match, they are removed. If not, they are turned face down again. Tiles are matched just as in the Mahjongg Tiles game; see the Mahjongg Tiles chapter for details.

Keep trying to match pairs of tiles until there are no more tiles left. Try to find matches with the least misses to get a high score.

You can play Memory Tiles with another person, if you like. In this game, each player tries to make matches on his or her turn; if a player gets a match correct, he or she gets another try; when he or she misses, the turn passes to the other player.

Strategies for Memory Tiles
You can turn over tiles by following a pattern (such as top to bottom). This may help you to remember tile positions. On the other hand, if you're playing head to head, you might want to avoid patterns, lest you inadvertently help your opponent more than yourself.

Another tip is to give names to the pictures, and say the picture names aloud as you turn the tiles over.

If you think you might know the location of a pair, ALWAYS turn over the tile you're least sure about first. This method is definitely less embarrassing if you're wrong.

PLACER RACER

What Is Placer Racer?
Placer Racer, though it resembles a type of electronic billiards game, plays more like the arcade games that attained popularity in the 1980s. 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 for zapping targets.

How the Game is Played

To play Placer Racer, aim your shooter to the left or right and shoot the balls using your "fire" key or button. Each ball you shoot bounces off the walls and sticks to the ceiling, or to the first stationary ball in its path. When three or more balls of the same color touch, they disappear, along with any linked balls above or below them.

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.

You can play Placer Racer against a friend or family member on the same computer, choosing 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.

Strategies for Placer Racer

To escape being crushed by the descending balls in Placer Racer, you must have good aim, and you'll find that your aim improves with practice. Aside from that, the two major things to think about are: 1) what to do with the "unmatched" balls, and 2) how to use bank shots. Unmatched balls are those of a color where there is no immediate prospect for forming a group of three. You should try to place these balls strategically to prevent them from blocking upcoming matches in other colors. To help in deciding where to aim these "wasted" shots, look at the balls you'll be firing next; their color may help determine what parts of the field you need to avoid.

When aiming unmatched balls, remember that every connection to the ceiling helps to stabilize a group of balls (a bad thing). You'll want to avoid such connections whenever possible. It is worth practicing your bank shot in order to master it. Firing a bank shot often allows you to sever a group of balls hanging from the ceiling by one or two balls.

In the two-player game, if you destroy any group with x number of balls, x-3 balls will be transported to your opponent's playing field. (For example, if you destroy a group of four balls, one will be sent to your opponent.) Try to dislodge large groups at once by working at the ceiling connections.

RAYS

What Is Rays?

Rays is a unique game of hide-and-seek. It bears some similarity to Battling Ships, where you fire missiles at ships hidden on your opponent's grid. In Rays, you also find hidden objects on a grid, but it's not as simple as naming coordinates and finding out if it was a hit or a miss. Instead, you fire rays of light into the grid from the perimeter. Based on where the rays emerge from the grid, you have to discern where the "nodes" are located — but use your rays wisely, you only have eight!

How the Game is Played

In one player mode, the computer hides the nodes on the grid, and it is your task to find them. Start by choosing a perimeter square and clicking on it. A ray fires into the grid from that square, and then emerges somewhere on the perimeter. Each time you fire a ray, it uses up one charge on your battery, which is shown to the right of your picture.

Rays change course when they strike or pass near a node. The easiest way to visualize how rays interact with nodes is to imagine a force field around each node that extends out around it. When a ray strikes the force field around a node, it either bounces back the way it came, or bounces off it at a right angle.

There are four ways to describe the path of a ray: it can be deflected or reflected, and each reflection or deflection can be simple or complex. Let's look at how each of these ray paths could occur.

Simple Deflection

Simple deflections occur when a ray changes direction once, and exits the grid from a different point than where it entered. These are the most informative results you can get from firing a ray, and are therefore very desirable. Based on the entry point and exit point of a ray that is simply deflected, you can tell exactly where one node has to be. The corner made by the path of a simple deflection always "points" to the square containing the node. In figure 1, rays 2 & 3 are simple reflections. There is no other node placement that will produce a simple reflection with that entry and exit point.

Another kind of "simple deflection" occurs when a node doesn't affect the ray at all, and the ray travels straight through the grid. In this case, the ray isn't really deflected by anything, but it is labeled

as part of the "simple deflection" group just the same. Even when nothing happens, it tells you something important. When no nodes affect the path of a ray, you know there are three full rows without a node in them.

Complex Deflection

When a ray changes direction two or more times and then exits the grid from a different spot from where it entered, it is a complex deflection. The entry and exit points of a complex deflection are marked with a double-arrow icon.

Complex deflections aren't as clearly informative as simple deflections, since multiple node combinations could produce the same entry and exit points.

Simple Reflections

A simple reflection happens when the ray changes direction once, and comes back out where it went in. The entry and exit point of a simple reflection is marked with a circle. The simplest way for this to happen is that you fire a ray directly into a node.

There are two less-simple ways to produce a simple reflection. The first is when there is a node on the outer edge of the grid, one square to the right or left of where the ray entered the grid. In this case, the force field around the node extends to the entry point of the ray, and the ray bounces back before it has even really entered the grid.

The other form of simple reflection occurs when a ray is fired into the gap between two nodes with one space between them. In this case, two simple deflections are happening at once, ultimately turning the ray back the way it came.

Complex Reflections

Complex reflections occur when a ray changes direction more than once, and exits at the same point it entered. The entry and exit point of a complex reflection is marked with a double circle. The only thing that can produce this result is when a ray is deflected directly into a node. The ray bounces off the node and retraces its path, heading out the same way it came in.

Guesses

In "One at a Time" guess mode (the default setting), you can guess the location of a node after you fire each ray. Each time you are correct, you earn one additional guess. To guess, click on a square you think contains a node. This places a purple X on the square.

Then click "Guess." If you are correct, the node will be revealed. If you are incorrect, the X will turn red, reminding you that there is no node there.

In "All at Once" mode, you guess where all four nodes are at once. If any of your guesses are wrong, all the nodes stay hidden and you shoot another ray. The nodes are only revealed when all of your guesses are correct, or when your guess is incorrect and you are out of rays.

You can change your guess after placing a purple X in "All at Once" mode by clicking on the X you want to change. This "picks up" the X, allowing you to re-place it. In "One at a Time" mode, clicking on a square will move the X to it.

There is no penalty for guessing in either mode, but in "All at Once" mode, the chances are slim that you will be correct unless you have some information to work with, so you may want to skip your guess early on. In "One at a Time" mode, guessing gives you extra information about the grid even if you are incorrect, and can confirm or deny an educated guess you might have, so use each guess you have.

Two-Player Mode
In two-player mode, each player places nodes on their opponent's grid (no peeking), or either player can have the computer place the nodes by clicking Computer Grid. Players take turns firing rays into their grid. The first player to accurately guess the location of all the nodes is the winner—however, if the player who went first finds all the nodes first, the other player takes one more turn to try and tie it up, giving each player the same number of total rays fired.

Strategies for Rays
Every shot and guess in Rays gives you information. The key to becoming a "Rays Expert" is knowing how to extract all the information from each shot, take shots that reveal the most useful information, and use your guesses wisely.

Color Coding
The first tip is to use the color-coding feature in Rays to help keep track of what you know. If you right-click on a square in Rays, it will turn red. If you right click again, it will turn green. A third right-click returns it to black. Right-clicking on a perimeter square will turn the entire row or column red, and right-clicking a second time will turn the entire row or column black again.

Use this feature to turn squares you know cannot contain nodes red. Sometimes, you know that a node has to be in one of a handful of squares. In this case, you can turn all of the possible node squares green to remind yourself of where possible nodes are.

Based on the paths of the two rays, you know there are no other nodes in their paths besides the node that deflected the first ray.

Shoot Wisely

Try to take shots that have the potential to give you the most new information about the board, or that pinpoint the location of a node you only have partial information about. Here are some tips for shot selection.

Fire shots that would eliminate the most squares from "node contention" should the ray "miss." Applying that rule to figure 8, firing from the second square up from the bottom, on either the right or left side, would be a good choice for the next shot.

Think of your ray as being three squares wide. This is especially true when applying tip number 1. If you are about to fire your first ray, firing from 2 is a much better choice than firing from 1 or 3. If you miss from 2, you will eliminate the three columns of squares on the left edge of the board as node contenders, and it will go right up to the edge of the board. If you miss from one, you will only eliminate two columns, and if you miss from three, you will leave an unknown column of squares stranded at the edge of the board.

Use follow-up shots to clarify complex deflections and reflections. When a ray results in partial information, try to turn it into concrete information via guesses and follow-up shots. For example, after a simple reflection, a follow-up shot one square away will frequently produce a simple deflection off of the node you found with the simple reflection, pinpointing the node's location.

Informed Guessing

When a ray results in a simple deflection, use your guess (in "One at a Time" mode) to reveal that node, as you will earn an extra guess. Use your guesses every turn in "One at a Time" mode, you have nothing to lose, even if you are guessing randomly.

Guesses are even more useful for narrowing down possible node locations. Let's say you just fired your third ray and you are playing in "One at a Time" mode. Your next guess should be in one of two squares. Do you see which ones?

It is likely that a hidden node deflected ray number three into one of the known nodes, causing the complex reflection, so there is probably a node in the square at the intersection of 2 & 39, or 6 & 39. Guess one of those squares. If your guess is incorrect, color code the other one green, as it most likely contains a node.

When it is possible that a complex reflection or deflection is interacting with a known node more often than not, it is. Start from that assumption until a new result disproves it.

Tricky Node Placement
In two-player mode, you are both a hider and a seeker. Hiding nodes to confound your opponent is as much of an art as searching for them is. Following are some tips for node placement.

Clumped nodes are hard to find. When nodes are placed near each other, it reduces the ability for rays to reach some of the nodes. Three nodes in a row or two nodes separated by an empty space are particularly tricky, as all rays fired into the area will produce the same result whether the middle node is there or not.

Edge and corner nodes are hard to find. Firing a ray from 28 will produce a simple reflection by the node at 34 & 28. firing from 29 or 27 will produce deflections, which are generally more informative than reflections. If that node were at the intersection of 31 & 28 instead, 27, 28, & 29 would all produce simple reflections.

Know your opponent. Does your opponent frequently fire from the same square to start out with? Do they adhere strictly to the strategy tips above? If so, you can use that to your advantage. If your opponent frequently fires from 29 to start with, put a node in the 2-29 column to create a simple reflection.

Vary your strategy. The first couple of tips are only difficult if you don't use them every time. If you always place clumped nodes in the corner because they are the most difficult to find, it will actually become easy for your opponent to guess where you have placed your nodes. Variety is key for keeping your opponents on their toes.

SLIDE TILES

What Is Slide Tiles?

Slide Tiles is one of five puzzle games in HOYLE® PUZZLE & BOARD GAMES that you play with mahjongg tiles; the other four are Edge Tiles, Gravity Tiles, Mahjongg Tiles, and Memory Tiles. For background on the classic game of Mahjongg, see the Mahjongg Tiles chapter.

Slide Tiles resembles Mahjongg Tiles in that you are trying to remove tiles from the board by matching them in pairs. However, it is a more complex and interactive game, as you can slide tiles around the board to match them, and you can remove more than two tiles in a single play.

It may or may not be possible to clear the board, so your goal is to clear as much of the board as you can. You can replay puzzles to see if you can improve your score.

How the Game is Played

Tiles are arranged in a rectangular grid with a particular number of tiles removed to make spaces where you can slide tiles. The object of the game is to remove as many tiles from the board as possible. See the next section, "How Tiles Are Matched," for details on how tile pictures are matched.

There are two ways to remove tiles in Slide Tiles. The first, most common method is sliding tiles. To slide tiles, click on a tile, and slide the tile up, down, left or right, pushing any tiles in its path along with it, until it touches a matching tile in an adjacent row or column. A tile can only be slid if there are empty spaces in the row or column in the direction you are trying to slide it.

After sliding tiles where you want them, let go of the mouse. Any pairs of matching tiles that touch as a result of the move are removed, leaving the slid tiles in their new location. (If no tiles match, the slid tiles are moved back to their original locations.)

Removing more than one pair of tiles with a single slide move gives you extra points.

Note that if there are two matching tiles in the same row or column, with empty space between them, you can slide them together to match them if only one of the two tiles moves.

The second method you can use to remove tiles is clicking tiles. When you remove a certain number of tiles using the sliding method, you

will earn a free click (the number of tiles required to earn a click depends on your game skill level). A click is a bonus turn that can be used to remove a pair of free tiles without sliding them. You can only remove tiles that are free. A tile is free if its left or right edge is not touching another tile (this method is also used in the Mahjongg Tiles game).

