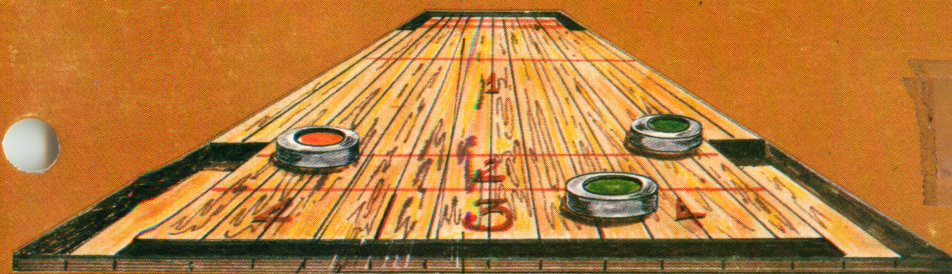


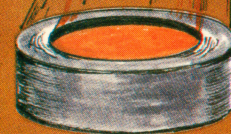
\$5

IDS I

Presents



SHUFFLEBOARD



For Your APPLE II

TABLE OF CONTENTS

- INTRODUCTION
- ii. GETTING STARTED
- iii. DESCRIPTION OF BOARD & PUCKS
- iv. THE GAMES—"TALLY ALL" & "CUTTHROAT"
- v. AIMING & SHOOTING THE PUCK
- vi. PLAYING AGAINST YOUR COMPUTER
- vii. SPECIAL KEYS
- viii. STRATEGY-MORE THAN MEETS THE EYE
- ix. WARRANTY

This manual is copyrighted by Innovative Design Software, Inc. (1981). All rights are reserved. The computer program SHUFFLEBOARD is copyrighted (c) 1981 by IDSI. This manual may not be reproduced, copied, photocopied or reduced to any electronic information storage device without the express written consent of IDSI. Any person or persons reproducing any portion of the documentation or computer program in any medium for any reason will be guilty of the criminal offense of copyright violation, and shall be similarly subject to civil liability at the discretion of IDSI.

SHUFFLEBOARD, Copyright (c) 1981 by
Innovative Design Software, Inc.

Published by IDSI

IDSI
PO Box 1658
Las Cruces NM 88004

(505) 522-7373

SECTION I. INTRODUCTION

Shuffleboard by IDSI is the computerized version of the classic game found on the decks of ocean liners as well as in your favorite tavern. This game contains all the challenge and excitement of other popular games of motion which require skill and strategy to play well.

IDSI has added a new twist to Shuffleboard by allowing you to compete against your computer. You will find that your Apple can be a skillful and challenging opponent, providing you with many hours of fun and relaxation.

SECTION II GETTING STARTED

SHUFFLEBOARD requires a 48K APPLE II computer with a Disk II. Boot your SHUFFLEBOARD diskette in the normal manner and wait about 30 seconds. Once the boot process is over, you are ready to play SHUFFLEBOARD. At this time you may press the "D" key for a demo or any other key to begin a game.

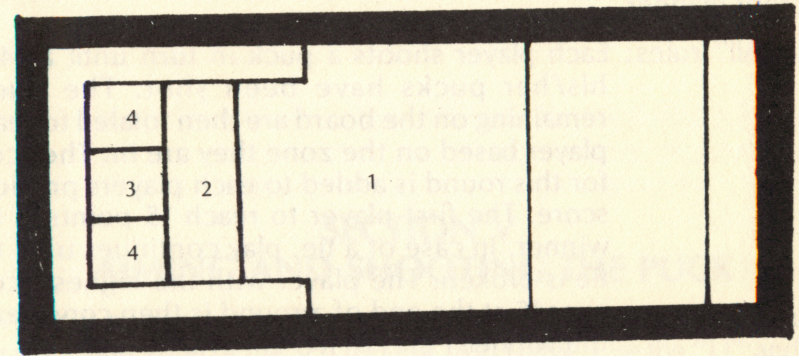
If you select the demo mode you will be treated to a series of action shots which will show you some of the possible shots you can make while playing SHUFFLEBOARD. In order to return to the main menu from the demo mode merely press the "ESC" key.

Pressing any key (except "D") will cause the program to ask if you wish to "Play against computer (Y/N)?" A "Y" response will allow you to play against the computer (see Section VI).

If you enter "N" you will be told to enter the names of the two players in the order they wish to play. Now you will be given a choice of games you can play.

SECTION III DESCRIPTION OF BOARD & PUCKS

Below is a sketch of the SHUFFLEBOARD table as it appears on our APPLE's HIRES screen.



The left half of the table is divided into scoring zones — 1 through 4. When a puck lands completely inside a particular zone, it will be scored based on the value of that zone. If a puck lands in more than one zone, it is scored as if it were completely in the lowest zone it touches.

HANGERS: If a puck hangs off an edge, 1 point is added to the score that would normally be given to that shot. If a puck hangs off of the corner, 2 points are added to the score of the shot.

PUCKS: Pucks are distinctly marked with a plus (+) or an Oh (O) in the center.

