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.

How to Operate Zillions!

Moving: To move one of your pieces, simply drag a piece to its new position. While dragging, the squares will highlight to show you which are legal destinations for the piece. If you have Smart Moves turned on in the [Options](#) dialog, you値l be able to make some moves with a single click. In games like TicTacToe where pieces are dropped onto the board, simply click on the position you want the piece to be placed.

Ambiguous Moves: After dragging, if a move needs to be further specified, Zillions will put up the [Choose Move Dialog](#), which lets you select the right move from a list. For example, if you are playing Chess and drag a Pawn to last rank, you can promote to either a Queen, Rook, Bishop, or Knight. Zillions will ask you to choose one.

Passing: Some games allow you to pass your turn as an option. To pass choose **Pass Move** from the [Play menu](#) or click the [toolbar](#) item for passing. You should also do this when you can end your turn prematurely. For example, in Chinese Checkers, you must use **Pass Move** to tell Zillions that you are done with your jumping.

Who Moves Next?

Just look in the Status Bar to see which side moves next.

Notice where the arrow is pointing. This is a sample status bar that might appear at the bottom of an open game:
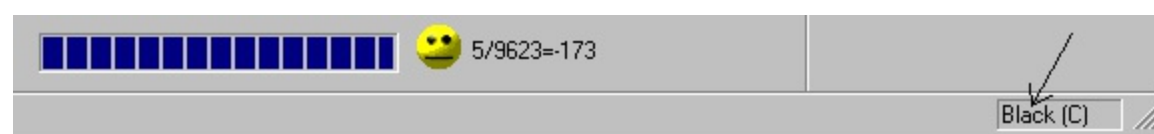
You might see something like **White (H)**, which means that it is Whites turn to move and White is being played by a Human. H is for Human, C is for Computer. The status bar above tells you that it is Black's turn to move, and that Black is being played by the computer - **Black (C)**.

If its the computers turn to play, you can start the computer thinking by selecting **Play - Start Thinking** from the menu. To force the computer to move immediately, just click **Move Now** on the Toolbar, or select **Play - Move Now** from the menus.

How Do I Edit The Board?

When you click the right-button on your mouse while your cursor is over a position on the board, the following pop-up menu will appear:

The mouse was right-clicked when the arrow was over the Black Knight. The checked menu item indicates what kind of piece it is and who owns it. For further information about the piece and how it moves, select the top menu item to display piece's properties.

The piece can then be edited simply by choosing another option in the menu, which will immediately change the piece into a different one. Select "Empty" if you don't wish to have any piece in that position at all. You can edit each location on the board in a similar manner.

Using this menu, you can set up positions to enter problems, give one side a handicap, analyze positions elsewhere, or practice openings. When a game is saved, all the board edits are saved along with it. "Back to Start" (left-arrow) will back up to the game's first real move, after any initial board edits. This allows ZSGs to be effectively used to hold starting positions. (Choosing "Back to Start" a second time will back over the edits.)

Quick Arranging

Zillions also allows you to use the keyboard to edit the board, supporting cut/copy/paste of pieces. This method is usually faster if there are a lot of changes to be made. These are the supported operations:

Cut - Clicking a position with CTRL-X held down cuts a piece from that position.
Alternate method: right-clicking with X key down.

Copy - Clicking a position with CTRL-C held down copies a piece from that position.
Alternate method: right-clicking with C key down.

Paste - Clicking a position with CTRL-V held down pastes a piece onto that position.
Alternate method: right-clicking with V key down. If you then drag the mouse, you can then paste onto multiple positions.

Rotate - Clicking a position with CTRL-TAB held down changes a piece on that position, rotating through the possibilities.
Alternate method: right-clicking with TAB key down.

Clear - Clicking a position with the DELETE key held down clears a piece from that position.
*Alternate method: right-clicking with DELETE key down.*
If you then drag the mouse, you can delete pieces from all positions the cursor passes over.

Uninstalling Zillions

To uninstall Zillions click on the "Start" menu. Select "Control Panel" from the "Settings" submenu. In the window that appears, double-click to open "Add/Remove Programs".

