



[Introduction](#)

[Some Game Terms](#)

[Screen Parts](#)

## **How to**

[Move Pieces](#)

[Select The Side\(s\) To Play?](#)

[See Who Moves Next](#)

[Edit The Board](#)

## **Commands**

[File menu](#)

[Edit menu](#)

[View menu](#)

[Play menu](#)

[Variant menu](#)

[Net menu](#)

[Help menu](#)

## **About Zillions**

[Website: More Free Zillions Games](#)

[Website: Register Zillions On-line](#)

[System Requirements](#)

[Legal Matters](#)

[Credits](#)

[Uninstalling Zillions](#)

[Technical Support](#)

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.

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## Toolbar



The toolbar is displayed across the top of the application window, below the menu bar. The toolbar provides quick mouse access to many tools used in Zillions.

To hide or display the Toolbar, choose Toolbar from the View menu (ALT, V, T).

## Click To

 Start the game over again.

 Open an existing saved game. Zillions displays the Open dialog box, in which you can locate and open the desired .ZSG file.

 Save the moves of the current game. Zillions displays the Save As dialog box, in which you can specify the file name.

 Print the moves of the current game.

 Go back to the main Select screen to select a game to play.

 Go to the previous variant.

 Go to the next variant.

 Switch to an alternate piece set. Rotates through the possibilities, if any.

 Takes back moves until it is your turn to move again.



Rewinds to the beginning of the game.



Take back the last move.



Go forward one move.



Go to the end of the game.



End your current turn. (Pass)



Starts the engine thinking.



Stops the engine thinking, forcing it play a move immediately.

## Status Bar



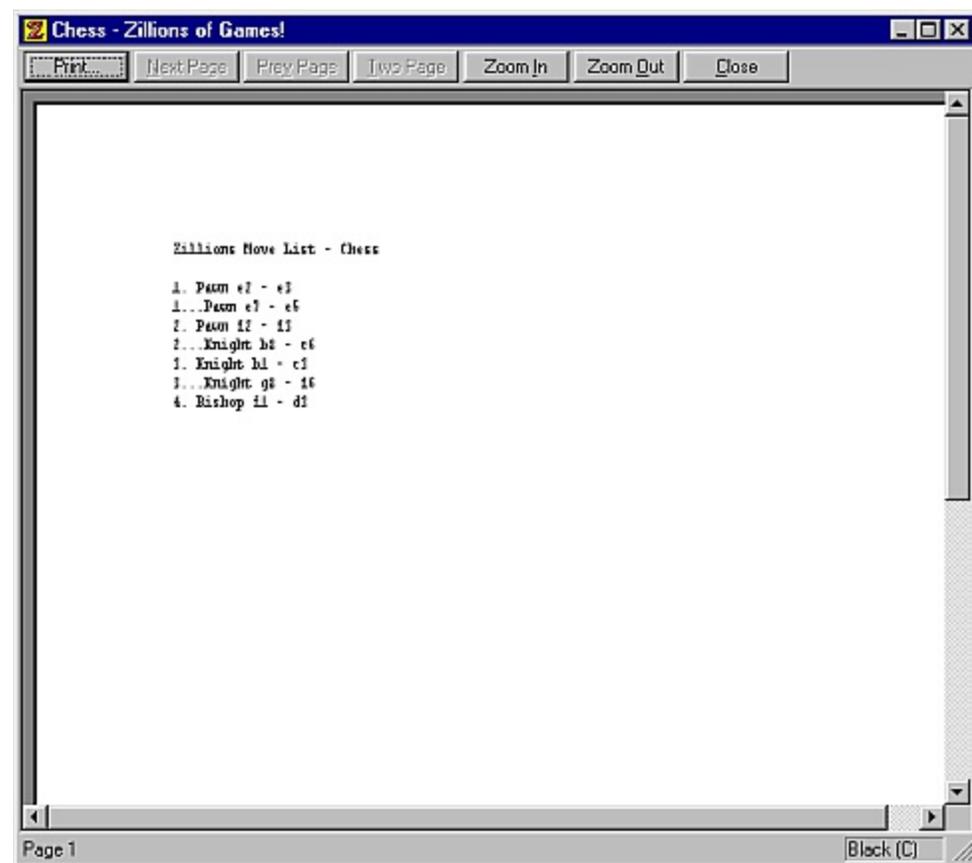
The status bar is displayed at the bottom of the Zillions window. To display or hide the status bar, use the Status Bar command in the View menu.

