proudly presents...

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NOTE: This help file doesn't contain information about ZRF syntax or how to create your own games. See the *langref.chm* file for this information.
"Zillions of Games" ® Copyright 1996-2003 Zillions Development Corporation

Introduction

This program brings you an endless number of games to play and create!

It allows you to play against the computer, varying its strength to your liking. You can also use it to play against another person, letting the program operate as arbitrator and administrator. You can even let it play all by itself.

Zillions reads simple text files called Zillions Rules Files to learn new games. These files use the .zrf extension. Once you open a zrf file, Zillions can immediately play that game. You can even modify the zrf files and create entirely new games.

You will find a huge variety of games and puzzles with Zillions to test your skill and challenge your mind. And each game has Help, History and Strategy information to teach you how to play it better.

Enjoy!

System Requirements

Required:

- Windows® 98, 2000, Millennium (Me), or XP
- 800x600 or higher graphics resolution
- 38 MB hard-disk space for a hard-disk install
- Sufficient free hard-disk space for temporary files
- DirectX 8 or higher for network play

Recommended:

- Windows® 2000, Millennium(Me), or XP
- 1024x768 or higher graphics resolution to avoid clipping any boards
- 16+ bit color graphics and a sound card
- An Internet connection for online play
- An Immersion TouchSense® mouse or trackball

Authoring Options Tab

Controls options specifically for game authors. You do not need to turn these options on if you are merely playing the games.
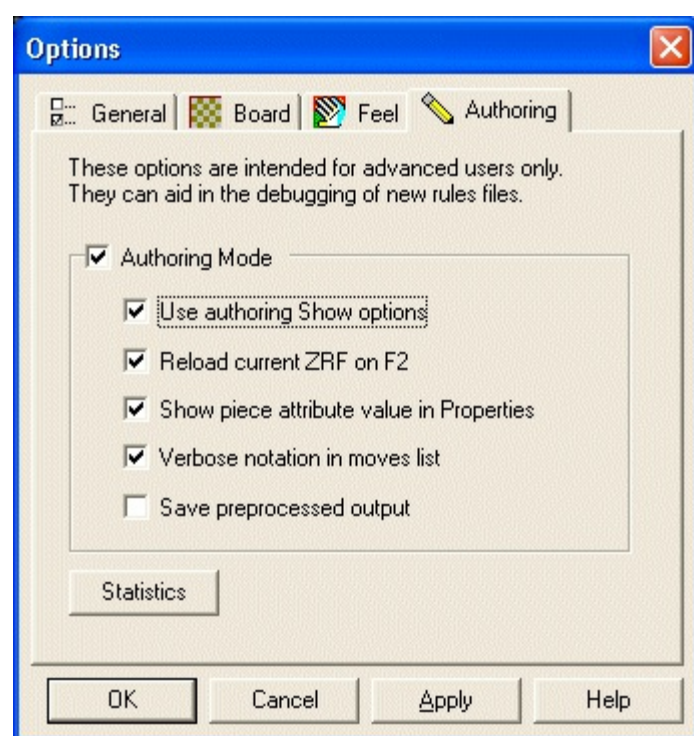
Authoring Mode - This turns on and off authoring mode. If unchecked, the other checkboxes will be disabled and ignored.

Use authoring Show Options - When checked, a number of menu items are added to the "Show" submenu in the board's popup menu:

- **Directions**: Shows the directional links between positions as yellow arrows. You can show the links for a particular direction or all the directions at once. If you right-click in a position, you will also be able to show the links going into or out of that position.
- **Values**: Shows the worth of individual pieces or all pieces they are currently calculated. Selecting "All" displays the values for pieces on their current positions. Selecting a piece type shows what that particular piece would be worth on each position.
- **Zones**: Shows the positions in a selected "zone". These positions are highlighted with pink stars.
- **Outlines**: Draws rectangles around positions.
- **Goals**: Shows the positions (if any) of absolute configuration (absolute-config) goals. These positions are highlighted with white stars. Some games may override this setting. The F9-key temporarily toggles the stars.

Reload current ZRF on F2 - When checked, the F2-key will reload the current ZRF. This is useful when editing a ZRF.

Show piece attribute value in Properties - When checked, piece attribute values are shown in the Properties dialog for a position containing a piece. If the piece has the attribute set, an "X" will appear. If an attribute is unset or is undefined, a dash will appear.

