THE ANCIENT OBSESSION OF CHECKERS MEETS THE CUTTING EDGE OF TECHNOLOGY

STRATEGIC LEAP
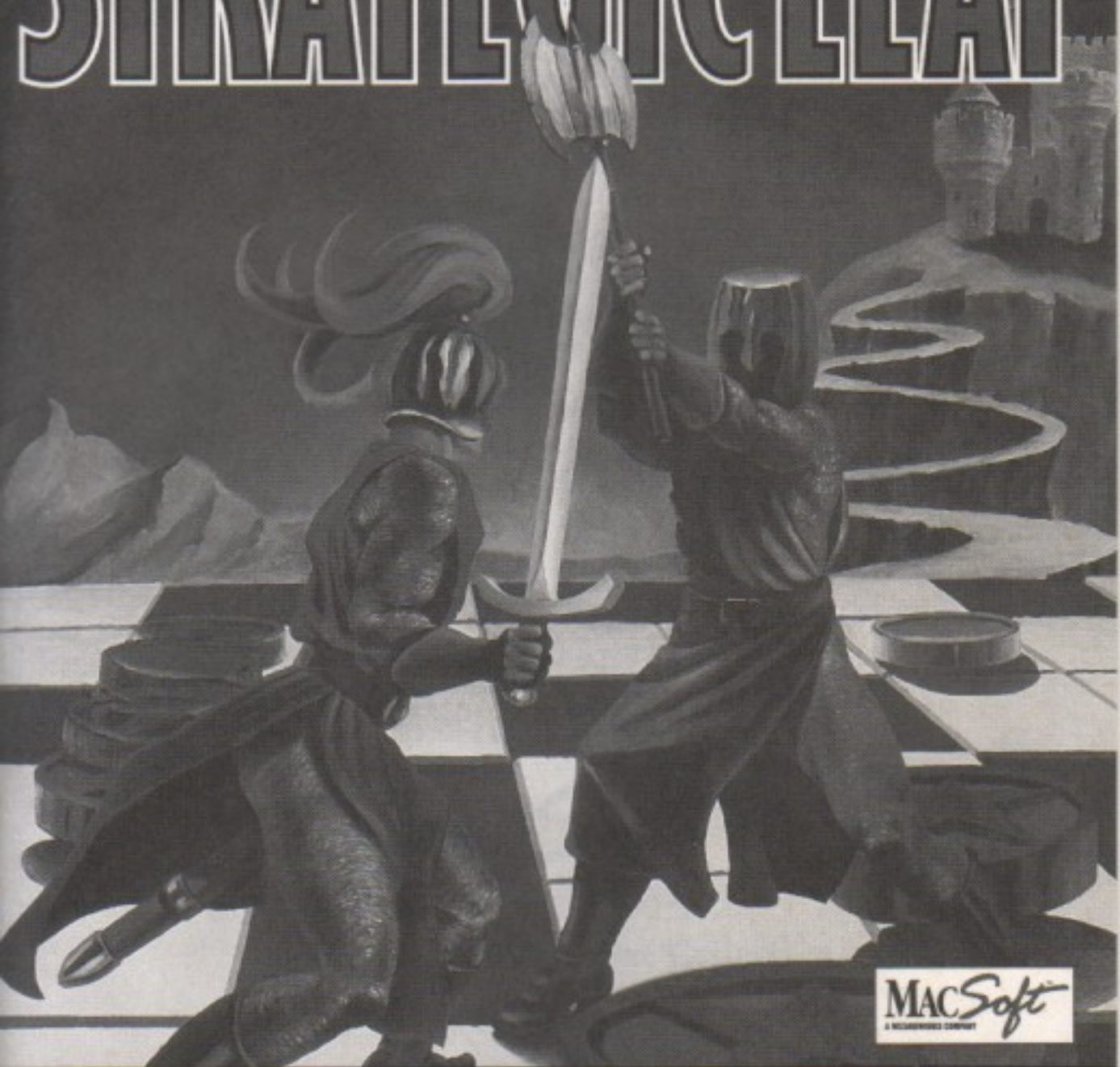
INSTRUCTION MANUAL

Strategic Leap

MAC*Soft*™

From the Varcon Game Collection

Strategic Leap™
Published Under License by MacSoft

Limited Warranty

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WELCOME

Thank you for purchasing Strategic Leap!

Checkers has been one of the world's premier strategy games for over a thousand years. Strategic Leap adds a myriad of clever challenges to the basic structure of checkers, creating a whole new extraordinary game. If you like plotting a good strategy, you'll surely love Strategic Leap.