To use a click, click on the first tile, then the second matching tile. The number of clicks is shown at the top of the screen, as well as an indicator of how close you are to earning a click.

If you remove an entire row or column of tiles, the grid squeezes together to remove the empty row or column.

The game ends if you clear the board, or you have no more moves remaining. If you can't clear the board, try to finish the game with as few tiles remaining as possible.

You can then stop and begin a new puzzle, or "reshuffle" the remaining tiles and continue on. (You can also undo your last move if you like; this might help you proceed further with the puzzle.)

You can change the game difficulty with the Skill Level option in the game settings. The skill level controls the initial grid layout, the number of clicks you start with, and how clicks are earned. The Practice skill level is recommended for beginners.

How Tiles Are Matched
There are seven categories, or suits, of tiles. Slide Tiles uses two different tile sets: Chinese and Egyptian. You can change the tile set you play with in the game settings.

In five of the seven suits, you can only match tiles that are exactly identical by number and picture. You can't match tiles that have the same number only. Two tiles with 9 of Circles match, but a 9 of Circles and a 9 of Bamboo don't match.

In two special suits, Seasons and Flowers, you can match any tiles in that suit. In Seasons, you can match any of the seasons together (Spring and Winter or Summer and Fall, for example). In Flowers, you can match any of the flowers together.

Seasons and Flowers look different in the Chinese and Egyptian tile sets.

Strategies for Slide Tiles
Look for slide moves that remove more than one pair of tiles at a time; as well as removing more tiles, these moves are worth more points.

Preserve click moves until you need them; they are very useful later in the game when less slide moves exist!

If you see matching tiles that are already touching, look for ways to

separate them slightly with other slides, so that you can slide them back together to remove them.

When sliding tiles, if given a choice of moves, try to plan moves so that other matching tiles that are far apart get moved closer together. Even if they are not close enough to be slid together, it is possible that another move will get them close enough.

If you get close to clearing a column or row, do so; collapsing the board can be very helpful. If rows or columns have collapsed, you can still use the empty space they took up for sliding tiles.

You don't have to move only the tile you want to match. You can slide a large group of tiles to push the matching tiles together. Sometimes this will position tiles for matching in future moves.

If you're stumped, use the hint features in Slide Tiles. The slide indicator at the top of the screen will indicate whether there are any slide moves available. If you prefer not to know what moves are available, you can disable the slide indicator in the game settings.

The Find Match feature is also a useful hint feature, especially when you're first learning the game. This feature highlights a pair of tiles that can be removed (either by sliding or clicking).

SOLITAIRE ARCADE

What Is Solitaire Arcade?

Arcade versions of solitaire are becoming more and more popular with the advent of computer games. Seeking ways to make a game with a staid and relaxed reputation more exciting and heart racing, in solitaire arcade games, you race to beat the clock and beat your score, rather than simply to win (or, usually, not win) as in most classic solitaire games.

What these games have in common with classic solitaire is the decision making, and, of course, the cards.

You can choose between five solitaire arcade games:

• 3 Towers

• Best 21

• Fast 21

• Pick 2

• Sum 11

How to Play 3 Towers

The goal of 3 Towers is to get the highest score possible by removing cards from the towers before time runs out. You get points for removing cards, for clearing an entire tower, and for making runs.

3 Towers has two rounds of play; each round lasts 60 seconds. Finishing the second round with more than 50,000 points earns a bonus round. Finishing the bonus round with 75,000 or more points wins the game.

One card is flipped from the stock pile; this is the upcard. Click a card in the tableau that is one higher or one lower than the upcard to move that card to the deck, then click another card one higher or lower than that upcard, and so on. For example, if a 5 is on the deck, you could click these cards on the tableau, in order: 6, 7, 8, 9, 8, 7, 8, 9.

You can wrap from king to ace and from ace to king.

When you cannot find a card higher or lower than the upcard, click the stock pile to get a new card, and try again.

When you've played as much as you can, click the **Take Score** button.

The game proceeds to the next round (or ends, if you're on the last round).

Scoring in 3 Towers

You get 100 points for each card you clear from the tableau. Clearing additional cards after the first card, without having to flip up a card, is a run. The number of current runs is shown on the screen. Each time you add a card to a run, you get 100 more points for that card. For example, if you have cleared 4 cards in a row, you get 100 for the first card, 200 for the second card, 300 for the third card, and 400 for the fourth card. As soon as your run ends (and you have to click the stock pile to get a new card), your number of runs is reset; the first card you clear is again worth 100, and additional cards in a run increase the score.

Each time you have to click the stock pile to get a new card, your score is decreased by 100 points.

Clearing a tower is worth 5,000 points. Clearing a second tower gives you 10,000 points, and clearing the third tower gives you 15,000 points.

Finishing a round quickly gives you a time bonus. You get 100 points for each second remaining on the clock when you click the **Take Score** button.

Strategies for 3 Towers

If possible, choose cards in the Tableau that form long sequences, because you get more points that way. Otherwise, choose cards that maximize the number of other cards in the tableau that will become exposed.

How to Play Best 21

The goal of Best 21 is to get the highest score possible by making five high scoring blackjack hands before time runs out.

Best 21 has three rounds of play; each round lasts 45 seconds. Finishing the third round with more than 120,000 points earns a bonus round. Finishing the bonus round with 160,000 or more points wins the game.

To play, move cards one at a time from the stock pile to one of the five blackjack hands, or to the reserve pile. The reserve pile can only hold one card each round.

Play cards to try to make hands that score 21 or close to 21, without going over 21.

Current hand totals are shown next to the hand. Jacks, queens, and kings are worth 10, aces are worth 1 or 11, and all other cards are worth their face value. Note that although aces are worth 1 or 11, only their "hard" value is shown. In other words, an ace and an 8 are shown as 19, not 9, although they can be worth either 9 or 19. You can hit these "hard" hands, if desired.

Busting any hand (going over 21) ends the round immediately.

When you've played as much as you can, click the **Take Score** button. The game proceeds to the next round (or ends, if you're on the last round).

Scoring in Best 21

You score 100 times the total of all your final blackjack hands. Getting 21 in any hand gives you a bonus of 10,000. Finishing a round quickly gives you a time bonus; you score 100 times the amount of seconds remaining on the clock when you finish the round.

For example, if you made hands of 21, 20, 20, 18, and 15, with 32 seconds left on the clock, you'd get this score:

9,400 points for your five hands (21 + 20 + 20 + 18 + 15 = 94 x 100=9400)

+ 10,000 points for the hand of 21

+ 3,200 point time bonus (32 seconds left x 100)

= 22,600 points total

Strategies for Best 21

Try to form piles of 11, since cards with the value 10 are the most common. Of course, you'll want to use your aces on piles of 10 or 20.

How to Play Fast 21

The goal of Fast 21 is to get the highest score possible before time runs out. You get points for making high blackjack hands, and for making 21s and 5-card Charlies (5 cards under 21). You also get points for each card you're able to use in a hand.

Fast 21 has three rounds of play; each round lasts 90 seconds. Finishing the third round with more than 30,000 points earns a bonus round. Finishing the bonus round with 40,000 or more points wins the game.

To play, move cards one at a time from the stock pile to one of the four blackjack hands or to the reserve pile. The reserve pile can hold three cards each round.

Play cards to try to make hands that score 21 or close to 21, without going over 21.

Making a hand of 21 or a 5-card Charlie (5 cards under 21) in a hand clears that hand so you can play on it again (and gives you bonus points).

Current hand totals are shown next to the hand. Jacks, queens, and kings are worth 10, aces are worth 1 or 11, and all other cards are worth their face value. Note that although aces are worth 1 or 11, only their "hard" value is shown. In other words, an ace and an 8 are shown as 19, not 9, although they can be worth either 9 or 19. You can hit these "hard" hands, if desired.

If you play a card that busts a hand (makes it go over 21), that card is returned to the stock pile and your score is reduced by 100 points. You can then play that card to another pile or to the reserve pile (or end the round if you can't play it).

When you've played as much as you can, click the **Take Score** button. The game proceeds to the next round (or ends, if you're on the last round).

Scoring in Fast 21

You score 1,000 points for each 21 you get in a round, and 750 points for each 5-card Charlie. Busting a hand reduces your score by 100 points. You also score 100 points for each card you played to a blackjack hand in the round, and you score the total of all other hands you make. (You score points for each card as you play it, but if you make 21 or a Charlie in a hand you only get points for the 21 or Charlie.)

Playing all 52 cards to the blackjack hands (without passing any cards) scores you a bonus 10,000 points.

For example, if you got three 21s and one 5-card Charlie, with 22 cards played to the blackjack hands, and final hands of 20, 20, 18, and 17, you'd get this score:

3,750 points for the three 21s and one Charlie

+ 2,200 points for playing 22 cards

+ 75 points for your four hands (20+20+18+17=75)

= 6,025 points total

Strategies for Fast 21
Use the same strategies as in Best 21. Also, if you don't have a good place to put low cards, keep them in a separate hand to try to form 5-card Charlies.

How to Play Pick 2
The goal of Pick 2 is to get the highest score possible by removing cards in pairs and sequences before time runs out.

Pick 2 has two rounds of play; each round lasts 60 seconds. Finishing the second round with 80,000 or more points earns a bonus round. Finishing the bonus round with 120,000 or more points wins the game.

One card is flipped from the stock pile. You can use this upcard, as well as the cards on the tableau, to make pairs (2-2, Q-Q, and so on) and sequences (4-5, 9-10, Q-K). Both A-2 and K-A can be used as sequences. Pairs and sequences do not have to include the upcard.

Click on two cards to select them; if the cards are a pair or sequence, they are removed. To deselect a card, click it again.

When you can't make any more combinations, click the stock pile to get a new card, and try again. The previous card is moved to the tableau (if there's space available). Otherwise, it is moved to the bottom of the stock pile.

When you've played as much as you can, click the **Take Score** button. The game proceeds to the next round (or ends, if you're on the last round).

Scoring in Pick 2
You get 3,000 points for each pair you remove, and 500 points for each sequence you remove. If you clear all of the cards on the table, you get a bonus 10,000 points.

Finishing a round quickly gives you a time bonus. You get 100 points for each second remaining on the clock when you click the **Take Score** button.

Strategies for Pick 2

When possible, remove pairs instead of sequences, since you get more points for pairs. Choose pairs and sequences in such a way that favorable cards will become exposed.

How to Play Sum 11

The goal of Sum 11 is to get the highest score possible by removing combinations of cards which total 11 before time runs out.

Sum 11 has two rounds of play; each round lasts 90 seconds. Finishing the second round with 80,000 or more points earns a bonus round. Finishing the bonus round with 120,000 points wins the game.

Sum 11 uses a special card deck with 2-10 of each suit, 16 aces, and no face cards. Aces are always worth 1 (never 11).

One card is flipped from the stock pile. You can use this upcard, as well as the cards on the tableau, to make combinations of cards (using any number of cards) that add up to eleven. Combinations do not have to include the upcard.

When you can't make any more combinations, click the stock pile to get a new card, and try again. The previous card is moved to the tableau (if there's space available). Otherwise, it is moved to the bottom of the stock pile.

When you've played as much as you can, click the **Take Score** button. The game proceeds to the next round (or ends, if you're on the last round).

Scoring in Sum 11

You get 1,500 points for each combination of eleven you remove. If you clear all of the cards on the tableau, you get a bonus 10,000 points.

You also get points for each card you remove from the tableau based on which row that card is in, with higher rows worth more points. The bottom row is worth 100, the next up is worth 200, and so on.

Each time you have to click the stock pile to get a new card, your score is decreased by 200 points.

Finishing a round quickly gives you a time bonus. You get 100 points for each second remaining on the clock when you click the **Take Score** button.

Strategies for Sum 11

Be on the lookout for all the different ways cards can add up to 11: 5-6, 7-4, 8-3, 9-2, 10-A, 6-3-A-A, and so on. Remove cards in such a way that as many other cards as possible are exposed.

STAR COLLECTOR

What Is Star Collector?

Star Collector is a strategy game of space exploration. You move your ship through galaxies, trying to reach as many stars as possible.

To reach stars, you must plan ahead, making the best of your resources, and trying to travel as much of the galaxy as possible (since not all stars are easy to find).

Star Collector shares several elements with the classic card game Crazy Eights. Pieces can be matched by either picture or color, and some pieces are in effect "wild" and can match more than one piece.

How the Game is Played

Star Collector is a strategy game played on a rectangular grid containing a number of stars. The object of the game is to collect enough stars on each level to progress to the next level. Some stars are shown on the grid, and others may be hidden within the grid. For information on collecting stars, see "Collecting Stars."