Verbose notation in moves list - When checked, the complete move notation is displayed in the moves list, including the setting of piece attributes. This is the raw, unprocessed form of the moves before it is translated and "prettied up." It is the same notation that is used for a move when a game is saved.

Save preprocessed output - When checked, the "preprocessed" version of a ZRF will be saved into a new text file every time a ZRF is opened. The preprocessed file name will start with "ZPP" and end with ".TMP". The file will be saved in the same directory as Zillions.exe.

Preprocessing is an operation in which all the macros of ZRF are expanded and "include" files are inserted. White space is also altered. Syntax errors that Zillions reports when loading a faulty ZRF refer to line numbers in preprocessed output.

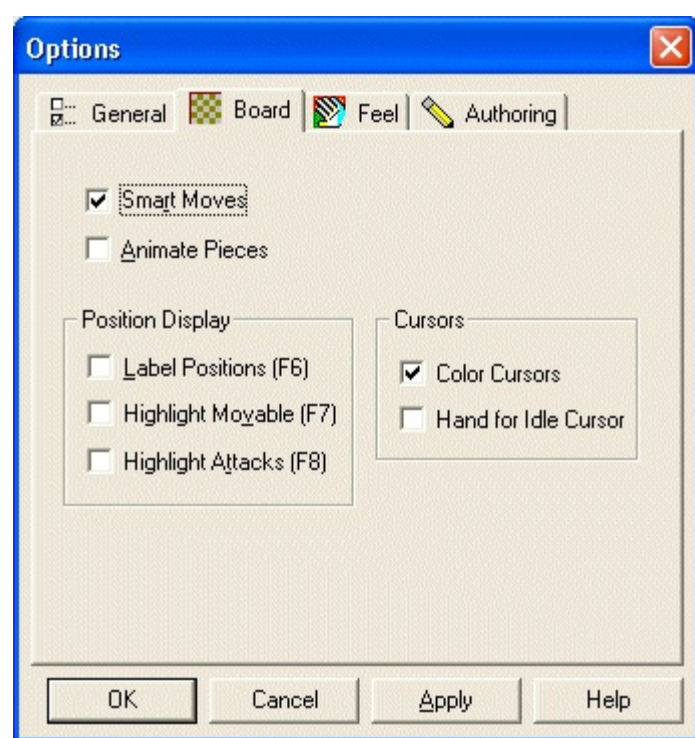**Statistics** - brings up the [Statistics dialog](), which shows parsing totals from reading in the ZRF.

Apply - makes the changes immediately.
Help - brings up this page in the documentation.

The tabs at the top take you to [General Options](), [Board Options](), or [Feel Options]().

Board Options Tab

Controls options related to the game board.

Smart Moves - When checked, this option will make single click move entry possible on many moves. Click on a piece with only one legal move and Zillions makes it immediately for you. Or, click on a position that only one piece can move to and Zillions will make that move!

Animate Pieces - When checked, Zillions will animate piece movements. If not checked, pieces will simply "pop" directly to their destinations.

Board Display: Label Positions (F6) - Overlays the names of the positions on the board. Pressing the F6 will toggle this highlighting temporarily.
Board Display: Highlight Movable (F7) - Highlights the movable pieces ("from" positions) in blue and "drop" positions in yellow. Pressing the F7 will toggle this highlighting temporarily.
Board Display: Highlight Attacks (F8) - Highlights the "to" positions that attack an enemy piece (in red) and "to" positions that don't attack (in gray). Pressing the F8 will toggle this highlighting temporarily.

Cursors: Color Cursors - When checked, color cursors will be used. The option to turn off color cursors is provided because some older systems may not support color cursors well. If your cursors appear a ghastly gray rather than flesh colored, or are flickery, especially when dragging a piece, your machine does not provide good support for this feature and you can uncheck this to switch cursors to black-and-white.

Cursors: Hand for Idle Cursor - When checked a hand is used for the idle cursor. When unchecked a standard arrow is used.

Apply - makes the changes immediately.
Help - brings up this page in the documentation.

The tabs at the top take you to [General Options](#), [Feel Options](#), or [Authoring Options](#).

Choose Side Dialog

How Do I Select the Side to Play?
Under the Play menu select **Choose Side.**

The following dialog box will display (using Chess as an example):


Select the side you wish to play. You may select more than one side. If you select all sides, Zillions can be used as an intelligent board when you play against a friend, refereeing to make sure each player only makes legal moves. If you select no sides, Zillions will play against itself. You can sit back and watch the game. (Choose on **Play - Move Now** or click the **Move Now** icon on the Toolbar to halt the play at any time.)