The "Add/Remove Programs" window will open.
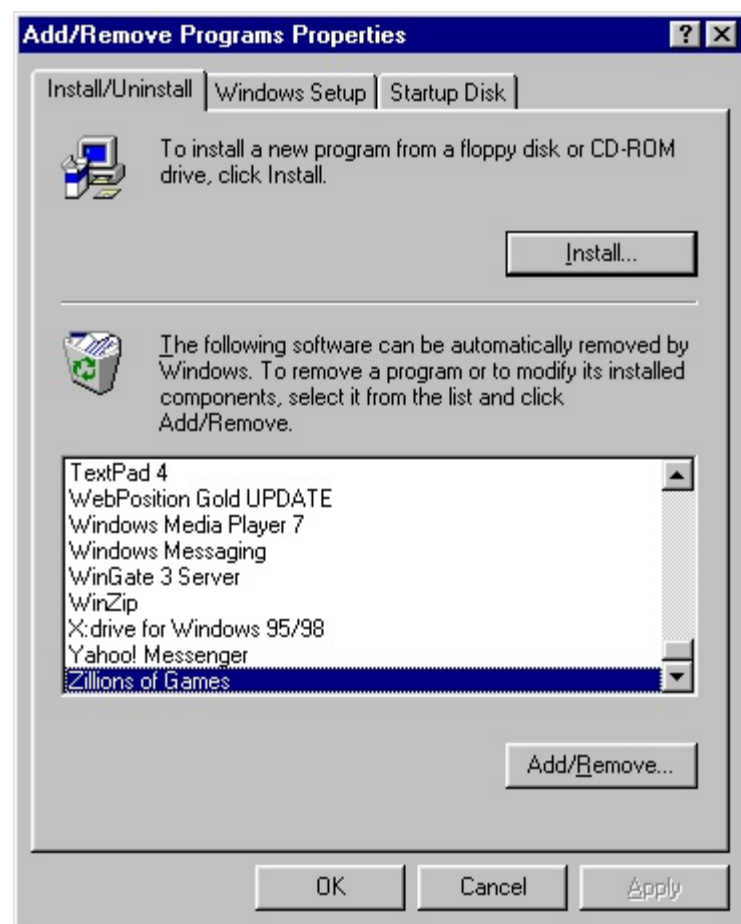
(This window will look different in Windows2000.) Choose "Zillions of Games" from the list of programs and then click the "Add/Remove..." button.

Game Terms

Check - Normally used in chess, this term refers to placing the opponents piece (normally a king) under attack, so that if nothing is done to stop it, the piece can be captured on the next move.

Checkmate - to checkmate a piece, you must attack it so that it can be captured on the next move no matter what your opponent does. Your opponent may try to stop your capture of the piece by capturing the attacker, placing another piece in the way of the attacking piece or by moving the attacked piece to a safe position.

Stalemate - stalemate simply means that one side has no available legal moves. For example, all pieces may be blocked in or that side may have no more pieces left to move.

Castling - used in chess, castling means to move the king two squares toward a rook, and then move the rook to the square the king just passed over. You cannot castle if either the king or the involved rook has moved, if the king is in check, or the square the king moves to or over is under attack.

Passing - means to skip making a move of a piece. In most games it is illegal to pass unless you have no other available moves.

Technical Support

If you have any questions or concerns about the program,
please contact Zillions Development at:

Email:	support@zillions-of-games.com
Web Site:	www.zillions-of-games.com
Snail Mail:	Zillions Development, P.O. Box 402 Boulder Creek, CA 95006 U.S.A.

Legal Matters

Thank you for your support.

This software is provided as is. Although we have thoroughly tested it and expect no problems, Zillions Development assumes no responsibility for any damage it might cause. Use at your own risk.

Credits

Program designed and written by Jeff Mallett and Mark Lefler.

Graphics by Mark Lefler, Jeff Mallett, Scott Haag, Allen Powell, Brenda Mallett, Colin Gerbode, Marlys Powell, Saffire, and Marcus Thele.

Initial Zillions Grammar by Jeff Mallett and Randall De Weerd.