You play by moving pieces to the grid from your rack. See "Playing Pieces" for details. If you empty your rack by playing all the pieces in it, it refills with more pieces. If you cannot play any of the remaining pieces in your rack (or don't want to play them), you can rerack, refilling your rack. You can only rerack a certain amount of times on each level (the number of reracks available in the current level is shown underneath your rack).

If you run out of reracks, and you can't play any of your remaining pieces, the game ends.

The object of the game is to try to collect enough stars in each level to advance to the next level. The stars you need to collect are shown in the constellation on the screen; see "Collecting Stars" for more information.

Later levels are more difficult to solve. See how many levels you can get through in the game!

Playing Pieces

There are three different types of pieces: regular pieces, multi-colored pieces, and laser site pieces.

Regular pieces are the basic playing pieces in Star Collector, and come in a variety of pictures and colors. Different levels will include different varieties of piece pictures and colors.

Regular pieces are placed on the grid as follows: a piece can only be played onto a square next to a piece that's already on the grid, and it must match all the pieces in adjoining squares in color or picture or both. Note that you may play pieces to the grid such that some squares become unplayable.

If you place a red space capsule in square A, then in square B you can either play a red astronaut, or a space capsule the same color as the astronaut next to square B. Likewise, if you place a red astronaut in square A, you can only play a red space capsule in square A, or an astronaut the same color as the space capsule next to square A.

Multicolored pieces have more than one color on them and can be rotated to be played next to other pieces on the grid. They are played according to the same rules as regular pieces, except that they only need to match regular pieces in color. Any regular piece can be played next to a multicolored piece if it matches that piece in color (and matches all other adjacent pieces per the game rules).

Laser site pieces can be played on the grid to destroy any piece you've already played. To use a laser site, place it on any occupied square on the grid. The piece in that square is destroyed, leaving an empty square.

Note: If you fill an entire row or column of the grid with pieces, all those pieces disappear, and you get bonus points and an additional rerack.

Collecting Stars

The object of the game is to collect enough stars to advance to the next level. The stars you need to collect in each level are shown as a constellation at the bottom of the board; the number of missing stars in the constellation signifies how many stars you need to collect in the current level. (Some stars may already be completed in a constellation when you start a level.) When you collect a star in the game, a star in the constellation will be activated. If you complete the current constellation, you advance to the next level.

You collect stars by placing pieces of different colors and pictures onto the grid. There are two types of stars: stars that are visible

on the grid, and hidden stars. Not all levels contain hidden stars. Collecting either type of star works towards your star quota for each level, but hidden stars are worth twice the points of visible stars, since they are harder to find.

You collect a visible star by playing a piece of the same color as the star onto the star's square. For instance, to capture a green star, you would play a green piece from your rack onto the green star's square.

In addition, you can use a multicolored piece to capture a star, if the piece can be legally played and contains the color of that star.

You collect a hidden star by playing any piece (regardless of type or color) on a square containing the star; when you play on a square containing a hidden star, the hidden star is revealed.

Hidden stars give off sonar clues to their location. When you play a piece approximately three squares away from a hidden star, you'll hear a single sonar ping. Playing two squares away from a hidden star emits two pings, and playing adjacent to a hidden star emits three pings.

Strategies for Star Collector

Play pieces in long lines whenever possible, rather than in blocks; this allows you flexibility in sprouting pieces off those lines when you need to. If all those pieces were played in a block, it would be harder to add new pieces.

Plan ahead: when looking at your piece rack, try to see whether a sequence of pieces can be played; for example, a purple globe, a purple astronaut, a green astronaut, a green moon, and a red moon can all be played on the grid on adjacent squares.

Plan your path towards a colored star by trying to play pieces of primarily that color toward the star's general vicinity. In general, placing pieces of the same color in the same areas of the grid can help prevent unplayable areas. This can also help keep colors you don't want out of your way.

Save multicolored pieces until you need them. Play them to capture a star, or play them as the last piece in your rack so that your rack will be refilled without having to use a valuable rerack.

THE INCREDIBLE MACHINE:
EVEN MORE CONTRAPTIONS
*Not Windows Vista Compatible

What Is The Incredible Machine?
HOYLE® PUZZLE & BOARD GAMES includes The Incredible Machine®: Even More Contraptions™ for puzzle game fans.

Puzzles in The Incredible Machine series are inspired by the Rube Goldberg Machine. Rube Goldberg, a world-renowned cartoonist, created cartoons of devices that took absurd, excruciatingly complicated steps to accomplish simple tasks. His cartoons used miscellaneous pieces like balls, ramps, and bird cages. The phrase "Rube Goldberg Machine" is now commonly invoked when describing any overly complicated system of reaching a goal.

How the Game is Played
In Even More Contraptions, your host, the Professor, has challenged you to solve his intricate contraptions. Contraptions vary in difficulty, and creativity is key.

Each contraption includes a Play Field and a Parts Bin containing a number of parts. Some items (parts or obstacles) may already be positioned on the Play Field. Use your parts to interact with the items on the Play Field in order to solve the contraption.

The trick to solving the Professor's contraptions is to look at the selection of parts that he has left for you in the Parts Bin and then figure out a way to get them to work together. The Play Field contains an electrical outlet, which you can plug electrical parts (like the mixer) into. This particular outlet only works when it's on, so you must figure out a way to turn on the switch.

Try dragging parts to the Play Field and placing them in ways that they might interact to solve the puzzle. Position parts in just the right spot—the exact placement of items on the screen is very important! As soon as you think you have the solution figured out, click on the Start button to run the contraption. Your solution will either work or it won't. If it works…great! If it doesn't, go back and try something new.

Often there is more than one way to achieve the proper solution but every contraption, no matter what its difficulty level, looks and plays essentially the same. You won't necessarily need all the parts to solve a puzzle; this is especially true in difficulty puzzles.

When parts are placed on the Play Field, their handles become visible whenever your mouse cursor passes over the part. Handles help you tweak and manage the part. One of the most useful handles when you're beginning to learn how to play is the Info handle, which looks like a magnifying glass. Click this handle to get information on how to use a particular part. A couple of other common and useful handles are the Flip and Resize handles, which let you flip and resize parts.

Many puzzles include hints, which you can turn on and off. Click on a hint to get advice on what to do and where on the Play Field to play parts.

You might want to start out with a tutorial contraption. The tutorial puzzles include most of the types of puzzles you'll find in Even More Contraptions, and are a good introduction to the different kinds of parts and how they interact.

Even More Contraptions also includes very extensive online help. See the help for in-depth instructions on solving puzzles.

Strategies for The Incredible Machine
When you first load a contraption, always start it to see how the parts on the Play Field interact. Read the goal, and then work backwards. This is known as "reverse engineering."

Try to pair up parts on the Play Field with their logical partners. For example, when placing a laser, look for a laser-reflecting mirror to go with it.

Watch out for "decoy" parts. Especially in advanced puzzles, all parts may not be needed to solve a puzzle.

Look for obvious places to use certain parts, like holes in floors or walls that are arranged to hold particular parts.

The best way to solve a contraption is to throw some parts on the Play Field and have some fun. Be sure that you understand your ultimate goal, however. Refer back to the goal text posted in the Control Panel goal window whenever necessary.

TIME BREAKER

What Is Time Breaker?
Time Breaker is an update of a classic—an exciting twist on the usual "break the blocks" style arcade game. In Time Breaker, you pilot a time-traveling ship through four different ages: Primitive,

Egyptian, Medieval, and Future. Your mission is to travel through several different levels of each age, clearing the blocks using the weapons and equipment at your disposal. Enemy ships chase you through time and try to prevent you from completing your mission. Each age features unique challenges and rewards. Buckle your space-belt!

How the Game is Played

Select the age you want to attempt. In each age, you'll play six different levels. The top of the screen in each level contains "blocks" that you must try to destroy. Blocks match the theme of the age; Primitive blocks resemble stones, Egyptian blocks resemble pyramid blocks with hieroglyphic, and so on. Destroy blocks by launching an energy ball at them; the ball hits the blocks and bounces back down. Deflect the energy ball back up to the blocks using your ship.

Some blocks take multiple hits to destroy; other blocks are indestructible, but do not have to be removed to advance in the game. Some levels may also contain bonus blocks. Destroy the bonus blocks to release bonus items which remain for a limited time; destroy these items for extra points.

Do not let an energy ball go past your ship and off the bottom of the screen; each time this happens, you lose a ship. Your ships are shown on the screen; the number of ships you have varies according to the game skill level.

While you're playing, power tokens may fall to the bottom of the screen; catch power tokens with your ship to get extra powers. See "Power Tokens" for a list of the power tokens and their powers.

Obstacles or enemies may appear while you're playing. Some obstacles can be destroyed by hitting them with an energy ball, others cannot. See "Obstacles and Enemies" for a list of obstacles and enemies in the game.

If you destroy all the normal blocks in a level, you'll proceed to the next level. Bonus blocks are optional and do not have to be destroyed.

If you run out of ships during the game, you have the option to continue the game from where you left off, with your score and ships reset, or you can start over from the beginning of the game. If you complete an age, you can choose a different age to play. If you complete all four ages, you win the game!

Power Tokens

Power tokens fall from the screen as you play. Catch power tokens with your ship to get bonus abilities that affect your ship or energy balls. Most abilities are positive, but some are negative.

You don't have to catch all the power tokens in the game, but most of them will help you progress in the game.

Two of the power tokens, Catch and Laser, give you powers that cannot be used until you activate them; your ship will change to indicate that these powers are available. To activate these powers, click your mouse or press the Spacebar on your keyboard.

Catch: Catches the next energy ball that hits your ship, allowing you to release it whenever you like. This power lasts until you catch another power token.

Laser: Adds a laser weapon to your ship that you can shoot straight upwards, one shot at a time. This power lasts until you catch another power token.

Slow: Slows down the energy ball, making it easier to deflect.

Speed Up: Speeds up the energy ball, making it harder to deflect.

Grow: Enlarges your ship, making it easier for you to deflect balls.

Shrink: Shrinks your ship, making it harder for you to deflect balls.

Turbo: Makes your next hit of the energy ball break through all the rows of blocks it hits. (Only destructible blocks break.)

Missile: Turns the energy ball into a missile ball, enabling you to help direct the ball into its target as it's moving using the mouse or keyboard.

Bomb: Makes blocks hit by the energy ball explode, destroying adjacent blocks. This power lasts until you catch another power token.

Clone Ball: Clones the next energy ball you hit, shooting additional energy balls from your ship so that you can destroy more blocks. Cloned balls remain as long as you can keep them in play. Note: you'll only lose one ship if all the cloned balls (and the original ball) go past your ship off the screen.

Drain: Drains energy from the energy ball, making it powerless for a certain number of bounces. During this time, it will not destroy anything it hits.

Free Life: Gives you an extra ship.

Obstacles and Enemies

Time travel is not without its perils. You'll encounter a number of obstacles as you play the game. Furthermore, your enemies want to conquer time before you do; eliminating and avoiding them will be to your advantage.

Some of the obstacles and enemies you'll encounter are described below.

Wormhole: A wormhole appears from nowhere, then disappears. If an energy ball hits a wormhole, it will get caught in it and flung out in a random direction.

Rift: A rift in time appears. If an energy ball enters a rift, it disappears, and another rift will appear in a different location on the board; the ball will be flung out of the new rift. A rift will eventually shrink and disappear.

The Tanker: A slow ship that's easy to destroy.

The Destroyer: A sleek ship that cannot be destroyed.

The Cruiser: A mysterious ship that throws out mines. Mines get in your way, and if they hit your ship, they remove your current power. You can remove them by hitting them with the energy ball.

The Phantom: A malfunctioning ship. If you hit this ship, you wipe it out and it explodes, possibly taking nearby blocks with it.

Strategies for Time Breaker

Learn the power tokens and their effects to improve your game; especially learn to avoid the tokens with negative effects: Speed Up, Shrink, and Drain.

Anticipate bad bounces off unusually-shaped obstacles and blocks. Be ready for the ball to come out of nowhere.

When you get the Clone Ball power, try to concentrate on deflecting one or two of the cloned energy balls, rather than trying to deflect them all.

Don't let the power tokens distract you from the more important task of deflecting the energy ball.

Avoid catching other power tokens if you get the Catch or Laser power (or other favorite powers); these powers are very useful, since you can decide when to use them.

Practice a lot! You'll get familiar with the tokens and you'll get the hang of using your ship. And be sure to relax, there are a lot of levels to get through!

WORD SEARCHES

What Are Word Searches?