If you are playing a two-person game against the computer and wish to switch sides, then choose **Play - Switch Sides**. This will also flip the board if necessary.

Choose Move Dialog

When you move a piece to a position that has several options for further movement (such as the example below where a pawn has made it to the other side of the board) the following dialog box will open:
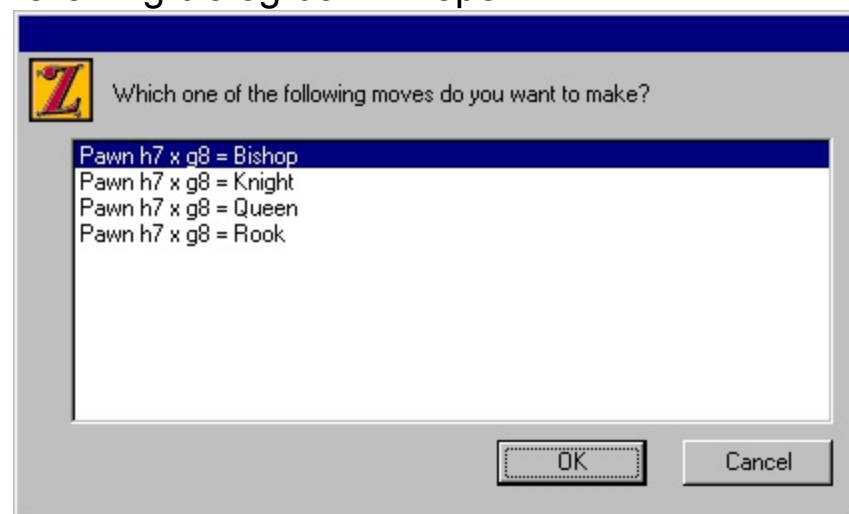

Select the move you wish to make by highlighting the desired choice and clicking the "OK" button, and the program will make the move for you.

In this case, the player can choose which piece to promote a Pawn to. For example, if "Pawn h7 x g8 = Bishop" is chosen, the Pawn becomes a Bishop.

Computer Opponent Dialog

Use this dialog box to set Playing **Strength**, **Variety** and **Thinking Time Per Move**.
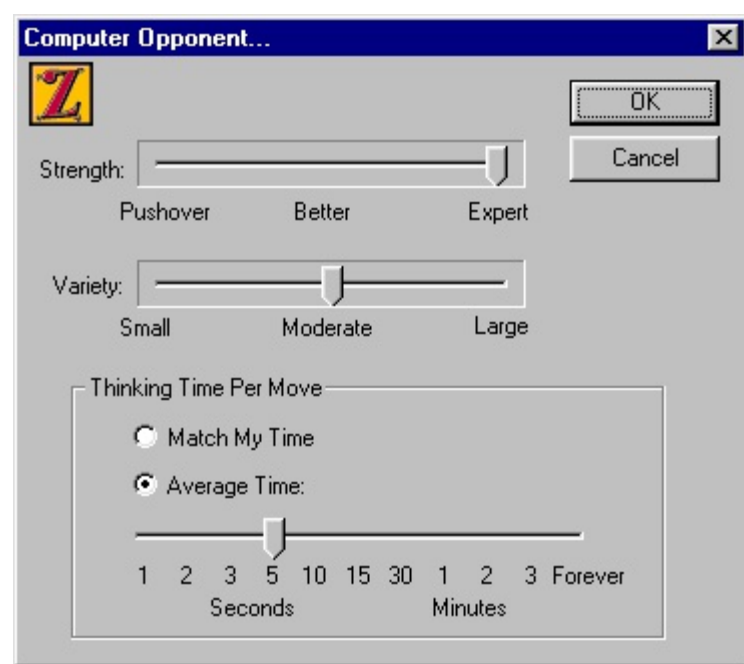
Strength - Slide the control to the left to make the program weaker (by searching less deeply) or to the right to make it stronger.

Variety - When slid to the left, the program plays the best move it can find. As you slide the control more to the right, the program will make more varied, but perhaps less strong moves.

Thinking Time Per Move - You can use **Match My Time** to have the computer take about as long as you do on each move, or select the **Average Time** per move from 1 second to Forever. If set to Forever, click the **Move Now** button on the Toolbar to force the computer to move.

