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](#)

File menu commands

The File menu offers the following commands:

New Game   Starts a New Game

Open Game Rules   Opens a Zillions Rules File (ZRF) and starts that game. Called "Open Game Rules" in some versions.

Open Saved Game   Opens a previously saved game and loads associated game rules file.

Save Game As   Saves the current moves in this game to a ZSG file. Use this command to save and name the active game.

Select Game   Takes you to a screen where you can select a game to play.

Print Moves List   Prints the current moves of this game.

Print Preview   Displays the move list on the screen as it would appear printed.

Print Setup   Selects a printer and printer connection. This command presents a Print Setup dialog box, where you can specify both.

Recent Game Rules   Opens a recently-opened ZRF file.

Recent Saved Games   Opens a recently-opened ZSG file.

Exit   Exits Zillions.

Edit menu commands

The Edit menu can be used to copy and insert text into the **Chat** window, or copy text from the **Net- Session Status** dialog..

The Edit menu offers the following commands:

Undo　　　Undoes the last text edit operation.

Cut　　　Cuts out the selected text.

Copy　　　Copies selected text to the clipboard, so you can paste it into other applications.

Paste　　　Pastes text from the clipboard into the current window.

Delete　　　Deletes highlighted text.

Select All　　　Selects all the text in the current window.

View menu commands

The View menu offers the following commands:

[Toolbar](#)	Shows or hides the toolbar containing the most common features, such as File Open.
[Status Bar](#)	Toggles on or off the display of the Status Bar, which contains helpful information about pieces and game status.
[Search Progress](#)	Toggles on or off the display of the Search Progress Bar showing evaluation and search information.
Moves List	Toggles on or off the display of the [Moves List](#).
Chat	Toggles on or off the display of the [Chat Window](#), used only during Net games.
[Options](#)	Lets you change [general](#), [board-related](#), [feel-related](#), and [authoring-related](#) settings.
Switch Piece Set	Switches to the next set of board/piece graphics if the variant has more than one.
Flip Board	Rotates the board 180 degrees.
Enlarge Board	Toggles the size of the board.

Play menu commands

The Play menu offers the following commands:

Switch Sides	All human players are swapped with computer players, the board is inverted/uninverted based on who moved first, and the computer starts thinking if it is to move.
Choose Side	Lets you choose which side(s) you wish to play. If you select no side, the computer will play all the sides (Select **Start Thinking** to have the computer begin thinking). If you select all of the sides, you and a friend can use Zillions as a referee.
Computer Opponent	Lets you pick how strong the computer plays and how long per move it will take.
Pass Move	Some games let you pass your turn.
Start Thinking	Makes the computer begin thinking.
Move Now	Forces Zillions to immediately make the best move it has found so far. Use this if you grow tired of waiting for Zillions to move or if you have set the computers search time to infinity.
Give Hint	Makes the computer calculate and display a suggested move for you.
Take Back Last Move	Takes back moves until it is your turn to move again. The keyboard shortcut for this is the Page-Up key. To go forward again until it is your turn to move, use the Page-Down key.
	Rewinds the game. If there are board

Back To Start	edits at the beginning, backs up to the game's first real move, after these board edits. This allows saved games to be effectively used to hold starting positions. Choosing "Back to Start" a second time will back over the edits.
Back Up One Move	Undoes a single move for the last Side. Use this to correct errors in entering moves.
Forward One Move	Moves forward one move in the current game.
Forward to End	Moves to the end of the game.

Variant menu commands

The Variant menu lets you select which variants of the current game you wish to play. Some games only have one game and so a single variant. Others, like *Chess.zrf*, have many variants.

Net menu commands

See Joining or Hosting a Net Session for instructions on how to set up a connection with a friend.

The Net menu offers the following commands:

Join/Host Session
Lets you begin the connection process. One computer must "host" a Session, while the other can "join" the Session.

End Session
Disconnects the current Session. You cannot disconnect while in a game. Either complete the game, Resign or agree to a Draw first.

Session Status
Displays current connection information, like IP address, connection status and the player names. You can send the IP address to a friend so they can connect to a game your computer is hosting.

Change Handle
Lets you enter the name you want to be known by while connected in a Net game.

Challenge Opponent
Challenges your opponent to the currently displayed game and variant. You should first load the game and select which side you wish to play before challenging your opponent.

Propose Draw
Proposes a draw for the current game. Your opponent may accept or decline this offer.

Resign
Resigns the current game.

Help menu commands

The Help menu offers the following commands to provide assistance:

Help Topics Displays online help

Rules File Language Reference Provides reference on writing your own Zillions Rules Files.

About Zillions Displays the version number, credits, and copyright information.

[Visit Zillions Website](#) Opens up the Zillions of Games website. Download more free games for your program.

Check for Updates Opens up the product update web page for this version.