Word Search puzzles are entertaining puzzles that can be found in most word puzzle books and magazines. In a Word Search puzzle, words (often related to a particular subject) are hidden up, down, forwards, backwards, and diagonally within a grid of letters.

The words you need to find are listed in a word list. When you find a word, you circle it in the puzzle and cross it off the list.

There is probably a Word Search puzzle on every imaginable topic. Topics for Word Searches include hobbies, animals, food, science, cities, and more!

How the Game is Played

HOYLE® Word Games includes hundreds of word search puzzles. You can play a puzzle alone or compete with another person to solve a puzzle.

A random puzzle is selected for you when you start Word Searches. Click the New button on the screen to choose a new random puzzle, or click the Choose button on the screen to select a particular puzzle, and then choose the puzzle you want to play. Puzzles are separated into 20 different categories, and you can even make and play your own puzzles!

To play, look for words in the grid of letters. When you find a word, you circle it using your mouse. There are two ways to circle a word:

• Click the first letter in the word. Holding down your mouse button, drag the mouse to the last letter, and then release it.

• Click the first and last letter of the word.

If you are stumped on the current word, click Find Word; the word will be circled for you.

You solve the puzzle when you find all of the words in the list.

Playing Word Searches Head to Head

You can play Word Searches competitively with another friend or family member on the same computer. You and the other player take turns finding words in the puzzle and whoever finds the most words wins. For more on playing head to head, see the online help.

Game Options

Game options for Word Searches are set in the Word Searches Settings dialog box.

• To hide the word list: turn off Show Word List. This makes the puzzle much more difficult, because you can't see which words you need to find and must rely on the puzzle's category.

• To highlight the first letter of the current word in the word list within the grid in every place it is found: turn on Show First Letter. This can make the puzzle much easier to solve, because it narrows down the possible locations for each word. You can turn this option on and off while you are playing.

• To disallow backwards and diagonal words in the puzzle: turn off Allow Backwards Words and Allow Diagonal Words. Disallowing these words makes puzzles easier.

• To show an on-screen timer that keeps track of how long you have worked on a puzzle: turn on Use Timer.

• To set how many words are fit into the grid: move the Number of Words slider towards More to fit more words in the puzzle, and move the slider towards Fewer to fit less words in the puzzle. Having more words means the puzzle will take longer to finish.

• To change the size and shape of the word grid: move the Width and Height sliders to set the height and width of the word searches grid. Smaller grids tend to use less words and usually are easier to solve.

• To allow rectangular puzzles, turn off Use Square Grid.
  Note: Changing puzzle size and shape only takes effect if you have not started a puzzle; otherwise, it affects the next puzzle you choose.

• To set how much time you have to find a word in a two-player game: set Two Player Game Time to 30, 45, or 60 seconds. The standard game time is 30 seconds.

• To set which background picture is shown while you play the game: choose one of the options under Environments.

Strategies for Word Searches

When you are starting a puzzle, look for the longest words or words with unusual letters. These words are often easiest to find. Try scanning the whole puzzle with your eyes; first forwards and backwards on each row, and then and up and down each column, to find words quickly. Also look for patterns in the grid; if you see common consonants and vowels together, they might make a word.

If you have trouble finding a particular word, try to look for the rarest letter in the word. For instance, if you are looking for the word DIVINE, try looking for the letter V in all the places it is found in the grid. Some relatively rare letters are: Z, Q, X, V, F, G, Y, U, J, H, and K.

Words with double letters (two consecutive letters that are the same, such as L in YELLOW or E in BEEF) often can be found by looking for clusters of the same letters.

You can narrow down your search by turning on the Show First Letter feature in the game settings. This will highlight the first letter of the current word in the word list within the grid in every place it is found.

If you are really stumped on a word but don't want to have it solved for you, try scrambling the puzzle (click the Scramble button on the screen) to get a fresh look at the puzzle.

BACKGAMMON

How the Game is Played
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) belonging to each player.

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. From then on turns alternate, and you always throw the dice to begin your turn.

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. 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 your 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 interest 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.

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 stone is then retired to the bar. The stone must be entered and become a stone again before you can move any of your other pieces. Plus, the lonely stone 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 your opponent'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 your opponent'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 goes to the bar. You must enter it and bring it around to your home table before you can go back to bearing off.

The game ends when either player bears off his or her last stone. If the loser has borne off at least one stone, and if he or she has nothing left in the winner's inner table, 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 on the bar or a stone left in the winner's inner table, and has not borne off a stone, 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. You'll need a doubling cube for this; basically, it's a single die with some very high numbers 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.

Strategies for Backgammon
If you're new to Backgammon, endeavor to play a safe game. Here are a few rules of thumb:

1. Do your best to make points (block off points with two stones) and avoid blots.

2. Try not to put more than four stones on a single point.

3. Move your backmen (your last two stones) early in the game.

By making points, you will hamper your opponent's progress. For example, if white rolls a 1, 3, 4, 6 (or any combination) black's closed points will have white's backmen blocked out of several possible moves. White may be forced into a poor move, leaving pieces vulnerable to attack.

Also, by making points you will avoid blots, thus reducing your opponent's opportunities to land on your stones and retire them to the bar.

Adding a third stone to a point is very useful, and can be used to make additional points on subsequent turns. However, you should avoid placing more than four stones on a single point because it reduces your options when moving.

Moving your backmen as soon as possible helps prevent them from

being trapped by your opponent, who may attempt to bottle them up in their starting position by forming a prime (as discussed below).

Advanced Strategies for Backgammon

As an example, a white or black stone located on black's inner table, 5th position from the right, would be said to occupy position B-5, also called black's 5-point. This numbering will help us to describe some of the strategic positions.

A key backgammon concept is the direct hit, which refers to any blot that can be reached by your opponent in six points or less. Statistically, a stone is more likely to be hit at six points distance than at any other specific distance. (All blots from one to five points distance also have a high probability of being hit. The odds decrease sharply at distances over six.) The obvious point here is that you want to avoid making your stones into direct hits and, thus, easy prey for your opponent!

The high probability of stones moving six points or fewer also helps define good board position. In the beginning of the game, the golden point (B-5 is black's golden point, W-5 is white's) is a key position; so is the bar point (B-7 for black, W-7 for white). Why are these points of strategic interest? Again, this has to do with dice probabilities: Holding the golden point and/or bar points makes it difficult for the backmen (and retired pieces) to leave the inner table.

You can contain your opponent's backmen (and stones that are retired to the bar) by forming a prime. A prime consists of a row of six consecutive blocked points. A prime is impassable. If you can block enemy stones behind it, you can advance your stones while your opponent (who is likely to be very frustrated!) gets bogged down, perhaps even immobilized.

If you're unable get six in a row, don't despair. Getting four or five blocked points in a row (informally known as a four-prime and a five-prime) may slow down your opponent's progress significantly, even though it's not impassable.

A stone you bring up behind your other points is termed a builder. This piece is often instrumental in making a new point. This builder can probably be used to make a point for black. Although you need builders, consider the enemy threat before making one. Check to see if your builder is also a direct hit.

Another common ploy used by experienced backgammon players is to establish and anchor. An anchor is a point made in your opponent's inner table. Although this flies in the face of the usual

strategy of moving your backmen, creating an anchor makes it harder for your opponent to expand a four-prime and five-prime. If you're able to make multiple points, it will be difficult for your opponent to bear off. If you've had a few pieces retired to the bar, consider using them to create anchors.

BATTLING SHIPS

What is Battling Ships?

Battling Ships is also known under its trademarked name, Battleship™. (In the British Isles, it's called Battleships or Salvo.) How Battling Ships came to be is yet another mystery for games 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. One would expect that a naval-warfare simulation would include aircraft carriers. The British launched the first one, in 1918, though the true potential of these ships wasn't realized until the Second World War. Given the emphasis in the name, we can conclude that this game was developed while battleships 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.

How the Game is Played

Battling Ships is a game for two people played on two 10x10 grids. They are the oceans on which your fleets will fight their battles.

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 will be reported to you so you can plan your firing patterns.

A ship is sunk when every one of its squares has been hit. Play continues then in one of two ways: You can choose to have your barrage reduced by one shot for every ship you lose, or choose to

play with the same number of shots you started with. The first player to sink all of the enemy's ships is the winner.

Strategies for Battling Ships

The winner in Battling Ships is usually determined by well-aimed missile fire and a bit of luck. Playing good defense (which you can only do before the game starts, during the placement phase) is also a factor, although it's not as important. The main point in defense is that you should avoid placing ships on adjacent grid squares. Why? When a ship is hit, your opponent will try to sink it. Under this barrage of enemy fire, any other adjacent ships are likely to be hit as well.

When searching for ships, it is better to spread out your attack. Closely-packed missile fire will not cover the board as quickly as a wider spread.

Once you have found a ship, your next best strategy depends upon what you have chosen in the game setup options. If you're playing the default setup, where the number of shots a player has in each round is based on the number of his or her remaining ships, you should try to sink the opponent's ship immediately, since it will reduce enemy salvos by one shot each turn (two for the aircraft carrier!).

If you're playing with a live opponent head-to-head, don't dismiss the psychological factor. Your opponent may have consciously or unconsciously formed some pattern while placing ships. If such a pattern exists, finding a few ships may help you to guess the whereabouts of others.

Advanced Strategies for Battling Ships

Efficient search patterns can be devised based on the size of the ship you're aiming for. The PT boat is the hardest to find.

The idea here is to eliminate as many "hiding places" for ships as possible, without having to fire a missile into every square.

However, this pattern is not necessarily the best. It doesn't cover the board very quickly. If you're playing the variation where you lose shots when you lose ships, you'll want to find ships as quickly as possible. In this situation, consider alternative methods of finding ships, and consider which ship(s) you want to find first.

After an initial hit, how should you go about dispatching the metal hulk to Davey Jones' Locker? One way is the "fast and ugly" method. Suppose you've just scored a single hit on your opponent and you have four shots in your salvo. The quickest means of determining the exact location of the ship is to direct all four shots around the initial

hit. This will produce a hit/miss ratio of 1:1 (two hits, two misses) or 1:3 (one hit, three misses). Considering that you've already found the ship, the prospect of wasting three shots is unappealing, if not downright ugly.

To improve your accuracy, you may want to divide up your attack over several turns; for example, instead of directing four shots around the initial hit, direct one, two, or three shots. On average, this will result in fewer wasted missiles. (But, pause to weigh your options; balance the need to use your shots wisely against the need to sink the ship as quickly as possible.)

BUMP 'EM

What Is Bump 'em?
Bump 'em is a competitive racing table game created by the HOYLE® team. Two to four players can play. Bump 'em is played by drawing tickets and moving your cars on the track according to the instructions on the tickets.

Some move tickets let you move cars onto the track; some let you move your cars forward or backward on the track a certain number of spaces. Others let you switch positions with other players' cars or bump their cars back to their pit row.

How the Game is Played
On your turn, click the Push For Ticket button to get a move ticket. To move a car onto the track, you must draw one of three tickets:

Ticket or 12 ticket:
Either of these tickets lets you move a car from your pit row to your start space.

Bump 'em! ticket:
If your start space is already occupied by one of your cars, you will not be able to move a car out of pit row. This ticket lets you move a car from your pit row onto a space on the track occupied by another player's car, and send that car back to pit row. (You can only use this ticket if another player has a car on the track.)

Once you have a car on the track, you can move it as indicated on the tickets you draw. To move a car, click on the car you want to

move, and then click on the space you want to move it to.

To win the game, try to be the first player to move all of your cars into your finish area (the last space in your home stretch). Cars must land exactly in the finish area to finish.

See "Bump 'em Tickets" for information on move tickets

Rules for Moving

• You cannot land on a space occupied by one of your own cars unless that car is on a turbo space.

• If you land on a space occupied by another player's car, that car is bumped back to the owner's pit row. (Cars of different players can pass each other without incident; only landing your car on a space occupied by another car will bump that car.)

• When one of your cars reaches the home stretch of your color, it moves into the home stretch instead of moving forward. Cars in the home stretch are safe from being bumped or swapped by other cars.

• If none of your cars can legally move as instructed on your ticket (for instance, if you get a Bump 'em ticket but have no cars in your pit row), you cannot use that ticket.

• If you only have one move available, you must take it, even if it means a negative result for you (like moving backward out of your home stretch).

• If you move a car backward past your home stretch, you can then move it into your finish area without going all the way around the board. This is a quick way to get a car home!

Special Spaces on the Board

There are two types of special spaces on the board: oil slicks and turbo spaces. Turbo spaces can be turned off in the game options.

Oil Slick:

If you land on an oil slick of another player's color, you slide forward six spaces and bump any cars in your way (other players' cars, or your own!) back to their pit row. (Landing on an oil slick of your own color does nothing.)