Feel Options Tab

Controls the touch sensations of Zillions when used with a mouse or trackball supporting Immersion TouchSense ™ technology, such as the iFeel ™ Force Feedback mice from Logitech. The name of the connected device is displayed at the top of the dialog. If no device is detected, this tab won't appear.
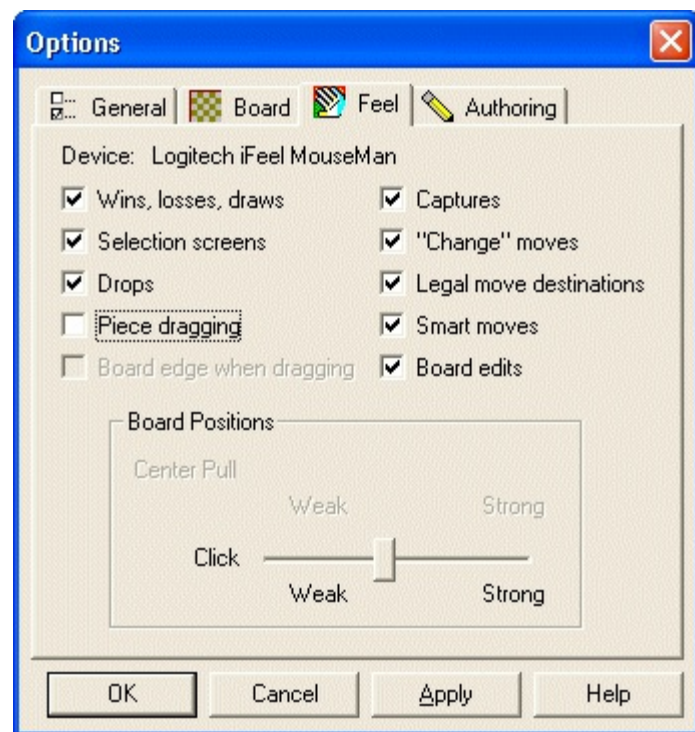
The following checkboxes toggle on and off the feel sensations in Zillions.

Wins, losses, draws - the sensation when a game is won, lost, or drawn.
Selection screens - the feel of tiles in the selection screen as well as positions in a game with only drop moves.
Drops - the feel associated with dropping a new piece on the board.
Piece dragging - the weight of the piece as it is dragged.
Board edge when dragging - the boundaries around where you may drag a piece. *This is only displayed for certain devices that support constraining force feedback*
Captures - a buzz when a piece is captured.
"Change" moves - the feel of a piece changing color (flipping) or type (promoting).
Legal move destinations - the feel of the positions where you can drag a piece to (as indicated by green circles on the board).
Smart moves - the pull of "Smart Moves" as a piece is slid.
Board edits - the feel of adding, deleting, or changing a piece on a position.

Board Positions: Center Pull - the attraction to the position.   Click is the "pop" that is made as the cursor enters the position.   These forces may be adjusted from weak to strong.   To turn them off entirely use the checkboxes for "Feel selection screen" and "Feel

legal move destinations". *This is only displayed for certain devices that support constraining force feedback.*

Board Positions:Click - defines how strongly positions are felt. Only tiles on the selection screen and the legal move destinations have these touch sensations.

Apply - makes the changes immediately.
Help - brings up this page in the documentation.

Open Game Rules File Dialog
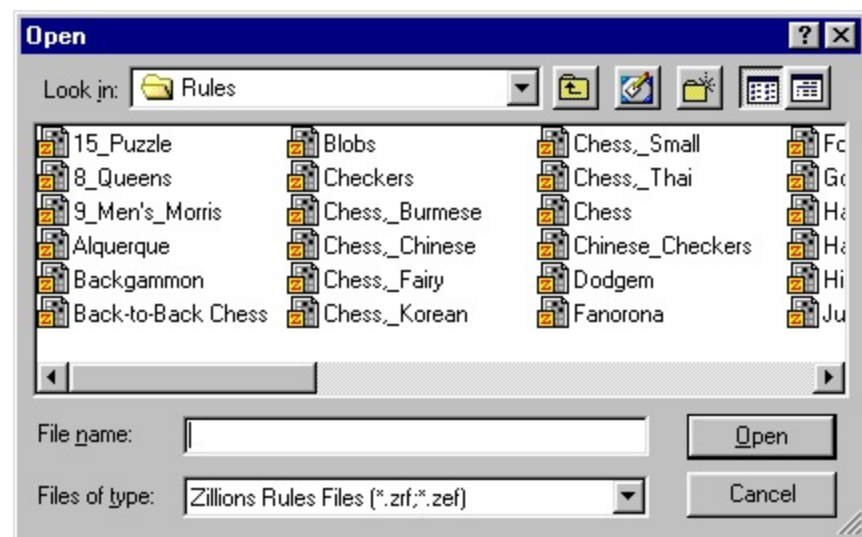
The following options allow you to specify which Zillions Rules File (ZRF) to open:

File Name

Type or select the filename you want to open.

List Files of Type

Select the type of file you want to open (ZRF files or ZEF files)

Drives

Select the drive in which Zillions stores the file that you want to open.
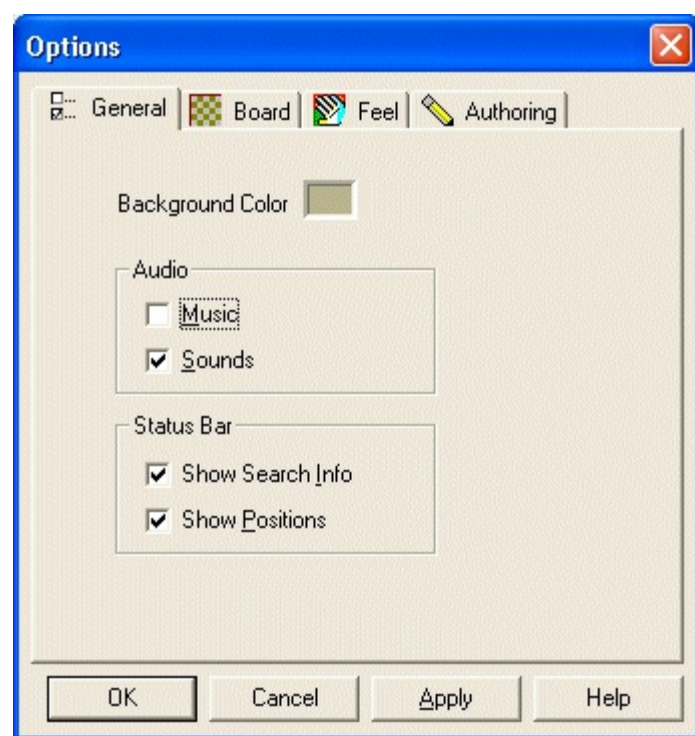
Directories

Select the directory in which Zillions stores the file that you want to open.

Network...

Choose this button to connect to a network location, assigning it a new drive letter.

General Options Tab

Allows you to set general options.

Use this dialog box to set the following options:

Background Color - Clicking here brings up a standard Windows Color dialog. The color chosen is displayed in the main window, outside of the board.

Show Animation on Startup - When checked, the program will play an opening animation before taking you to the opening game display panel. *This option only appears in certain versions.*

Music - When checked, the program will play background music.

Sounds - When checked, the program will play sounds while animating piece movements. This will alert you to the fact that computer is moving.

Show Search Info - When checked, Zillions will display extra search information in the Status Bar. This will show which move Zillions currently thinks is best and which moves it is currently examining.

Show Positions - When checked, Zillions will show in the Status Bar the name of the current position the mouse is over.

Apply - makes the changes immediately.
Help - brings up this page in the documentation.