We'd like to hear what you think about this or any other MacSoft product. If you have any suggestions for us, please call us at the telephone number on the following page or write your comments on the registration card enclosed with this package.

Enjoy the game!

TECHNICAL SUPPORT

Technical support for Strategic Leap is available from Varcon Systems. You may call them at 619 - 563 - 6700.

Before calling, please have the following information available:

1. What type of Macintosh you have.
2. Which version of the System you are running.
   (To determine which version you're using, select About This Macintosh... from the Apple menu.)
3. How much memory is installed in your Macintosh.
   (Available by selecting About This Macintosh... from the Apple menu.)

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Technical Support
Please refer to the phone number on page 1 of this manual.

Please look for these great MacSoft products at your local store, or call us at the above number:

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Color Clipart: Sports	100 color EPS images
Color Clipart: Office	100 color EPS images

SYSTEM REQUIREMENTS

You may use this product with both color and black-and-white
Macintosh computers that have at least 4MB of memory installed.
You may use this product with Macintosh computers running
either System 6 or System 7. Strategic Leap is provided on one
high-density floppy disk.

You can set the amount of memory available to Strategic Leap by
selecting the application and choosing Get Info... from the File
Menu. If you are not using MultiFinder or System 7.0, Strategic
Leap will use all available memory. If you do not provide enough
memory to Strategic Leap, Strategic Leap might disable certain
features, game sounds, or Strategic Leap might use only black and
white mode.

BEFORE YOU BEGIN

Be sure to install the game by following the installation instruc-
tions on the next pages. Then, put the original disk in a safe place
in case you experience problems with your hard disk.

NOTE: You are allowed to make a single copy of any software
program for archival purposes only.

INSTALLATION

These instructions assume that you have already turned on your Macintosh and that the contents of your hard disk are displayed on your screen. If the contents of the hard disk are not displayed on your screen, double-click on the icon of your hard disk.

Step One: **Create a Strategic Leap folder on your Hard Disk.**

    a. Select New Folder from the File menu.
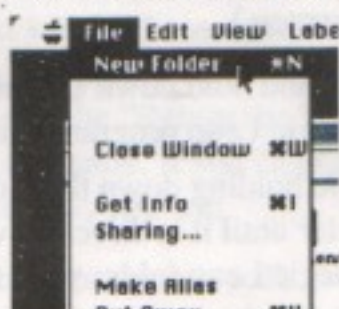
    b. Enter the name Strategic Leap on your keyboard.

Step Two: **Insert the Strategic Leap disk into your disk drive.**
This will display the contents of the floppy disk.
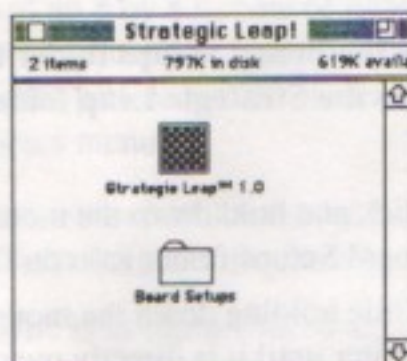
NOTE: If you don't see this screen, double-click on the Strategic Leap disk icon.

Step Three: **Copy the Strategic Leap program to the Strategic Leap folder you created in Step One.**

(Before completing this step, be sure that both the contents of Disk One and the Strategic Leap folder you created in Step One are visible. If they're both not visible, either drag the Strategic Leap folder or the Disk One contents window to another place on the screen.)

a. Click and hold down the mouse-button on the Strategic Leap program icon on Disk One.

b. While holding down the mouse-button, drag the pointer until it is directly over the icon of the Strategic Leap folder you created in Step One.

c. Release the mouse-button once the Strategic Leap folder turns dark. It should turn dark when the pointer is directly above it with a file ready to copy.

Step Four: **Copy the Board Setups folder from the floppy disk to the Strategic Leap folder on your hard disk.**

a. Click and hold down the mouse-button on the Board Setups folder icon on Disk One.

b. While holding down the mouse-button, drag the pointer until it is directly over the icon of the Strategic Leap folder you created in Step One.

c. Release the mouse-button.

PLAYING STRATEGIC LEAP

Strategic Leap is a challenging board game involving kings, soldiers and magic. The objective is to eliminate your opponent by leaping over its pieces. But before you just leap, think it through and make sure it's a Strategic Leap!

Magic Spells add the element of chance and unpredictability to the game. They appear as small tokens on the board randomly throughout the game. It's up to you to collect them and use them later to your advantage. The "Return the Flag" option provides an alternate way to win the game. If you can capture your flag and return it to your home row, you win.