Turbo Space:

If your car is on a turbo space, and a car lands on that space (your own car, or another player's), your car is sent zooming ahead to the next turbo space, or into the finish area if the car reaches its home stretch.

Bump 'em Tickets

The tickets in Bump 'em are described below. You can only move your own cars, unless specifically indicated below.

Ticket Description:

1. Move a car from your pit row to your start space, or move a car on the track one space forward.
2. Move a car on the track two spaces forward.
3. Move a car on the track three spaces forward and then take another move ticket.*
4. Move a car on the track four spaces forward.
5. Move a car on the track five spaces forward.
6. Move a car on the track six spaces forward or nine spaces backward.
7. Move a car on the track seven spaces forward, or switch one of your cars with another player's car (if possible**).
8. Move a car on the track eight spaces forward or split the move between two cars.
9. Move a car on the track nine spaces forward or six spaces backward.
10. Move a car on the track ten spaces forward.
11. Move a car on the track eleven spaces forward, or one space backward.
12. Move a car from your pit row to your start space, or move a car on the track twelve spaces forward.
13. Bump'em! Move a car from your pit row onto a space with another player's car, and send that car back to pit row!

*You get an extra ticket even if you can't move.

**Both cars must be on the main track (not pit row or the home stretch).

Strategies for Bump 'em

Move cars backward past your home stretch whenever possible; this is the quickest way to get your cars home and the safest, as your cars are only on the track a short time.

When using the Bump 'em ticket, if you have a choice of players to bump, try not to simply take revenge on the player who last bumped you—bump the car that's closest to its finish area, or the car of the player with the most cars in his or her finish area. Winning is always the best revenge.

If you have a car within twelve spaces of your finish area and draw a **12** ticket, you may want to use the **12** to move your car into your

home stretch instead of moving another car off pit row; once cars are in the home stretch, they are safe from bumping and swapping (although you may still be required to move them backward, if you draw an appropriate ticket and have no other move).

Try to keep your cars on turbo spaces as much as possible, as they are less vulnerable there. You can't be bumped back to your pit row when another player's car lands on that space (in fact, you're moved ahead in the game!). (Note however that you can still be swapped or bumped with a Bump 'em ticket.) Also, the longer your car remains on a turbo space, the greater the chance someone will turbo your car.

Whenever you can, move a car to your finish area; this takes it out of the game. Make this move before any other. If you don't have a move that puts a car into the finish area, the next best move is to get a car into your home stretch.

Try not to leave a car in another player's oil slick area (the six spaces beyond an oil slick); you are likely to get bumped!

If you have a choice of cars to back out of the home stretch, and this is your only move, move the one closest to the finish area. It will remain closer to the home stretch, and it probably had fewer moves available to it anyway.

CHECKERS

NOTE: If you can wear your opponent down with the strategies below, you will be the first to get a king, and then you can go on an offensive attack.

Advanced Strategies for Checkers
Compulsory capture is of the utmost importance in Checkers. It can be used to improve position, obtain double jumps, and sack kings. The computer will use it to your detriment whenever possible (especially to capture a king by sacrificing a regular piece). It can be very difficult to predict when you're being set up for a disastrous forced jump, because it requires you to look ahead a couple of moves.

Another important tactic in Checkers is trading pieces. This is when one compulsory capture leads to another compulsory capture in return. Some reasons to consider trading pieces are:

1. To prevent a piece from being kinged.
2. To simplify the game. This is especially effective if your opponent

is more experienced at Checkers. A simpler board setup will be easier for you to read.

3. To strengthen your advantage (if you're ahead). A one piece advantage is more significant if there are only a few pieces left on the board.

A fourth reason to trade pieces may come up after a stall. Sometimes in Checkers both players end up stalling (taking inconsequential moves to avoid losing a piece). If this happens, count the turns that are left before one of you is forced into making a bad move. If you find that the count favors your opponent, try to change up the board position by trading pieces instead.

Often near the end of the game, one or several chases will occur. Here, white is chasing black. Because play occurs only on the dark squares of the board, two of the four corner squares cannot be entered. These corners make better refuge than the others, because it's harder for a piece to get pinned down. Black is heading in the safest direction.

CHESS

How the Game is Played
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.

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. 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!

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:

1. The Knight leaps over any piece that lies in its path, friend or foe.
2. 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.

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:

1. It's the only piece that moves in only one direction: forward.
2. 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.)
3. 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 Chessmen
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.

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 Bishop and your opponent captures one of your Rooks, 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:

1. Move out of the path of the attacking piece.
2. Block the path of the attacking piece with one of your own pieces.
3. 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 (and 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 force a checkmate 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:

1. **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!
2. **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.
3. **Draw by Insufficient Material**: See Minimum Requirements for Checkmate above.
4. **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.

5. **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 "Chess Notation" later in this chapter) 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.

6. **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).

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:

1. If your King is in check, you can't escape by castling out of it.
2. 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.
3. 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.)
4. 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:

1. If a player has moved his King before he's had a chance to castle, he can't castle.
2. 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.
3. 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 a2 to a8 is recorded as Ra2-a8 (or, if you want to save space, as Ra8). A Pawn moving from d7 to d5 is recorded as d7-d5 (or simply as d5). A capture is described in the same way; you simply list the capturing piece followed by an "x" (takes) and the destination square (e.g., Rxa8).

Castling is recorded by a special notation: 0-0 for kingside castling, and 0-00 for queenside castling.

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

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 a7a8(R), for example. The letter inside the parentheses shows what piece the Pawn was promoted to.

Strategies for Chess

Three of the main elements of chess theory sound like something out of Star Wars: space, time, and force. Space describes the chessboard as a battlefield, so to speak, with the high ground (key positions) located in middle of the board. Time refers to the important task of moving pieces quickly into attack positions (kill or be killed!). Finally, force is about power—the power of your pieces. Control of space in the opening game is best established by Pawns, Knights, and (sometimes) Bishops. The four central squares (e4, d4, e5, d5) are of highest importance, and control of the center allows you to attack your opponent effectively from either your Queen or King side of the board.

It is not necessary to occupy a space in order to control it.

Another important chess concept is time. Time refers to rapid deployment of pieces. Experienced chess players typically do not move any piece twice until they have developed a strong board position. Tactically, this is important because a player who gains the offensive advantage early will often win the game.

It is generally agreed that the development of Knights and Bishops as attack pieces takes precedence in the opening game. Initially, the Queen is better off sheltered behind the front lines; if she moves out, she will be attacked by opposing pieces and forced to retreat.

To complete the development of your pieces, castle your King. If you

neglect to do this, it will be easier for your opponent to pressure your King.

After the game has developed, the third basic chess concept, force, becomes relevant. The force a piece has is based on its mobility. The power of a chess pieces determines its point value (e.g., rook = 5 points). Generally, you do not want to make exchanges (trade pieces) if you are going to lose a more valuable piece than your opponent.

Note, however, that these values are not absolute, but are approximations. For example, if the Queen is blocked up behind a lot of her own pieces, she is ineffective. In terms of real value, she may not be worth her usual 9 points (but wait until she moves!). What this means is that sometimes a player may sacrifice a valuable piece in order to achieve a more important goal, such as a checkmate.

Checkmating your opponent, even when you have a big advantage, is not always easy for a novice chess player. Pieces that can move horizontally (Queens and Rooks) have the easiest time bagging the King. A Queen or Rook can form an impassable wall across the board, which a King cannot cross. You can use these pieces to isolate the King, forcing him into a side or corner. Moving the Rook as shown (Rd2-a2++) will result in checkmate.

Advanced Strategies for Chess
While a lengthy discussion of chess is beyond the scope of this book, learning a few important strategies can help tremendously in improving your game. This section describes the fork (or doubleattack), pin, and skewer. The opportunity to employ one of these methods doesn't usually appear unplanned (although you can get lucky). It often requires foresight. You may need to look ahead a couple of turns so you can set something up.

A fork describes a situation in which a piece is threatening to capture two enemy pieces at the same time. (To attempt a fork this quickly, you must take a risk by violating the previously mentioned principles of time and space. But, hey, life is short. If your opponent is relatively inexperienced, you can make up for lost ground later.)

The white Knight's next move is Nb5xc7+. This puts the King in check, while threatening the black Rook. Notice the key role played by white's Bishop. The Bishop is protecting the Knight from black's Queen, preventing her from dissolving the fork by capturing the Knight. The result is that black is forced to move the King out of check, allowing white to capture the Rook.

Conversely, if you're playing an experienced chess player, be on guard and try to foresee where your opponent may be attempting to ambush you with a fork.

A pinned piece is one that cannot move without exposing a comrade behind it to attack. In this case, the black Queen is being pinned by the white Bishop. The Queen can't move because the King would be in check. Her best option will cut her life tragically short; she can capture the Bishop before going down at the hands of the white Rook.

A skewer is like a pin in reverse. With a skewer, the more valuable piece is out front and forced to move, allowing easy capture of the less valuable piece behind it. In this slightly revised board setup, the Bishop forces the Queen to move aside. The Bishop will capture the Rook before being captured himself, winning the exchange (5 points versus 3).

CHINESE CHECKERS

How the Game is Played
The goal in Chinese Checkers is to be the first to move all of your marbles into the point 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. (With three people, you aim not for the point directly opposite but for the home base of the opponent on your right.) 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.

Strategies for Chinese Checkers
Where can you seek the best methodology for playing Chinese Checkers? The Code of Hammurabi? The Bhagavad-Gita? Your best bet is the nearest playground; leapfrog has much to teach the

would-be victor of this racing game. While bounding over several of your opponents' pieces looks impressive, it can leave a marble out in no-man's land, with nowhere to go next. It is better to construct your own marble chains, taking turns leapfrogging over your own pieces.

One way to do this is by using zig-zag patterns as you cross the board.

Defense in Chinese Checkers is optional. One defensive strategy is to place your marble in another player's home base. You can maintain this block longer if you place your marble in a home base adjacent to your destination base. If you're behind, this may help you to catch up. Conversely, if others have played this nasty trick on you, make sure their marbles can leave by giving them a way to jump out. (They can't resist a double jump!)

Another way to stop your opponent from advancing is to create a diamond-shaped block composed of four marbles. When the block ends, use the diamond to advance your marbles.

The construction of marble chains is key in games with two to three players. Different circumstances may call for different types of chains. If your opponent is leaving you alone, construct chains that will allow you to make longer leaps.

In the six-player game, the board gets jammed up, and soon you will be forced to abandon subtlety in favor of a more obvious strategy: look for opportunities to jump your opponents.

Remember to look backwards. Sometimes, a long forward jump can be achieved in a roundabout way.

DOMINOES

How the Game is Played

HOYLE® PUZZLE & BOARD GAMES includes four versions of Dominoes: Draw, Block, Sebastopol, and Fives). 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.

Playing 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. Multiple games are usually played until one player reaches the agreed-upon amount of points to win.

Playing 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. All other Block rules apply.

Playing 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. Draw is the most popular variation of Dominoes, and it's the default game option.

Playing Fives

Fives is a scoring variation of Dominoes that belongs to the draw category of Dominoes games. Fives is typically played with two players, with each player drawing seven bones for a hand. In Fives, unlike most other Dominoes games, you can make certain plays during the game that give you points.

As in Draw Dominoes, if a player can't play a bone, he or she must draw from the boneyard until a playable bone turns up. Once the boneyard is empty, a player with an unplayable hand must pass. The first play in Fives depends on the game rules you decide on. In the standard rules, any bone can be played first, not necessarily a doublet. You can change the rules such that the first play must be the highest doublet in the game.

The first doublet played in the game is called the spinner. Bones can be played extending from the spinner in all four directions. Other doublets played in the game after the spinner is played do not extend the play in other directions, only the spinner does.

In Fives, as bones are played on the layout, a line is formed called the line of play. Open ends of non-doublet bones at the ends of any lines of play, and doublets touching only one other bone are counted after each play. Scoring occurs if this count (the table count) totals a multiple of five; one point is awarded for every multiple of five in the table count. Thus a table count of 5 is worth one point, 10 is worth two points, 15 is worth three points, and so on. The current table count is shown at the top of the screen.

Until a spinner is played in the game, there is only one line of play. When a spinner is added to the layout, bones can be played extending from all four directions of the spinner, so there are potentially two lines of play.

The game ends if a player gets rid of all of his or her hand or when no player is able to add to the layout.

Each player scores the number of points he or she earned during the game. The player who went out first (or the player with the lighter hand) wins the hand and scores points for the bones remaining in the other player's hand: the total number of pips on the other players' remaining bones is rounded up or down to the nearest five, and that number is then divided by five.