The tabs at the top take you to Board Options, Feel Options, or Authoring Options.
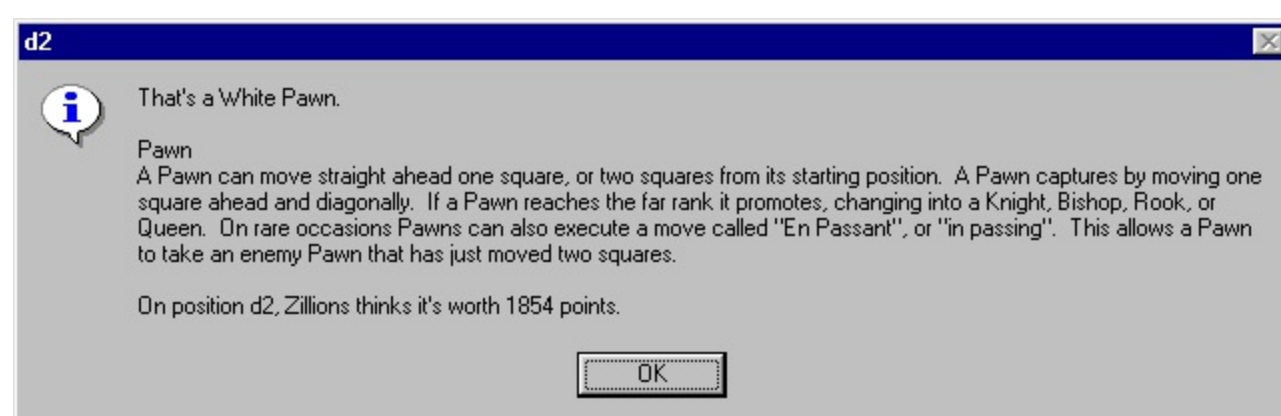
Properties Dialog

The properties of a piece can be discovered by clicking the right-most button on your mouse while your cursor is over the piece. The following pop-up menu will appear:

```
      Knight Properties
   Show                    ▶
   ─────────────────────────
   Empty
   White King
   White Queen
   White Rook
   White Bishop
   White Knight
   White Pawn
   Black King
   Black Queen
   Black Rook
   Black Bishop
 ✔ Black Knight
   Black Pawn
```

Select the first menu item to bring up the Properties dialog.

Shortcut - It's also possible to bring up the Properties dialog directly by right-clicking with the Control key held down.

In the Properties dialog Zillions shows the position name, the verbose help for the piece, and how much Zillions thinks the piece is worth relative to other pieces. This is what that help looks like, for instance, when displaying properties for a White Pawn on its opening square:

```
┌─────────────────────────────────────────────────────────────────────────────────┐
│ d2                                                                            ⊠  │
├─────────────────────────────────────────────────────────────────────────────────┤
│   ╭───╮    That's a White Pawn.                                                   │
│   │ i │                                                                           │
│   ╰───╯    Pawn                                                                   │
│            A Pawn can move straight ahead one square, or two squares from its     │
│            starting position.  A Pawn captures by moving one square ahead and     │
│            diagonally.  If a Pawn reaches the far rank it promotes, changing into  │
│            a Knight, Bishop, Rook, or Queen.  On rare occasions Pawns can also     │
│            execute a move called "En Passant", or "in passing".  This allows a     │
│            Pawn to take an enemy Pawn that has just moved two squares.             │
│                                                                                   │
│            On position d2, Zillions thinks it's worth 1854 points.                │
│                                                                                   │
│                              ┌─────────────────┐                                  │
│                              │       OK        │                                  │
│                              └─────────────────┘                                  │
└─────────────────────────────────────────────────────────────────────────────────┘
```

Print Dialog

The following options allow you to specify how the game should be printed. Keep in mind that each printer setup is different according to your personal computer's specifications. Here are some of the likely options that will display when you open this dialog box:

Printer

This is the active printer and printer connection. Choose the Setup option to change the printer and printer connection.

Setup

Displays a Print Setup dialog box, so you can select a printer and printer connection.

Print Range

Specify the pages you want to print:

All -- Prints the entire game.
Selection -- Prints the currently selected text.
Pages -- Prints the range of pages you specify in the From and To boxes.

Copies

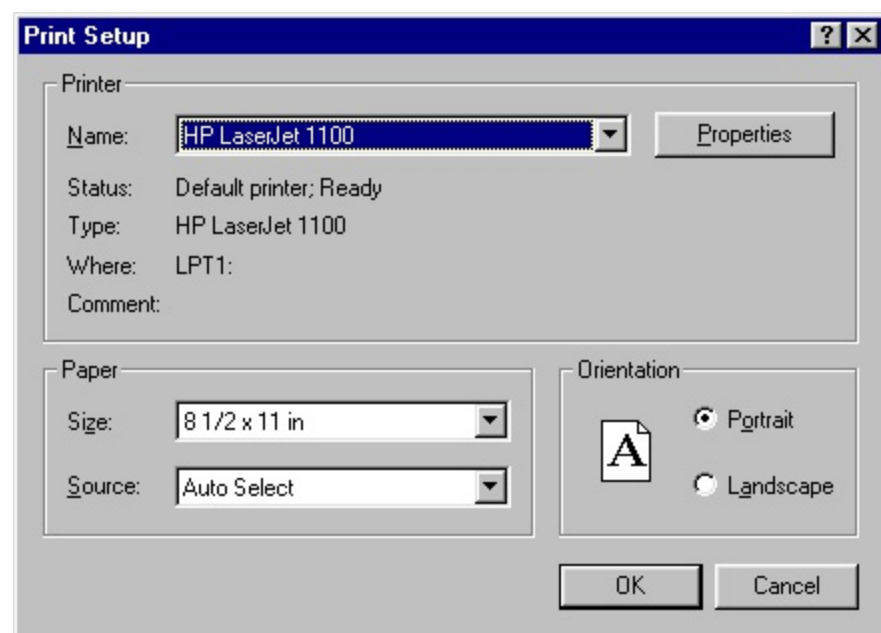Specify the number of copies you want to print for the above page range.