You can play against the computer, with another human player, or even have the computer play against itself. The computer has four levels of play: beginner, intermediate, advanced and challenging.

The Basics

The board consists of an 8 by 8 pattern of light and dark squares. Playing pieces can only move on the light squares. There are several variations of board patterns to choose from (see "Board Setup" from the Topics menu).

Each player starts out with up to 12 playing pieces. The location of these pieces depends on the particular board setup.

The object of the game is to capture all of the opponent's pieces or to block them so they are unable to move.

The Playing Pieces

There are three types of playing pieces: soldiers, kings and flag holders. Soldiers can only move in a forward direction. Soldiers are promoted to kings after they have traveled to the opposite end of the board and landed on the "king row". Kings can move in any direction and can have other advantages. (Read on...)

Flag holders, like kings, can move in any direction, but are only present when playing the "Return the Flag" option.

Making a Move

There are two ways you can move a playing piece. The first kind of move is called the "slide". The "slide" is performed by moving one square, if that square is vacant. For soldier pieces, this must be in the forward direction.

The second kind of move is called the "jump". With the "jump" you may capture an opponent's piece which is adjacent, if the square beyond that piece is vacant. Again, for soldiers the jump must be in the forward direction.

The capture is performed by jumping over the opponent's piece and landing on the vacant square. If the capturing piece lands on a square from which there is another jump opportunity, it may continue jumping for a "double jump", etc., to continue to capture as many of the opponent's pieces as it can. After the move is complete, all captured pieces are removed from the board.

Becoming a King

When a soldier has reached the opponent's end of the board (known as the "king row"), it is promoted to king. As king, the piece may move backward as well as forward.

If the soldier reaches the king row in the process of jumping its opponent, it must stop to be crowned and is not allowed to continue jumping within the same turn.

Magic Spells

If you choose the Magic Spell option, the six Magic Spells will appear randomly as small square tokens. You can capture a spell by landing on the square it occupies. This can either be from a single square move or a jump. In a multiple jump, each spell you land on will be captured.

When a spell is captured, it is placed in the player's spell crib located on the right side of the board window. A player can hold a maximum of 8 spells at any one time. Any spell captured while the crib is full is discarded.

Casting a spell is considered a turn. Each spell has its own unique behavior and limitations.

Transport Spell: Allows you to transport any of your own playing pieces (except the flag holder) to any vacant square. If the destination square contains a spell, it is captured and placed in your crib.

Zap Spell: This spell is used to eliminate an opponent's piece from the board (except the flag holder). This is equivalent to a capture when jumping. If you zap a piece with a shield, the shield is destroyed, but the piece remains.

Shield Spell: This spell, when cast onto one of your pieces, places a shield around the piece. A piece having a shield cannot be jumped by the opponent. If a shielded piece performs a jump, it loses the shield after that turn. Also, a piece can lose its shield if the opponent casts the Zap spell upon it. You cannot shield the flag holder.

Bomb Spell: The bomb is not a capturable spell. If you land on a square occupied by a bomb, you will blow up and be removed from the board. During a multiple jump, the bomb only has an effect on the LAST landing square.

Resurrect Spell: This spell allows you to bring a piece back to life. You can only resurrect a piece on your own first row, and only on a vacant square. The resurrected piece will be a soldier. If you resurrect a piece on a square occupied by a spell, you will collect the spell.

Promote Spell: This spell allows you to promote any of your soldiers to a king, on the spot. It can also be used to demote an opponent's king (except a flag holder) to a soldier. This spell can also promote an opponent's soldier or demote your king.

Returning the Flag

The "Return the Flag" variation adds an additional objective to winning the game. If you can make it to the king row, capture the flag and return it to your home row, you win.

A player's flag will initially be located at the opposite end of the board. A king on the king row can capture its flag by moving over the flag until the flag appears on the piece. This piece is now the flag holder. If the flag holder is jumped or it lands on a bomb, the flag will be returned to the king row. Flag holders cannot be transported or shielded, nor can they be zapped by the opponent. The opponent must rely on strategy to jump the flag holder or force it to land on a bomb.

Quick Setup Window (Choose Game)

You can choose a preset game variation. Your choices are Basic Set Up (No Magic Spells or Flags), Magic Spells (Magic Spells but no Flags), Return the Flag (Flag option but no Magic Spells), Return the Flag with Magic Spells (Uses both Magic Spells and the "Return the Flag" option).

Custom Setup: You can customize four main parts of the game. These are: Player Info, Game Variation, Optional Jump Rules, and Board Setup.

Player Information: Enter each player's name, and whether the player is human or the computer. If the computer is playing, specify, which level you want the computer to play.