Thus, if the losing player has 23 pips still in hand, the winning player gets five points (25/5); if the losing player has 12 pips in hand, the winning player gets two points (10/5), and so on. Note that 1 or 2 pips remaining in hand would be rounded down to 0 and thus would be worth no points. The winner gets these points even if he or she scored fewer points in the hand (or the game).

Multiple games are usually played until one player reaches the agreed-upon amount of points to win.

Strategies for Dominoes

The player who spends the least time drawing bones is usually going to win Dominoes. To avoid the boneyard, you need to think about upcoming turns; try to maximize your own options and minimize your opponent's options. Ways you can do this include: playing to your strengths, interpreting your opponent's plays, and determining what bones have yet to be played (counting bones). This last category is discussed later in the advanced strategies section.

If your hand is loaded with one or two numbers (e.g., 3's and 5's) you can play to this strength. Try to expand your options on both sides of the board.

Early in the game, you can often glean useful information by paying attention to the bones played by another player. (This is also true later in the game, but to a lesser extent.) For example, when your opponent leaves a 5 on one end of the board, realize that one or several 5's may be waiting in reserve. Be aware of it.

Remember that the player with the lightest hand wins. A lighter hand is also better if you lose, as your opponent does not gain as many points. Therefore, when all other factors are equal, play your heavier bones.

Because the Sebastopol version of Dominoes has four branches on the board instead of two, it is very difficult to block opponents. The player who takes the first turn often wins. Given the likelihood that you will lose a lot of rounds, it is even more critical to reduce damage

by playing your heavier bones in Sebastopol.

In the Fives version of Dominoes, earning points during the game is a matter of keeping count and keeping your points on par with your opponent's points. Hold on to doublet blanks and 5s if possible, as well as the 0-5 bone; when your opponent scores, if you can play these in the right way (keeping the table count at a multiple of five), you can also score points.

In Fives, the key to the game is in the type of doublet that Is used as the spinner. If you have a doublet in hand that you could potentially play as the spinner, look at the other bones in your hand to decide whether it'd be a good play: if you have two or more bones with the suit of the potential spinner (a "suit" in Dominoes simply means the number on one or both ends of a bone), it makes a good spinner. If you only have one bone with the suit of the potential spinner, it is not as good a play. If you have no bones with the suit of the potential spinner, don't use it as a spinner; wait for the other player to play a spinner, and then play your doublet as a doublet.

Also in Fives, although earning points when playing bones is important, don't make the mistake of forgetting to lighten your hand as well. Get rid of your high bones as you see your opponent's hand get lighter. If you fail to go out first, or have more tiles than your opponent at the end of the game, your bones in hand can give your opponent as many or more points as the fives points in the game can.

Advanced Strategies for Dominoes

Counting bones is the essence of "dominoes domination." You can use information garnered from the counting of bones to block your opponent. Suppose you're the player holding the bones. The initial impulse is to play the 4-1 (since you have a lot of 1's), but recall that seven bones in the deck contain 6's. Six of the seven are showing and already accounted for (only the 6-1 is missing). Knowing that only the 6-1 is left in your opponent's hand or the boneyard—you can try to block your opponent by placing a 6 on both ends of the board. This could easily force him to the boneyard and set him up for a quick loss.

Here, your hand is weak in 3's and 6's, so you want to avoid these numbers. Playing the 2-1 on the left would be a good option because you can play the 1-1 on the following turn if necessary. However, consider playing the 5-2 on the right instead. By playing the 5-2 there is only one bone left in the game that can hurt you - the 6-2 (the 3-2 has already been played and is out of the picture). If you had played

the 2-1, on the other hand, your opponent might respond with the 6-2, 5-1, or 6-1, blocking you (on that side) in each case.

DOUBLECROSS

How the Game is Played

DoubleCross is a word game that can be played with one, two, or three other human or computer players. To add, remove, or change players, click **DoubleCross Players** on the Options menu.

In DoubleCross, you move tiles to the board to make complete or partial words. There are two ways to place a tile:

• Drag a tile from your rack to the board.

• Click a tile and then click the board.

When you move a tile to the board, before you place it, a box is drawn around the letters that will be evaluated. This helps you estimate whether your play will make a complete or partial word.

Rules for Placing Tiles

There are a few rules to be aware of when placing tiles:

1. The tile must extend from a stable tile. Stable tiles are tiles with a black background.
2. If a tile you place is not part of a complete or partial word, it will be destroyed, and your turn ends. A partial word is a word that can have letters added to it to make a complete word.
3. You have the ability to undo a move (pick tiles back up into your rack) if the tiles you placed did not complete a word and you didn't place your tiles on a special space. Click **Undo** on the Actions menu to undo your most recent play.

Making Words

When you complete a word, a tile in the completed word becomes stable if all the words it is part of are completed.

When you complete a word, you get 1 point for each letter in the word you made. And, if any of your tiles were made stable when completing the word, you get the word's full value for each tile that was made stable by that play. If the tiles are owned by someone else, that player gets the points. Therefore, you can get points during other players' turns.

Word Scoring Example

In this play, the yellow player, Madeline, makes the word STEM by adding the tiles E and M to the red tiles S and T.

Madeline gets 12 points total: 4 points for making a four-letter word, and 4 points for each of her letters that was made stable (E and M).

However, the red player, Matthew also gets 4 points for this play, because his unstable tile S was made stable by Madeline's play.

Playing on Special Spaces

There are several different types of special spaces on the game board. These spaces can give you bonus points, set off bombs (or add them to your bomb tray to use later), block certain spaces (so they can't be played), or, in the case of the mystery spaces, do unpredictable things.

You play on a special space by placing a tile on it as you usually would, except for blocking spaces, which simply block off certain spaces on the board, so no one can play tiles on them.

For a special space to take effect, you must make a legal play on it. For example, if you don't make at least a partial word when placing a tile on a bonus point space, you won't get the bonus points.

For a description of each of the special spaces, see "Special spaces on the DoubleCross board" later in this chapter.

Ending Your Turn

Click the Pass button when you are done playing tiles.

To get new tiles instead of playing, click the **New Letters** button at the start of your turn; your turn is passed to the next player. You can get new tiles on your turn only if you have not played any tiles in that turn, but you can play a directional bomb at the start of your turn and still get new tiles.

When your turn ends, your rack is refilled with new tiles, and the other players play their turns.

Ending the Game

The game is over when there are no more tiles left (an indicator at the upper-left corner of the screen shows how many remain) and a player has no more tiles at the start of his or her turn.

In addition, the game ends if no one plays during his or her turn and the last passing player chooses to end the game.

At the end of the game, points are deducted for tiles in your hand and for unstable tiles on the board. The player with the most points wins the game!

DoubleCross Rules

The following rules apply in DoubleCross:

- A word is considered complete when it has at least three letters. You can change the game to require at least four letters for a complete word by changing the Minimum Word Size in the DoubleCross Settings dialog box.

- You can make a partial word even if it is not possible to ever complete the word (for example, if the word is built near the edge of the board or if other tiles are in the way).

- Letters aren't made stable until after any special spaces they are placed on take effect. Therefore, playing on a colored bomb might destroy a tile before it has a chance to become stable.

- Two different partial words can extend in two opposite directions from the same stable letter. In the next example, both OAD and DUE are partial words (ROAD and DUET, for example), but OADUE is not a partial word.

- When either of the words are completed, tiles on the other side of the stable letter are destroyed if they are no longer included in any partial words. In the example below, making ROAD will destroy both unstable tiles on the other side, because they aren't used in other words.

- If a tile is placed next to a series of letters, all letters up to the first stable letter (and all adjacent stable letters) are required to be part of a word, but letters on the other side do not need to be included. In the following example, although the blue T is placed next to a long string of letters, only TH is required to be a word or partial word; the letters A, T, and E are ignored.

- Even though not all adjacent letters are required to be a word or partial word, if a word is created, it is made stable. In the next example, only RTS is required to be a word or partial word. However, because DARTS is a complete word, it is made stable.

Scoring in DoubleCross

DoubleCross scoring is described below. Note that plays made by other players can affect your score, and plays you make can give points to other players.

Action...	Score...
Completing a word	+1 point per letter in word
Stabilizing a tile in a word	+full word score*
Playing on a colored bomb	+8 points
Playing on your own colored bomb	+16 points
Picking up a directional bomb**	+2 points
Picking up a multi-directional bomb**	+4 points
Having a letter blown up (by bombs or illegal plays)	-4 points
Having tiles left in the rack at game end	-4 points per tile
Having unstable tiles left on the board at game end	-1 point per tile

*See the scoring example earlier in this chapter.

**You get points for directional bombs even if you don't have any more room for them in your bomb tray.

Special Spaces on the DoubleCross Board

There are five types of special spaces that can be placed on the DoubleCross game board: bonus point spaces, mystery spaces, colored bombs, directional bombs, and blocking spaces. All of these spaces are optional and can be turned on and off in the DoubleCross game settings.

Bonus Point Spaces

Bonus point spaces give you bonus points when you play on them. Each space on the board starts out as +5 points.

When you play a tile on a bonus point space you immediately get the number of points shown on the space, and the value of each bonus point space remaining on the board is increased. (Bonus point spaces can be worth a lot of points near the end of the game!)

Mystery Spaces

Mystery spaces do unpredictable things. You never know what might happen when you land on a mystery space. The only way to find out is to try it!

Colored Bombs

Colored bombs are placed in the corners of the game board. There is at least one bomb of each player's color in a game.

If you play on a colored bomb that is a different color than your own, all of the unstable tiles of the same color as the bomb are destroyed. In addition, any unstable orphaned tiles (tiles that are no longer connected to other letters) are destroyed, and the tiles' owner or owners lose points for those tiles.

If you play on your own colored bomb, the bomb is considered defused and will not do anything; you will get points for defusing it, however.

Directional Bombs

A directional bomb can be placed on the board to destroy all unstable tiles in its path (indicated by its arrows). Tiles are destroyed regardless of color.

Directional bombs can be placed anywhere on the board, except on a blocking space.

There are three types of directional bombs:

The north-south bomb can be placed on a square of the board to destroy unstable tiles in the same column as that square.

The east-west bomb can be placed on a square of the board to destroy unstable tiles in the same row as that square.

The north-south-east-west (multi-directional) bomb can be placed on a square of the board to destroy unstable tiles in the same row and column as that square.

Directional bombs are different from bonus point spaces and colored bombs, because they don't go off immediately. When you play on a directional bomb space, the bomb is moved to your rack, and you get points for picking it up (4 points for a multi-directional bomb, 2 points for the other directional bombs.) If you already have two bombs, you don't get any more bombs, but you still get points for playing on a bomb.

After a bomb destroys tiles, any orphaned tiles are destroyed, and points are deducted from the tiles' owner or owners for each blown up tile.

Note on playing colored and directional bombs: Sometimes when tiles are destroyed, other tiles may be made stable. If the destruction of a tile causes another unstable tile to no longer be part of any partial words, it will become stable. The exception is when the tile is

in the "line of fire" of the bomb's explosion, in which case it will be destroyed even if the explosion of a previous tile would cause it to be made stable.

Note that the player who owns the tile will get appropriate points for the tile being made stable. Note, too, that it is possible to form a word by blowing up a tile. In this case, the player who placed the bomb gets the points for the word.

Blocking Spaces
Blocking spaces are spaces on the grid where no tiles can be placed. These spaces are dispersed randomly on the grid.

Strategies for DoubleCross
The key to doing well at DoubleCross is to make the longest possible words, using the fewest unstable tiles of your opponents (because using their tiles gives them points).

It's also very important to get to the bonus point, mystery, and bomb spaces before your opponents do. Bonus point spaces are a great way to get points, and you don't have to make a complete word to get the bonus points! Bombs, especially the colored ones, can devastate your opponents (and you).

Be sure to make as many complete words as possible when you play tiles, because unstable tiles can cost you points in the future.

The number of tiles remaining in the game is shown at the top of the screen. When the number of tiles is 30 or fewer, the game might end soon; try to play as many tiles to the board as possible (since unused tiles lose you points). Making complete words is best, but even partial words are helpful, because at the end of the game you lose more points for tiles in your hand than for unstable tiles on the board.

Notes on Playing Bombs
When playing on another player's colored bomb, note that the bomb may orphan some of your unstable letters, destroying them. Know the consequences before playing on a colored bomb.

When placing a directional bomb, maximize your opponent's destruction, but minimize your own.

Holding on to directional bombs until you need to clear tiles off the board can give you an important edge. Note that playing a directional bomb will cause remaining letters to stabilize if they make a complete word.