Collate Copies

Prints copies in page number order, instead of separated multiple copies of each page.

Print Quality

Select the quality of the printing. Generally, lower quality printing takes less time to produce.

Print Setup Dialog

The following options allow you to select the destination printer and its connection.

Printer

Select the printer you want to use. Choose the Default Printer; or choose the Specific Printer option and select one of the current installed printers shown in the box. You install printers and configure ports using the Windows Control Panel.

Orientation

Choose Portrait or Landscape.

Paper Size

Select the size of paper that the game is to be printed on.

Paper Source

Some printers offer multiple trays for different paper sources. Specify the tray here.
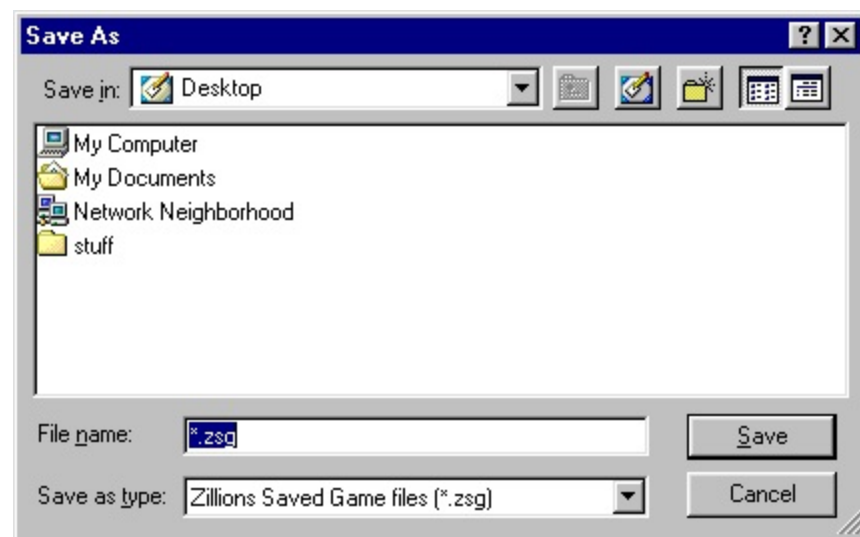
Options

Displays a dialog box where you can make additional choices about printing, specific to the type of printer you have selected.

Network...

Choose this button to connect to a network location, assigning it a new drive letter. (There is no network button in the above graphic but your Print Setup dialog box may display one if that is the configuration of your computer system.)

Save Game As Dialog

The following options allow you to specify the name and location of the file you're about to save:

File Name
Type a new filename to save a game with a different name. A filename can contain up to eight characters and an extension of up to three characters. Zillions adds the extension you specify in the **Save As Type** box.

Drives
Select the drive in which you want to store the game.

Directories
Select the directory in which you want to store the game.

Network...
Choose this button to connect to a network location, assigning it a new drive letter.

Session Status Dialog

Use the **Net** menu's **Join/Host Session** to begin connecting to another player. After selecting a Connection Type and filling in any needed information, the first player should **Create** a game session to **host**. The second player can then **Join** that session.

If you are starting a session using **DirectPlay8 TCP/IP Service Provider**, you can use **Net - Session Status** to get your current IP address.

