Checkers   by TI-Freakware   Version 0.9

1. Installation

There are two files, CHECKERS and CHECKLTE. CHECKERS allows you to modify the colors of your board and checker tokens, where as CHECKLTE is just the game with a standard board and checkers and starts the game just a slight bit faster. It is a BASIC game, so there is nothing special needed to run this game, once you use TI-Connect or TILP to install whichever game you decide to play.

Open the program menu, scroll the cursor next to the version, and press ENTER twice.

2. Playing the game

Once you run the game, if you started with CHECKERS, press the left and right arrows on the different colors and press 2nd when you are done. You cannot have the checkers or the squares as the same colors, it will pop up with an error if you try to select colors that the game doesn't allow for.

Once you are in game, and the board is drawn (yes, it takes a little bit of time, but aren't those graphics pretty?) you move the cursor around with the arrows. Select which piece you want to move with 2nd, and if you change your mind, press Alpha to clear your selection. Once you have your piece selected, move the cursor again and press 2nd once more to move the piece. If it is a legal move, the piece will go to the selected square.

As it currently stands, you cannot do multi-jumping. To jump, you select the checker you want to use, then go past the other player's checker to the next empty slot beyond it and press 2nd. If the move is valid, it will take the piece.

Once you are done playing the game, press MODE to exit the game.

3. Credits/Future updates

I would like to add multi-jumps and optimize the engine, as I'm sure I could shrink it down considerably. As it stands, I just wanted to get this out there, see what kind of appreciate it would get, see if anyone actually downloads this game. I'd like to add some form of winning detection to the game, but I didn't think that was the most important part to add as of this moment.

I'd like to thank KermMartian of Cemetech and Weregoose, for hooking me up with the lovely filled circle routine that made the graphics far prettier than they would have otherwise been. The remaining credit goes to me for taking the time to finally work on this to a point where it is playable.

Need to report a bug, offer high praise, or tell me my work sucks? Send me an email to tifreak8x@hotmail.com, or come visit me at cemetech.net or tifreakware.net and post in a thread. I check both fairly regularly.