MASTER MATCH

How the Game Is Played

One player makes a code by combining different colored pegs. The other player tries to guess the code in as few tries as possible. To play, one player secretly places a number of pegs in a row on the board. The other player then makes a guess by placing pegs on the Master Match board. The results of the guess are then shown.

The blue Correct Place & Color result tells you how many pegs are the correct color and are in the correct place, whereas the white Correct Color result tells you how many pegs are the correct color but are not in the correct place. This information helps you make an educated guess at the code in future turns.

Normally, each peg in the secret code is a different color; for a more challenging game, uncheck the No Duplicates option in the game options. Note that regardless of this setting, you can use two or more pegs of the same color when you guess.

Strategies for Master Match

Be sure that each guess you make is consistent with all the results you've had in the past. If your first guess tells you that three colors are right, keep three colors in the next guess. If your first guess tells you that one peg is in the right position, keep one peg (and only one) in one of those positions for future guesses.

If one color is eluding you, try placing multiple pegs of that color in your guess. Placing four red pegs in a row will tell you definitively whether red is in your puzzle. This may also be a useful strategy for the beginning of the game.

PACHISI

How the Game Is Played

Players move their pieces (one at a time) out of their starting area, take one trip around the track, and head up the middle (the home stretch) toward home. A piece can't move from its base square to its entry space until the player has thrown a 5 on a die. You have the option of passing the rest of your turns after you have used at least one die value to move. Rolling doubles allows you an extra turn (but you lose a turn if you roll doubles three times).

You can be bumped back to your base if you're not standing on a safety space when an enemy piece lands on you. The "bumping" player receives a 20-space bonus immediately.

Two pieces of the same color on the same space form a blockade that cannot be bypassed by any other pieces. A blockade cannot be advanced up the board with doubles.

The first player to bring all four of his or her pieces home is the winner. To enter home, you need an exact roll, for which you also receive a 10-space bonus.

Strategies for Pachisi

One decision you'll need to make in Pachisi is whether you want to take an aggressive or conservative approach. Invariably, the former will land you back in your starting square and hoping for 5's. We recommend the conservative approach, however, being aggressive does pay off big dividends. If you can bump another piece you get a 20-space bonus!

Conservative play involves entering safety spaces and avoiding being bumped by your opponent(s). You should end your move on a safety space whenever possible. Avoid leaving a safety space unless your piece is relatively safe from enemy pieces.

The distance your piece has traveled around the board is also important. Obviously, you do not want to risk a piece that has almost reached the safety of your home stretch.

Remember: 5's and 7's are the magic numbers. They will take you from one safety space to another.

Advanced Strategies for Pachisi

Even if you play conservatively, at times you will have to endanger your pieces by advancing them forward unprotected (i.e., they're not ending on a safety space or in a blockade). The key is to move the piece that will be least threatened by your opponents. Try to stay at least eight spaces (the more the better!) ahead of your closest opponent. A piece usually moves seven spaces or fewer in a given turn.

Of course, also consider the number of enemy pieces behind you; three pieces eight, nine, and 10 spaces back are far more likely to get you than one piece one space back!

You have the option of using just one of your die values, passing on the other. Use this rule to avoid placing a piece in danger. Green can take yellow by moving six. This is definitely good. However,

after taking yellow, green can move zero, three, 20, or 23 additional spaces (with the 20-space bonus). Using the 20 will put him in considerable danger from blue and red. Moving three spaces is the less risky option.

Use blockades wisely by breaking them up carefully. If you allow enemy pieces to bump you as soon as you break up the blockade, what's the point? A good place to build a blockade is on your entry square. The best time to build it is upon entering your last piece into play. This will allow you to continue advancing pieces while slowing down your opponents

REVERSI

How the Game Is Played
Reversi is played on an 8 x 8 board with black and white stones. Black moves first.

The only legal moves are those that cause one or more of your opponent's pieces to become sandwiched between your pieces and thus flipped (their color changes to your color). 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. The player with the most stones showing of their color at the end of the game is the winner.

Strategies for Reversi
Most players of Reversi use one of three common strategies, depending on their level of experience. These are:

1. Capture as many squares as you can each turn.
2. Concentrate on capturing stable squares.
3. Attempt to maximize your mobility (your play options) while limiting the mobility of your opponent.

The first of these three strategies is simple: on each turn choose the move that flips as many of your opponent's pieces as possible. This strategy works in certain cases, but you will often find that gained territory is soon lost when your opponent flips the pieces back. It's true that you want as many pieces as possible to show your color at the end of the game. But you will find that haphazardly going for big flips in the early game won't achieve this goal.

The second strategy, capturing stable squares, is more complex. The main idea here is that some squares are more stable, and hence

more valuable, than others because they are harder for your opponent to recapture. Corners are the most stable, since they can never be recaptured. Squares along the edge of the board are fairly stable also, since they can only be captured by other pieces on the edge.

For the third strategy, remember that players are only allowed to make moves that cause one or more pieces to be flipped. By limiting your opponent's choice of such moves, you gain control because you get to choose how the board is developed.

However, it is not easy to achieve a board position where you dominate your opponent in terms of mobility. To do so, you must sacrifice pieces and try to capture central positions instead of pieces along the frontier of play. White has too much frontier space, and Black is in control.

The trick to controlling mobility is to constantly look at the board from your opponent's point of view. What moves can you make that will leave your opponent with the fewest available moves?

RUMMY SQUARES

How the Game Is Played

In Rummy Squares, you and the other players play tiles to the same board, making rummy hands (melds)—either sequences or groups. Your goal is to get rid of all of your tiles before other players do.

A sequence is a set of three or more consecutively numbered tiles of the same color.

A group is a set of three or more tiles of the same value all in different colors.

There are two jokers in the game; you can use jokers to represent any other tile in a meld.

You can manipulate melds containing jokers like any other melds on the board.

Once a joker is on the board, you can take it to use it in a new meld by replacing it with a different tile of the same value and color from your hand. The joker must be used immediately with two or more tiles from your hand.

Then, you can use the joker in a new meld with two or more tiles from your hand. You cannot use the joker with tiles already on the board.

If someone goes out, and you have a joker in your rack, you get a penalty of 30 points.

Making the Initial Meld

In your first play—called the initial meld—you have to play one or more sets of tiles worth at least 30 points from your hand to the board. This is the only play you can make on this turn; you can't make any other moves until the next turn.

To figure out what tiles are worth, add up their face values. Jokers are worth the amount of the tile they represent.

Playing Tiles

Once you have made your initial meld, you can play tiles to the board. If you can't play any tiles, you pass and receive one new tile.

You can lay down sequences and groups from your hand, or you can combine tiles from your hand with tiles already on the board, in a number of different ways. You can manipulate as many tiles on the board during your turn as you like, as long as at the end of your turn all tiles are placed in valid sequences or groups of three or more tiles.

Some things you can do:

• Extend a sequence or group by adding a new tile to the front or end of it.

• Move tiles from one sequence or group to another sequence or group.

• Split a long sequence into two, and add a tile to the beginning or end of a sequence (this is a very useful way to add a tile from your rack to the board).

• Break up an existing sequence or group entirely and use its tiles in other groups.

Note that there are many different types of moves you can make, and you can manipulate many different tiles on your turn.

Strategies for Rummy Squares

Try holding back tiles (at least some of them) until later in the game. This prevents other players from using them and forces other players to make plays to the table.

If you have more than one meld in hand, consider holding back a meld to play later; this is better than passing and adding more tiles to your hand.

If you have a choice of how to play a joker, try to play it in such a way that you can use it in a future turn. If you don't need it, hold on to the joker (to prevent others from using it), but be careful not to get stuck with it in your rack at the end of the game.

WORDOX

How the Game is Played

The starting player must make a word that covers the green star in the middle of the board. Then, players take turns placing tiles on the board to make words; each word must touch one letter already on the board. You must place at least two tiles each turn.

To make a word, move tiles from the tile rack to the board. There are two ways to move a tile to the board: drag a tile from your rack to the board, or click the tile and then click the board.

After you place a tile, you can move it elsewhere by dragging it to a new location. To remove a tile you just placed, right-click it.

Rules for Placing Tiles

• You must play at least two tiles on your turn.

• At least one of the tiles in your word must touch a tile that is already on the board. (Unless you're playing first, in which case your word must cover the green star on the board.)

• All tiles you play on your turn must be placed in a single row or column.

• Tiles you place must make legal words in both across and down directions.

• All words you create must be recognized as legal words by Wordox. Proper nouns are not legal words.

• Several things will cause your turn to end and tiles to be returned to the rack: playing a word that's not recognized by the computer, playing only one tile, or placing tiles in more than one row or column.

Submitting a Word

When you are ready to submit a word, click the **Submit** button. If time runs out, any tiles you've placed on the board are automatically submitted as if you'd clicked the **Submit** button.

If you don't want to make a word on your turn, press the **Pass** button; the turn then moves to the next player. If all the players consecutively press the Pass button (or make invalid plays), the rack is refilled with new tiles.

The word that you played is evaluated using the Wordox rules (as described in the previous section). If the word is accepted, the tiles in that word (and any tiles on the board that you used that belonged to other players) change to your color.

If your word is not accepted, the tiles are returned to the rack and your turn ends. When your turn ends, the tile rack is refilled and play passes to the next player. All players play with the same tile rack.

Playing Words on Orange and Pink Spaces
If you play a word on an orange space, an orange dot appears on your player plaque.

If you place your word on a pink space, you get one point for each orange dot you have; all other players have their orange dots taken away, and get no points for them. The game board clears and the game continues on an empty board.

Capturing Words
As well as points you get for playing on the orange and pink spaces, you also get points for each tile of your color on the board. Any tiles that you play to make a word become your color after you play them, and any tiles on the board that you used in your word also change to your color, adding points to your score and taking points away from the tiles' owner or owners.

Ending the Game
The game ends when one of the players reaches the winning score (as set in the game options). The game also ends if all the tiles in the game are used, or if there are not enough tiles left to fill the tile rack; if this happens, the game ends, and the player with the most points wins.

An optional rule requires that the board be cleared before a player can win.

Strategies for Wordox
Capture, capture, capture. Make new words out of existing words whenever possible. This lets you capture a lot of your opponent's letters, as well as increasing your own. If you can also make a second word in the process, this works even better.

Use as many letters as you can. Since each letter equals one point, playing more letters gives you more points! Try not to play a word like RAIL if you can play GRAIL or FRAIL. After you place a word, before you submit it, take a moment to look over the letter rack to see if you can improve upon your initial play.

Protect your words. When you make words, keep in mind that it is easier to capture some words than others. For example, STAGE

and GATES both use the same letters, but it is better to play GATES since it is difficult to expand upon, whereas STAGE can be made into STAGES, STAGED, UPSTAGE, and so on.

Add prefixes and suffixes to words. You can often add an S to an existing word, but prefixes and suffixes are other good ways to take advantage of words already on the board. Some good prefixes: IN, UN, RE. Some good suffixes: ED, ER, ING.

Clear the board whenever possible. Whenever you play a word on a pink square, the board is cleared, so any letters you just played are "free letters" that give you points that can't ever be taken away by another player.

WORD YACHT

How the Game is Played

You can play Word Yacht with one, two, or three other human or computer players. To add, remove, or change players, click **Word Yacht Players** on the Options menu.

To begin play, roll the dice by clicking on your dice cup. There are two parts to your Word Yacht turn: making words and choosing a category.

Making Words

You have two minutes to make words from your dice. You can either type the words or click the individual dice.

While typing, you can press **Backspace** to remove the last letter you typed, or click on a letter to remove it. You can press **Escape** or click the **Clear** button to clear the entire word you just typed.

Press **Enter** or click the **Enter** button to add a word to your word list. As you make words, the area on the right of the screen counts the number of words of different lengths you have made and identifies the best letter to use for the Starter category (by identifying the letter that starts more of your words than any other).

You can make words until the timer runs out or until you have found all the words you need to score a certain category. Because some categories offer several point levels for getting more words, you will usually want to find as many words as you can!

Rules for making words:

- Letters can be used in more than one word but not more than once in each word.
- Words must be at least three letters long.
- If you have an S, you can use both a singular word and its plural (CAT and CATS).
- Words must be recognized by the game dictionary to be added to your word list. Some proper nouns, foreign words, and objectionable words will not be recognized.

Choosing a Category

At the end of your turn, try to use some or all of your words to complete a specific category. You can place your cursor over a category name to see a description of that category. See "Word Yacht Categories" for a detailed description of the categories.

The Words column shows if you made enough words to reach one of the points levels for that category. The points you can get for each category are shown in the Points column next to the category. (Zero means you did not complete the category with this roll.)