Testing help: Jodi Kramps, Ed van Zon, Kevin Miller, Dave Asebrook, Alex Doskey, and many others.

And special thanks to Martin Gardner.

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.
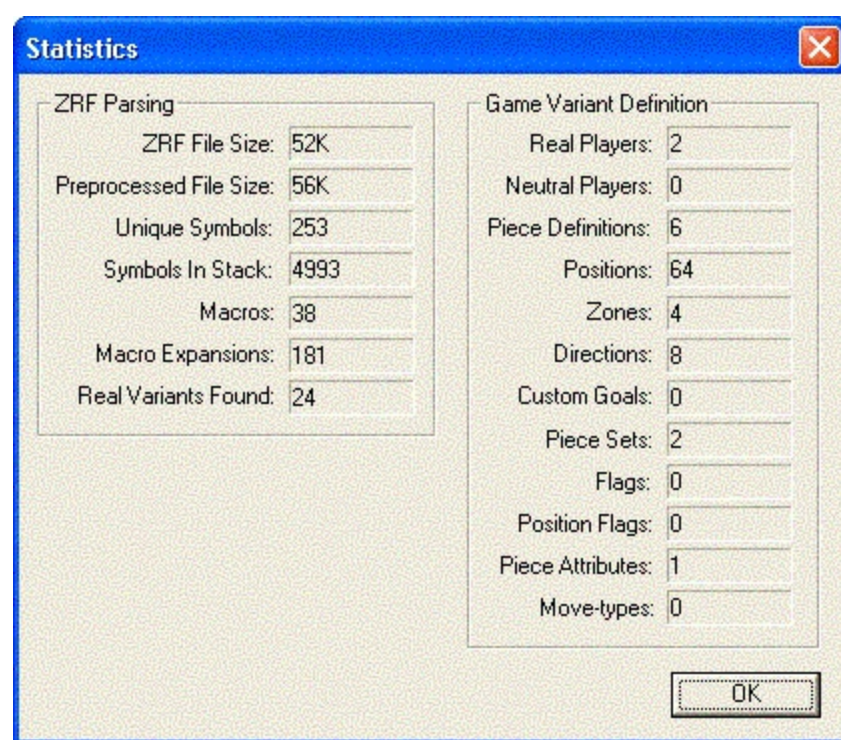
ZRF FileSize - The file size of the original rules file.

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.

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.
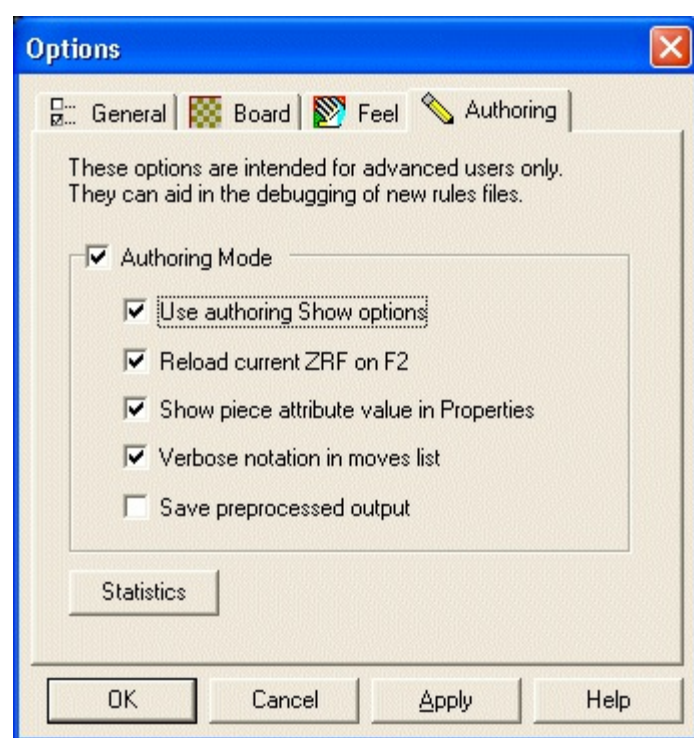
Authoring Mode - This turns on and off authoring mode. If unchecked, the other checkboxes will be disabled and ignored.

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.