When you host a TCP/IP game (see <u>Joining or Hosting a Net Session</u> for help on how to do this) and then choose **Net - Session Status** to see your status, the dialog box below will appear:
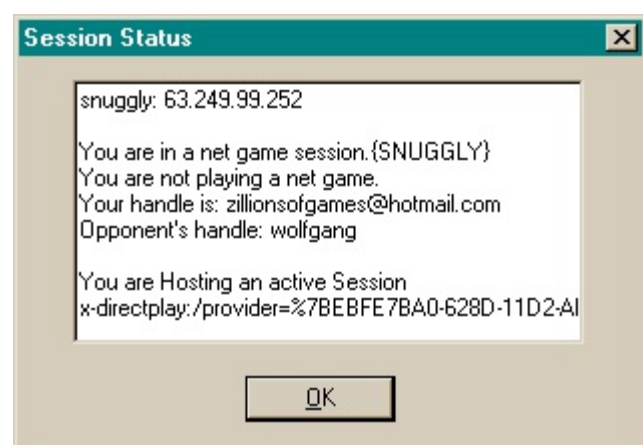
You can select and **Copy** text from this window. You can then send this address via a chat, pager program, or email to your intended opponent. This IP address is what the joining player will use to establish the connection.

Statistics Dialog

Displays statistics about the currently open rules file. This dialog is invoked from the [Authoring Options tab](#) and is intended as an aid for game authors.
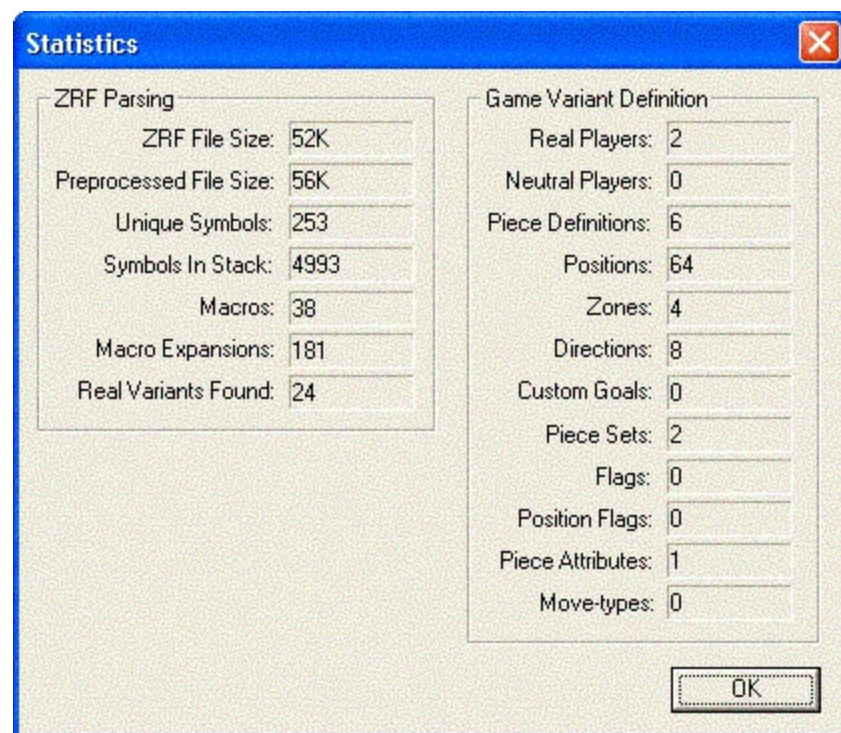
ZRF FileSize - The file size of the original rules file.

Processed File Size - The file size of the rules file after preprocessing, i.e. after macros have been expanded and include files have been merged in. See the [help for "Save preprocessed output"](#) for more information about preprocessing.

Unique Symbols - The number of different symbols (words) found in the ZRF.

Symbols in Stack - The size that the symbol stack grew to during parsing.

Macros - The number of macros defined.

Macro Expansions - The number of times those macros were substituted.

Real Variants Found - The number of variants, not counting menu separators.

Real Players - The number of players, not counting neutral/chance players.

Neutral Players - The number of neutral/chance players.

Piece Definitions - The number of different piece types defined.

Positions - The number of positions.

Zones - The number of zone definitions.

Directions - The number of directions defined.

Custom Goals - The number of goals, other than checkmate, captured, stalemate, and repetition.

Piece Sets - The number of piece sets defined. If 2 or more, then "Switch Piece Sets" will be enabled.

Flags - The number of different named flags used in the move code.

Position Flags - The number of different position-flags used in the move code.

Piece Attributes - The number of piece attributes defined.

Move-types - The number of named move-types defined in the moves.