You can take as much time as you want to choose a category. You must pick one category each turn. If you can't score any category in a turn, you must still pick a category; you will score zero for that category, and can't score that category again in this game. When you have chosen a category, the turn moves to the next player. (If you are playing solo, your next turn starts.) To see another player's scorecard after his or her turn, click and hold on the small picture of the scorecard next to that player.

When all of the categories on each player's card are filled, the game is over, and the player with the highest score wins.

Word Yacht Categories

The categories you see in Word Yacht and how many points you get for completing them depend on the level of scorecard you choose to play with. Initially, all players are set to use the Beginner scorecard. To find out how to change player scorecards, see the next section, "Changing your Word Yacht Scorecard."

Most of the categories have three levels of scoring. In the Beginner scorecard, a minimum of three words are required to complete the 3 Letters category, but getting five or ten words gives you additional points. Getting words in between the different word levels doesn't

help—getting four words will still just give you the points for three words, for example.

To find out how many points you can get for each level of a category, place your cursor over the category name on the score-card.

The Word Yacht categories are described below.

Basic Categories (Beginner Scorecard)

3 Letters: Find three or more three-letter words.

4 Letters: Find two or more four-letter words.

5+ Letters: Find at least one word of five or more letters.

Basic Categories (Intermediate & Expert Scorecards)

3 & 4 Letters: Find three- and four-letter words (at least five words for Intermediate, at least ten words for Expert).

5 & 6 Letters: Find five- and six-letter words (at least three words for Intermediate, at least six words for Expert).

7+ Letters: Find words of seven or more letters (at least one word for Intermediate, at least two words for Expert).

Other Categories

Straight: Find a series of words spelled with consecutive numbers of letters. You can have a three-word straight, a four-word straight, or a five-word straight.

You have a three-word straight if you have a three-letter word, a our-letter word, and a five-letter word, or a four-letter word, a five-letter word, and a six-letter word, or a five-letter word, a six-letter word, and a seven+ letter word (therefore, if you have a five-letter word, a six-letter word, and an eight-letter word, you have a three-word straight).

Examples of three-word straights: DIN, DINE, and ENTER; RAID, DINAR, and RANCID; RANTS, STRAND, and TRANSFER.

You have a four-word straight if you have a three-letter word, a four-letter word, a five-letter word, and a six-letter word, or a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.

Examples of four-word straights: DIN, DINE, ENTER, and ENTERS; RAID, DINAR, RANCID, and CINDERS.

You have the much more rare five-word straight if you have a three-letter word, a four-letter word, a five-letter word, a six-letter word, and a seven+ letter word.

Example of a five-word straight: DIN, DINE, ENTER, ENTERS, and ENTERED.

Starter: Find several words that start with the same letter (such as BUY, BUG, and BAR, which all start with B). On the Beginner scorecard, you need to make at least three words to score; on the Intermediate scorecard, you need at least five words; on the Expert scorecard, you need at least ten words.

Slam: Use all of your letters at least once. When you use a letter, the die color for that letter changes from red to black to help you keep track of which letters you have used. Example of a Slam, using the letters DEEFINORRT: ONE, RED, DINE, DIET, FRIEND

Scorer: Score points for all words you make. The points you get depend on your scorecard.

Yacht: Make a lot of words on your turn. On the Beginner scorecard, you need to make at least 15 words; for Intermediate, you need at least 30 words; for Expert, you need at least 40 words.

Bonuses
In addition to the regular Word Yacht categories, you can get bonus points for making long words. (You do not have to get any bonuses to complete your scorecard.)

On the Beginner scorecard, words with seven or more letters give you a Bonus. On the Intermediate and Expert scorecards, words with eight or more letters give you a Bonus.

Changing Your Scorecard
You can change the difficulty of the categories in Word Yacht by changing your scorecard. There are three different scorecards:

• The Beginner scorecard is suggested for people who are learning how to play, word game novices, and younger players.

• The Intermediate scorecard is recommended for people who have some skill with word games.

• The Expert scorecard is designed for true word-finding pros!

The Word Yacht scorecards are designed to let players of different skill levels play Word Yacht together and still have a competitive game. Therefore, a player with the Beginner scorecard should be able to beat a player using the Expert scorecard.

If you find you are consistently getting the highest scores possible on a Beginner scorecard, consider moving up to the Intermediate or Expert scorecard.

To change the scorecard for yourself or other players, click **Word Yacht Players** on the Options menu, and then select the scorecard

type in the Scorecard box under the player whose score-card you want to change. Easy=Beginner scorecard, Normal=Intermediate scorecard and Hard=Expert scorecard.

Strategies for Word Yacht

If possible, pick the category you are attempting to fill before you roll or as soon as you see your dice. With practice, you will be able to identify whether or not a roll is good for making long words. Look for the presence of common letters, such as S, R and T, or prefixes and suffixes, such as ED or RE.

Rolls that mix common and uncommon letters are better for making lots of words and filling categories such as 3 letters and Yacht.

If you have an S, be sure to make plural versions of any words you find, and make singular versions of any plural words. If you have letters that make a prefix or suffix such as RE or ED, try typing those letters first, so you can examine the letters that are left and try to make a long word using the prefix or suffix.

If you can, save the Slam category (where you have to use all of your dice) for when you have a bad roll and can't make many words. Although the Scorer is a useful fallback category, try to use it only when it gives you a lot of points; it is the only variable category in the game.

When trying for a Yacht, concentrate on making many short words. When trying for a Scorer, concentrate on making many longer words. The "Clear Word After Entering" option may make it easier for you to enter words faster.

Bonuses can help you win at Word Yacht, and you get them even if you can't fill a category. If you have great letters but can't seem to complete a category with them, or no good categories are left, look for the longest words possible to try to get a bonus.

When trying to complete the Starter category, check the key at the right side of the screen to see which letter is best to use. Note that S is not usually a good starter letter, because it is better used to end words starting with another letter.

YACHT

How the Game Is Played

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). Points are scored in the following categories as shown:

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 as desired; 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 (stop your turn) after the first or second roll if your hand is good enough.

Your goal is to fill in each category in the list 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 go on to another. If you throw a second Full House, say a 4-4-4-3-3, you may choose the Fours category. Your score then would be 12 (the threes in this example wouldn't count).

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

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

Strategies for Yacht

If you're playing Yacht for the first time, it's easy to assume that the dice control your fate. However, your scores are liable to improve if you make your decisions carefully. The fact that you can throw the dice three times and pick which ones you want to keep gives you a lot of flexibility. Yacht is a subtle game, and effective strategies can't be reduced to a simple formula. Many factors should affect play in addition to the dice roll, including:

1. Which categories are hardest to score

2. Which categories have already been used

3. How many turns remain

4. How close the total scores are

In the early part of the game, you're better off scoring in the categories that are most difficult to fill: Four of a Kind, Full House, Five Straight, and Yacht. Filling these categories early will help you minimize damage that results later on from having to zero out categories.

Remember that Four of a Kind and Full House are scored by totaling your dice. A Four of a Kind consisting of four 3's and a 1 adds up to (a rather paltry) 13 points. It is better to go for these two categories if you have high numbers on the dice. Of course, toward the end of the game, you are lucky to fill an empty Four of a Kind or Full House category, even if it's with relatively low numbers.

The Ones category is, of course, the best category for throw-away rolls. Even if you score a 0 in Ones, you only lose 5 possible points.

You should allow game circumstances to dictate which dice to keep and which category to aim for.

Some of your options include:

(a) Keeping the 6 with the plan of going for Yacht (not likely!), Sixes, or Choice.

(b) Keeping the 3s, and going for Yacht or Threes.

(c) Keeping the 1, 2, and one of the 3s, and going for a straight.

Option (a) is not very wise. Re-rolling 4 dice is a lot like re-rolling 5 dice from scratch, but with one fewer roll available—and the difference between two and three rolls is dramatic.

Option (b) is a bit better, but with only two 3s, your chances of

getting a Yacht in two more rolls are pretty slim. You will probably be able to get at least one more 3, but scoring 9 (or even 12) in the Threes category isn't anything to get excited about this early in the game.

Option (c) makes the most sense. It's not ideal (a 2, 3, 4, for example, would be a better starting point for a straight), but the chances are pretty decent that you will be able to roll a 4 with two rolls of two dice.

As the game progresses, however, these dynamics change. It depends especially on what categories are left open. If you roll the same 1, 2, 3, 3, 6 at the end of a close game, and your Threes category is open, going for Threes is a good way to assure yourself some points. On the other hand, if you need a lot of points, going for Yacht may be your only hope for victory.

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www.wordsmith.org/anagram/

The About.com Crosswords/Puzzles page
crosswords.about.com

Newsgroups: **rec.puzzles, rec.puzzles.crosswords, and alt. anagrams** (access via groups.google.com)

The World Puzzle Championship
www.puzzles-usa.org

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www.crosswordtournament.com

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boardgames.about.com

Boardgame Players' Association (BPA)
www.boardgamers.org

The Game Cabinet
www.gamecabinet.com

The Game Report Online
www.gamereport.com

The **rec.games.board** newsgroup (access via **groups.google.com**)

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Director of Information Systems	Chris Grote
Helpdesk Technician	Ron Chavez

CREDITS
Freeverse

Producer	Justin D'Onofrio
Lead Programmer	Dennis Piatkowski
Additional Programming	Steven Cento
	Mike Watson
Lead Artist	Matt Gravelle
Additional Artwork	Steven Tzé
Quality Assurance	Will Hogben
	Evan Wolf
	Matt Korybski
Sound Production	Andrew Tokuda
	Kris Fong

CREDITS
Puzzle Games

Executive Producer	Stephen H. Van Horn
Producer	Cara Ely
Sr. Software Engineer - Project Lead	Eric Fleming
Principal Software Engineer	Michael Katz
	John Gilmore
Sr. Software Engineer	Frank Hollander
	Paul Horn
	Casey Anderson
Programmer	Dennis Ham
Art Director	Rabih AbouJaoudé
Sr. Artists	Heather Ivy
	Eric Hook
Artists	Gayle Rowbotham
	Will Barker
	Mike Cressy
Documentation Manager	Ryan Spain
Composers	Mike Caviezel
	Ben Houge
Sound Engineer	Mike Caviezel
Voice Actor (Talking Skulls)	Pat Cashman

QA Brand Manager . . . . David Schapiro
QA Lead . . . . Glenn Gregory
QA Associate Lead . . . . Michael O'Brien
QA Testers . . . . Andrew Dank
Aaron Hartman
Brian Douglass
Ben Hines
Cameron Austin
Crystal Jensen
Calvin Wong
Douglas Jacobs
David Kao
Dylan Kozlowski
Dereck Queza
QA Testers . . . . Geoff Bent
Hattan Shobokshi
Jonathan Masterson
Joseph Peren
Jared Yeager
Kevin Jackson
Lina Hedgecoth
Matt Jensen
Michael Kurilko
Martin Valdez
Robert Bare
Steven Yang
Vincent Delupio
Bradley Atwood
Cris Lee
Jennifer Johnson
Ulysses Forosan

Directors of Marketing . . . . Paula Bynan, Beckie Holmes
Brand Managers . . . . Michael Cowan, James Tuverson
Public Relations Manager. . . . . Annie Eckles

CREDITS
Board Games

Executive Producer	Stephen H. Van Horn
Producer	Cara Ely
Designers	Ryan Spain
	Rabih AbouJaoudé
	Eric Fleming,
	Michael Katz,
	Cara Ely

Principal Software Engineer – Project Lead	Michael Katz
Principal Software Engineer	John Gilmore
Sr. Software Engineer	Eric Fleming
Sr. Software Engineers	Frank Hollander
	Paul Horn
	Casey Anderson
Programmer	Dennis Ham
Art Director	Rabih AbouJaoudé
Sr. Artists	Heather Ivy
	Eric Hook
Artists	Will Barker
	Gayle Rowbotham
	Mike Cressy

Documentation Manager & Write	Ryan Spain
Script Writer & Editor	Cara Ely
Script Writer	Peter Karlin
Script Writer	Rodney Sherwood
Script Writer	Ian Bell
Compose	Mike Caviezel
Sound Engineer	Mike Caviezel
Voice Synchronization	Mike Caviezel, Tisha Caviezel
Voice Synchronization Powered By	
Voice Actors	John Armstrong
	Jock Blaney
	Susanna Burney

Voice Actors . . . . Scott Burns
Pat Cashman
Mike Caviezel
Ross Douglas
William Hall Jr.
Jeff Hoyt
Alyssa Keene
M.J. King
Dolores Rogers
Carol Roscoe
David Scully
Jeff Steitzer
Jen Taylor
Leslie Wadsworth

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