Game Variation: Select whether or not to have Magic Spells. Also select whether or not to use the "Return the Flag" option. Note: By selecting the "customize" button with Magic Spells you can select the Magic Spells that you want to use in your game. You can also select the frequency that the Magic Spells will occur.

OPTIONAL JUMP RULES: There are three optional rules.

• **Must Jump If Possible** This rule forces all pieces which have a jump available to perform the jump.

• **Soldier Can't Jump King** This rule, when selected, prevents a soldier from jumping a king.

• **Demote King When Jumped** When this rule is selected it causes kings to change to soldiers when jumped rather than being removed from the board.

Note: When running this program for the first time, only the "Must Jump If Possible" rule will be set. This is the recommended configuration.

Board Setup: Clicking this button will open a dialog allowing you to change the board pattern and how the playing pieces are initially setup on the board.

There is a standard setup (the "default"), selected by clicking the "Use Standard" button. If you want to use a board setup from a file, you must load it using the "Load..." button. Once loaded, it will be shown in the mini-board on the left-side of the window. If you wish to use this board, click "DONE."

To edit the board setup shown in the mini-board, click the "Edit This..." button. If, on the other hand, you want to create a new board setup from scratch, click the "Edit New..." button. To understand how to use the Board Setup Editor, see "Board Setup Editor" section.

The name above the mini-board is the name of the currently loaded board setup.

The mini-board shows all the elements of the board setup: the position of all the playing pieces and spells, and the locations of the flags. The players' cribs are shown to the right of the mini-board. Some board setups will initially start the players out with some spells in their crib.

Cancel If you have loaded a board, but for some reason you want to revert back to the last board setup, you can exit this window by hitting the "CANCEL" button.

Done When you have finished selecting the board setup to use, click the "DONE" button.

Board Setup Editor
The Board Setup Editor allows you to create your own custom board setups. A floating palette, containing 12 objects, will appear to allow you to select the object to place on the board. To select an object, simply click on it in the floating palette. It should appear indented when it is selected. To place the selected object on the board, just click on any square on the board. Holding the mouse button down and dragging will cause multiple objects to be placed. To place a spell in a crib, select the spell from the palette and click

into one of the squares within the crib. To remove a spell from the crib, select the "Empty Square" object then click on the spell. The drag bar of the palette contains the file name of the board setup you are currently editing.

Note: the "Non-Playable" object is used to place unraised squares on the board where playing pieces cannot move onto.

Preferences

Upon startup go to... The upper-left part of the preferences window defines how Strategic Leap will startup after being launched.

Game in Progress This selection causes Strategic Leap to start up in the board window, only if there is a game in progress and the "Skip Intro" checkbox is selected. If no game is in progress, the Custom Setup window will open.

Quick Setup This selection causes Strategic Leap to start up in the Quick Setup window. Also, each time you request a new game, the Quick Setup window will open.

Custom Setup This selection causes Strategic Leap to start up in the Custom Setup window. Also, each time you request a new game, the Custom Setup window will open.

Game Options The upper-right portion of the preferences window allows you to set some general program options.

Sound When checked, the sounds is ON and when unchecked the sound is OFF.

Small Board When checked, the playing board is smaller than the normal size. This box is automatically checked for Macintoshes with small screens.

Skip Intro Skips the animated introduction at the start.

Player Options The lower portion of the preferences window allows each player to set three personal preferences.

Sticky Hand When selected, the mouse button does not need to be held when picking up a piece. You just click on the piece you wish to pick up and click a second time to release.

Auto Jump When checked, the program will automatically look for must-jump moves when a piece is picked up. When a must-jump move is found, it will mark the landing square with a dot just as if you had moved the piece there yourself. As long as it sees must-jump moves, it will continue to mark them.

Smart Select When checked, this option makes moving a piece a little easier. A yellow box highlights the square where the checker piece will land when released.

TROUBLESHOOTING

Although Strategic leap has been tested on various Macintosh models and system software versions, it is not possible to predict all combinations of Macintoshes, system software, and extensions or INITs which might be present in your system when you play Strategic leap.

If you experience problems with Strategic leap, you should first remove all INITs from your system folder, restart your machine, and see if the problem occurs again.

If you are using system 7.0, an INIT document is called an 'Extension.' You can find these documents in the System folder, the Extensions folder, and the Control Panel folder.

If you are using System 6.0, an INIT document can be a Control Panel Document or a Startup Document. Choose View by Kind in the Finder's View menu to see the contents of your system folder listed by the document type.

Acknowledgments
Design and programming: Bob Gardner
Documentation: Bob Gardner