The left area of the status bar describes commands as you move your cursor over menu items or [Toolbar](#) buttons. In many games, you will also get help about how to move pieces if you place your cursor over a piece on the board.

If **Show Search Info** is checked in the [Options dialog](#), Zillions will display additional information here about the search. It will show what move it is currently looking at for the side in play as well as the best move it has found so far.

The right areas of the status bar indicate the side currently in play, and player type White and a (H) Human in the above example. A (C) indicates it is the computer player's turn to move.

# Print Preview toolbar



The print preview toolbar offers you the following options:

## **Print**

Bring up the print dialog box, to start a print job.

## **Next Page**

Preview the next printed page.

## **Prev Page**

Preview the previous printed page.

## **One Page / Two Page**

Preview one or two printed pages at a time.

## **Zoom In**

Take a closer look at the printed page.

## **Zoom Out**

Take a larger look at the printed page.

## **Close**

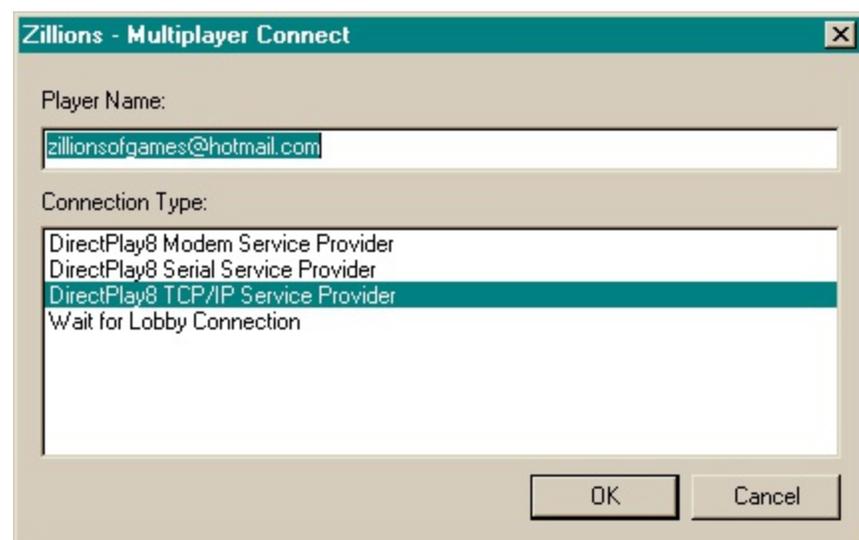
Return from print preview to the editing window.

## Joining or Hosting a Net Session

It is possible to play a friend over the Internet using DirectX technology. One player must "host" the session, while the player "joins" the session that the first player is "hosting". Once the players are connected, they may play any number of games.

### **Step 1: Choosing the Connection**

Choose **Join/Host Session** from the **Net** menu. The following dialog will appear:

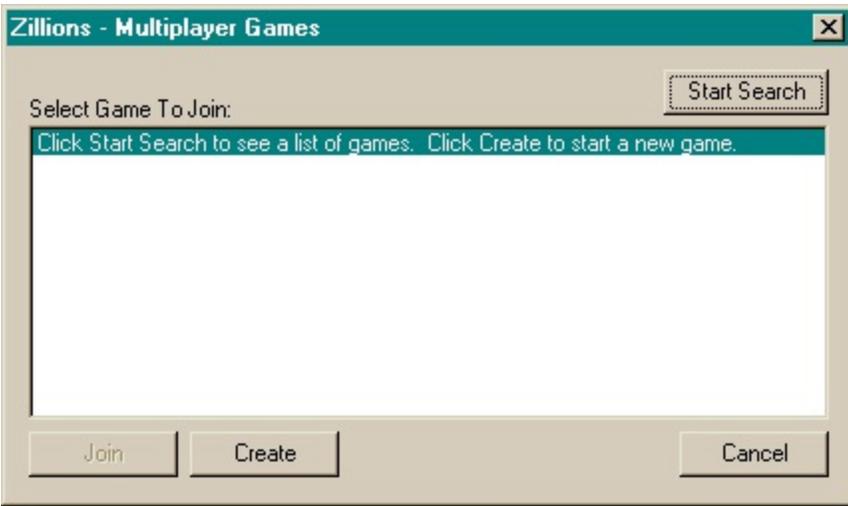


**Player Name** - The name or "handle" you'll be known by during the session. You can use any name. (It does not have to be an email address as shown here.)

**Connection Type** - The kind of network that you want to play on. Some typical choices:

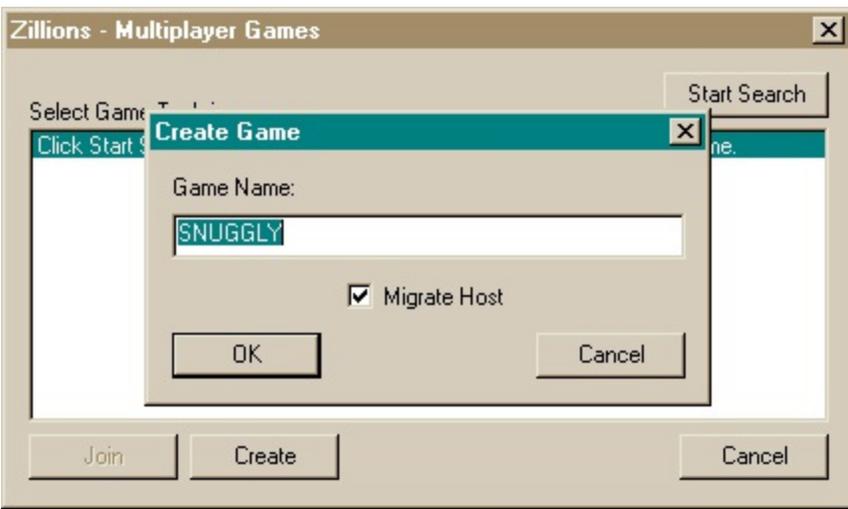
- **DirectPlay8 Modem Service Provider** - Direct connection between modems over a phone line. In this case, the Host will automatically have his machine set to answer the incoming modem call.
- **DirectPlay8 Serial Service Provider** - Use this if you have a direct cable connection via the COM ports. You will need to select the appropriate COM port as well as match communication speeds and settings. Note that some older computers may have trouble communication at high speed. In this case, simply choose a lower Baud Rate.
- **DirectPlay8 TCP/IP Service Provider** - The most common option, this lets you play against anyone else with Zillions loaded and who is connected on the Internet.

After selecting the Connection Type and clicking **OK**, the following dialog will appear:



### Step 2: Hosting a Session

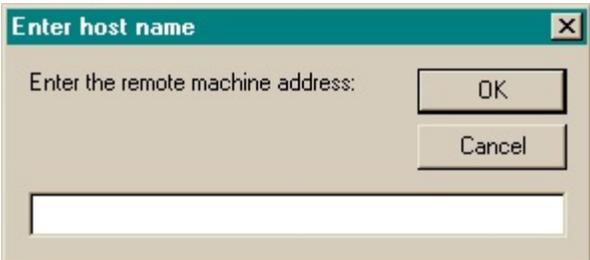
To host a session, click the **Create** button. This will bring up the **Create Game** dialog.



Enter a name for the session (any will do) and click **OK**. Your machine will now be hosting a gaming session that a friend can join.