Register Zillions On-line If you have an Internet connection, you can register your purchase on the Zillions website. *(Only available in some versions of Zillions.)*

Unlock Full Version Allows you to enter an unlock key to unlock a demo. If already unlocked, shows the user and key. *(Only available in some versions of Zillions.)*

Game Description Describes the current game.

Game History Gives the history of this game.

Game Strategy Suggests strategy for playing this game better.

Show Solution Shows the solution for the current puzzle.

Exit command (File menu)

Use this command to quit Zillions. You can also use the Close command on the application Control menu. Zillions prompts you to save games with unsaved changes.

Shortcuts

Mouse: Double-click the application's Control menu button.

Keys: ALT+F4

Open Saved Game command (File menu)

Use this command to open a previously saved Zillions game (.zsg). For puzzle style games, you will find some solutions in the Solutions directory.

You can start new games with the **File - New** command.

Shortcuts

Toolbar:
Keys: CTRL+O

Print Moves List command (File menu)

Use this command to print a game. This command presents a [Print dialog box](), where you may specify the range of pages to be printed, the number of copies, the destination printer, and other printer setup options.
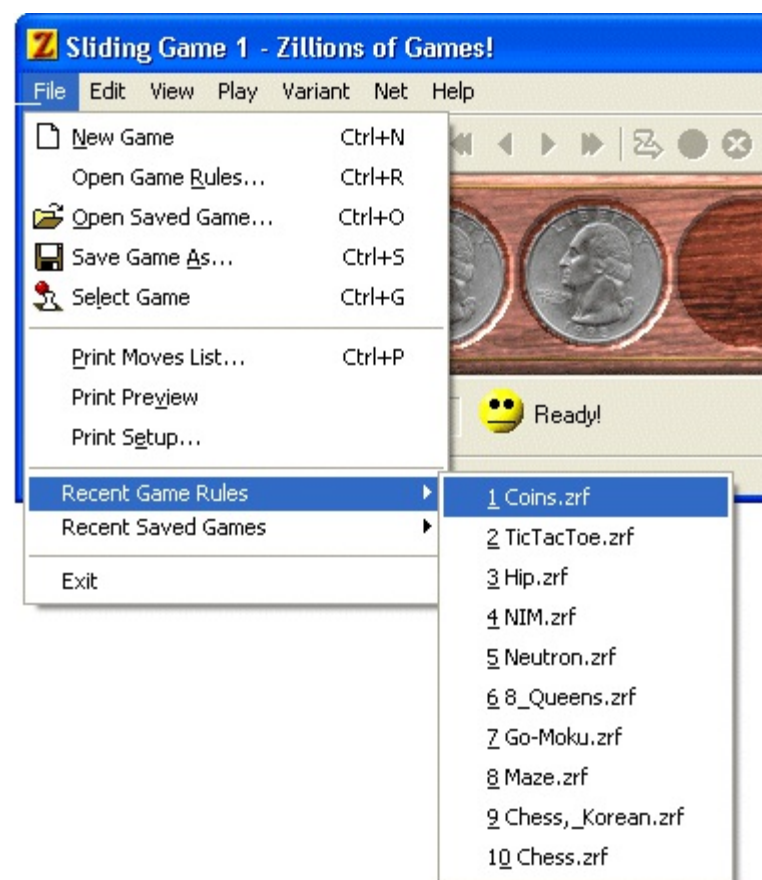
Shortcuts

Toolbar:
Keys: CTRL+P

Print Preview command (File menu)