SECTION IV THE GAMES — "TALLY ALL" & "CUTTHROAT"

Whether you choose to play against your APPLE or a human opponent, you can choose from two games:

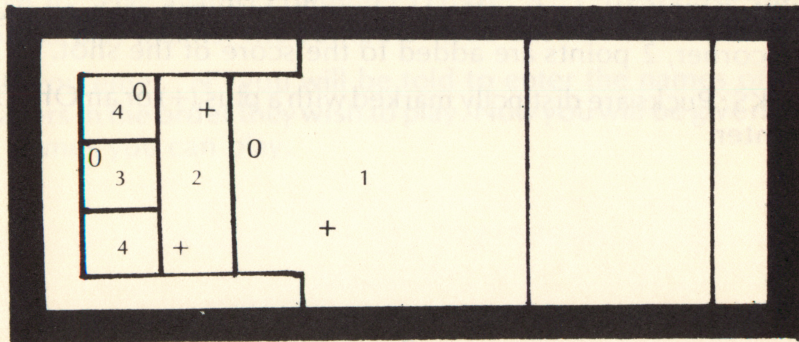
1. Tally All or
2. Cutthroat

These games both use the same table layout and the same number of pucks, 4 for each player per round, but are scored in an entirely different manner.

"Tally All" rules: Each player shoots a puck in turn until all 4 of his/her pucks have been shot. The pucks remaining on the board are then totaled for each player based on the zone they are in. The score for this round is added to each player's previous score. The first player to reach 15 points is the winner. In case of a tie, play continues until the tie is broken. The player with the highest score over 15 at the end of a round is then considered the winner.

"Cutthroat" rules: Each player shoots a puck in turn until all 4 of his/her pucks have been shot. The player whose puck is furthest down the board is the winner of that round. He/she is the only one to score in that round. This score is determined by adding up the points from all his/her pucks which are further down the table than the furthest puck of his opponent. As in Tally All, a game is won by the first player to reach 15 points.

A scoring example for a cutthroat round is shown below:



Player "0" wins the round indicated in the diagram and his score is 7, while player "+" has a score of zero for this round. Notice that only the pucks in the 4 and 3 zones for player "0" are scored.

All scoring is done automatically by the SHUFFLEBOARD program. In both games, the player who wins a round shoots first in the next round.

SECTION V AIMING AND SHOOTING THE PUCK

When it is your turn to play, your puck will be randomly positioned in the right most zone of the SHUFFLEBOARD table. Use the "U" and "D" keys to move your puck up or down. The little "aimer" that you see in front of the puck is used to line up the direction that the puck will go.

Once you have decided on the direction you wish to shoot, press the space bar. This does not fire the puck, but rather puts you in the mode so that you may do so. You will now see a dotted line across the bottom portion of the screen and an "*" moving along this line. This line is divided roughly into three parts: slow, medium, and fast. Pressing the "S" key when the "*" is in the medium section will cause the puck to slide along the SHUFFLEBOARD table with a moderate amount of speed. In general, the speed of your puck will be determined by the relative position of the "*" when you press the "S" key. While in this shooting mode, you may return to the aiming mode by merely pressing the space bar.

SECTION VI PLAYING AGAINST YOUR COMPUTER

SHUFFLEBOARD has the capability of allowing you to match your skills against those of your APPLE II. The first step in playing against your computer is to key-in "Y" when the question appears:

PLAY AGAINST COMPUTER (Y /N)?

The next line that will appear is:

ENTER COMPUTER LEVEL (1=EASY, 2=HARD)

This line refers to the level of play that will be employed by the computer during the game. We suggest that you try 1 (EASY) in the beginning until you become more familiar with shuffleboard skills and strategy.

From this point on, play against the computer is no different from playing another opponent except that the computer will be shooting every other shot always using the pucks with the "+" in the center.

Depending upon the game situation and a little random intuition, the computer will select either a "lag" shot to place one of his pucks in a scoring position, or a "kill" shot to knock one of your pucks off of the table.

GOOD LUCK and don't despair because the computer's play is not perfect!!

SECTION VII SPECIAL KEYS

SHUFFLEBOARD is played entirely from your computer keyboard. You are already familiar with the keys used in aiming and shooting your puck, but there are three more keys that can be used when playing SHUFFLEBOARD. They are:

B = BEGIN NEW GAME

Allows you to play the same game again, play a different game, or select new players.

ESC = SCORE

Pressing the "ESC" key will display the scoreboard. Pressing the "ESC" key again will return you to the game. The scoreboard display contains game totals, player's names, and a summary of commands.

T = TOGGLE SOUND

This key is used to turn the sound in SHUFFLEBOARD either ON or OFF. These sounds include an upbeat melody when a player shoots a "hanger" and a downbeat melody when a player shoots a shot which lowers his relative score. The present state of sound (ON or OFF) is indicated on the scoreboard display.

SECTION VIII STRATEGY

When playing "TALLY ALL" the game strategy seems obvious, ie. merely score as many points as you can. However the game ends when the first player reaches 15 points, therefore the objective is not only to score as many points as possible but also to keep your opponent from doing the same. This may be accomplished by knocking your opponents puck(s) off while at the same time leaving yours on the table. In "TALLY ALL", the more pucks you have on the table at the end of a round the better.

A similar strategy may be used when playing "cutthroat". However, since only the player whose puck is the closest to the end of the table may score, you may find it advantageous to block good shots when possible. You may also try placing another puck in a high scoring position on the opposite side of the table.

SECTION IX WARRANTY

I.D.S.I. makes no warranties regarding SHUFFLEBOARD, its suitability or fitness for any purpose. The user shall be the sole determiner of the suitability of this program for any purpose. I.D.S.I. assumes no responsibility for financial loss of any kind resulting from the use of this program. SHUFFLEBOARD is restricted to private, non commercial use. All commercial rights are reserved.

I.D.S.I. warrants that the diskette supplied with SHUFFLEBOARD shall be free from manufacturer's defects for 30 days after purchase. Defective diskettes will be replaced at no charge if returned within the warranty period. After such time, diskettes will be replaced for \$5.00.