### Alternate Step 2: Joining a Session

Instead of clicking **Create** to create a new game session, you can search for existing sessions to join. Click the **Start Search** button. Then enter in the IP address of the hosting player in the **Host Name** dialog that appears:



*What is an "IP address"?*

An IP address is a unique Internet routing number that identifies every machine on the Internet. The hosting player should send the joining player their IP address prior to play. A player can see his current IP address through the [Net-Session Status](#). For example, the following Session Status dialog shows that the (hosting) player's IP address is 63.249.99.252. The joining player would enter this number into the **Host Name** dialog.



Once you have entered in the host's IP address, Zillions will look for game sessions being hosted at that address. This may take a while, depending on the speed of the connection.



Once a session is found, it will be listed along with its latency (connection speed). Select the session and click the **Join** button to join it.

See also: [Connecting through MSN Messenger](#) and [Common Net-Play Problems](#)

## Connecting Through MSN Messenger

Zillions of Games can be launched by **MSN Messenger** or **Windows Messenger**, instant messaging programs currently available for free from Microsoft. This can be a simpler way to start a net session, because Messenger will exchange the IP addresses automatically.

As long as you have run Zillions of Games on the computer at least once previously, "Start Zillions of Games..." should appear in the Actions menu. Also, when you are having a one-on-one conversation with someone, a button for "Start Zillions of Games" will be present under "I want to..." as shown below:



When you are in a conversation, click "Start Zillions of Games" to invite another person to a game. (You will be hosting it.) The other person will receive an invitation in the Messenger chat window, such as:



Click on "Accept" or hit Alt-T to accept the challenge.



Zillions of Games will now automatically start up on both machines and attempt to connect.

See also: [Joining or Hosting a Net Session](#) and [Common Net-play Problems](#)

# Common Net-Play Problems

## *NATs and Routers*

NATs, or Network Address Translators, are used to share a single Internet Protocol (IP) address between multiple machines. This means that a machine's internal IP address will be different from its external IP address. Routers may act as NATs.

Most NATs cause problems for peer-to-peer games like Zillions of Games. There seems to be no standard for NAT traversal to ensure peer/peer apps will be able to resolve addresses. Zillions uses DirectPlay® technology which supports the UPnP Gateway Extensions for NAT traversal; however, many NAT vendors do not yet support these extensions. Internet Connection Sharing (ICS) in Windows XP or Me is UPnP-compliant and therefore compatible with net-play. ICS in older versions of Windows is not.

Most problems will occur when hosting behind a NAT. Therefore, the rule to follow if possible is:

*If you are behind a NAT, **join** the game rather than **host** it.*

In some cases, explicitly configuring the NAT to forward ports may also allow hosting behind a NAT. You can attempt to enable port forwarding for the DPNSVR port 6073 and Zillions' game port. Zillions will usually select port 2302 for the game port, but if there are other DirectPlay applications running, it will select the next sequential port number available (for example, 2303). You should consult the documentation for the NAT you are using for information on setting up port forwarding.

Note Most NATs do not support enumeration through the DPNSVR port for client applications. This is because the client sends initial outbound traffic to the DPNSVR port, but the reply comes from the game port. Clients can attempt to enable port forwarding for the game port, but like servers, this design limits the user to only one client behind the NAT.

## *Firewalls*

Applications work best when not behind a firewall or proxy. Firewalls can block the ports which Zillions uses to communicate.

### *Windows XP Internet Connection Firewall*

Zillions uses DirectPlay, which works with the Internet Connection Firewall (ICF) capabilities of Windows XP. When Zillions begins hosting, enumerating, or connecting, the appropriate ports will automatically open and when your application shuts down, these ports will automatically close. However, you must be a member of the administrator group for your computer, so that DirectPlay has the security permissions to open the ports.

### *Third-Party Firewalls*

DirectPlay is unable to configure third-party firewalls automatically. To support a host behind a third-party firewall, you will have to manually configure your firewall. You can attempt to open the DPNSVR port 6073 and the game port. Zillions usually selects port 2302 for the game port, but if there are other DirectPlay applications running, it will select the next sequential port number available (for example, 2303). You should consult your firewall's documentation for information on opening ports. Another option is to disable the firewall altogether during net-play. As most problems occur for the hosting player, we advise that if one player has a firewall, that player should join the game rather than host it.