Use this command to display the active game as it would appear when printed. When you choose this command, the main window will be replaced with a print preview window in which one or two pages will be displayed in their printed format. The print preview toolbar offers you options to view either one or two pages at a time; move back and forth through the game; zoom in and out of pages; and initiate a print job.
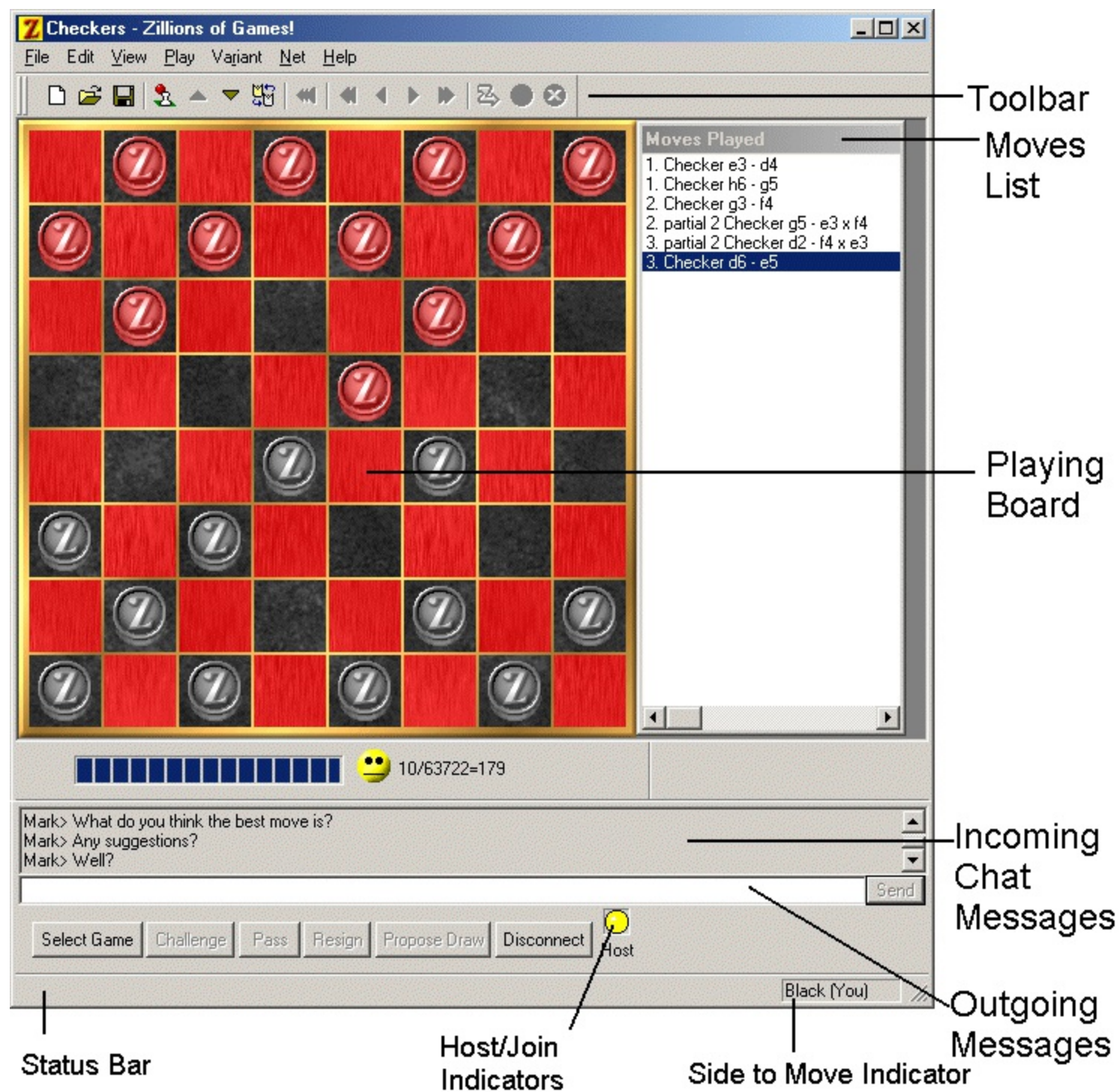
Recent files commands (File menu)

The **Recent Game Rules** submenu contains game rules (.ZRF) files that have recently been opened. Selecting a .ZRF from the submenu will open it. Similarly, the **Recent Saved Games** submenu will open the selected saved game (.ZSG) file.

Screen Parts

The following shows common screen parts.

Screen Element	Label
Checkers - Zillions of Games!	
File Edit View Play Variant Net Help	
Toolbar	Toolbar
Moves Played	Moves List
1. Checker e3 - d4	
1. Checker h6 - g5	
2. Checker g3 - f4	
2. partial 2 Checker g5 - e3 x f4	
3. partial 2 Checker d2 - f4 x e3	
3. Checker d6 - e5	

Playing Board

10/63722=179

Mark> What do you think the best move is?
Mark> Any suggestions?
Mark> Well?

Incoming Chat Messages

Send

Outgoing Messages

Select Game | Challenge | Pass | Resign | Propose Draw | Disconnect

Host

Black (You)

Host/Join Indicators

Side to Move Indicator

Status Bar

Search Progress Bar

What do the numbers mean?

This is a sample search bar that might appear at the bottom of a game of chess:
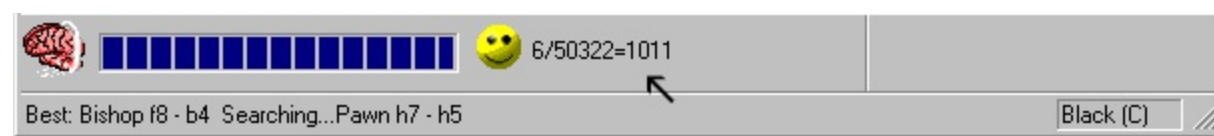
When the computer is searching for its best move, it will display a number in the search bar (see where the arrow is pointing in the above picture). The '6' means that it is searching an average of 6 moves deep (3 for each side) and examining 50,322 moves in the process, to come up with its next move. The score is +1011 which means that it thinks it has a much better position than Black.

"Face-Feedback"

The brain animation indicates that the computer is thinking. The smiley face above indicates that so far, the computer thinks it is winning the game. The expression on the face will vary depending on how good Zillions thinks its position is. It may even look surprised if it suddenly discovers something unexpected when its thinking.