

Amiga Version: You can start the game from Workbench by opening the Artwork disk icon, and then selecting the Centrefold Squares magazine icon. Or, you can invoke Centrefold Squares from the CLI command window by typing 'CFS:CENTREFOLD'. *Note: This program should be used with Kickstart 1.2 or later.*

When the program is finished loading, the title screen will be displayed and introductory music will start playing. You can begin the program at this time by pressing the left mouse button.

Atari ST Version: This version comes on two single-sided disks. If you have a two drive system, place the *Master Disk* in drive A and the *Opponent Disk* in drive B. If you have a single drive system, start the program with the *Master Disk* and follow the prompts for inserting the *Opponent Disk* (Disk B).

To run the program, double-click anywhere on the CFS.PRГ icon. When the program is loaded, a title screen will appear: click anywhere on the screen to load the Opponents' screen.

There is also a save game feature. To save the game you are playing, exit the "Double Up" game. When you get back to the Opponents Select Screen, click on Save. To load a saved game from the Opponents Select Screen, click on *Resume*.

PC Version: This contains opponent files for both CGA, EGA and Tandy graphic modes. There are two 5-1/4 disks; the Master Disk contains the main program along with the CGA graphics, and the EGA/Tandy disk contains the EGA and Tandy graphic files.

To run the program, insert the Master Disk in Drive A and type: CFS <Return/Enter>. Before the program begins, you are asked to enter the graphic mode of your computer; select CGA, EGA or Tandy. You are then asked to enter your means of cursor control; either Keyboard or Mouse. If you are using a mouse, the mouse driver must be loaded before you run the program and it must also be compatible with the graphics mode selected, otherwise the program will default to the Keyboard cursor control mode. To *select* using the mouse, move the cursor to the area to be selected and press the mouse button. When using the keyboard, use the keyboard's cursor keys to move the screen cursor. Note that the cursor movement speeds up the longer you hold down a cursor key. This is useful for moving the cursor over longer distances, but does become more difficult to control precisely. You will have to experiment somewhat with the right mixture of tapping and holding down the keys. To *select* using the keyboard, move the screen cursor to the area to be selected using the cursor keys and then press the Return/Enter key.

Opponent files are available for the MCGA (VGA) graphics mode. CDS Software will exchange your EGA/Tandy opponents disk for a MCGA disk if it is returned to: CDS Software Ltd.

Centrefold Squares is also available on 3-1/2" disk. To obtain the 3-1/2" disk version return both the Master and the EGA/Tandy disks to CDS Software.

Selecting an Opponent: The opponent select screen has been organized into three playing ability categories: *Below Average*, *Average* and *Above Average*. Below each category is a list of the opponents who play within that category. However, each opponent has their own ability within each class, so every player will appear to play differently.

To select an opponent, move the cursor, by using the keyboard's cursor keys (or mouse if you have one), to the "button" that contains the name of the opponent you wish to play and *select*. If you are new to Centrefold Squares, you may consider playing Penny, probably the easiest of all the players.

After you have selected a player, you will be shown a player profile screen for that particular opponent. If you decide to play this opponent, *select* anywhere on the opponent's picture. If you decide not to play against this opponent, *select* anywhere outside the picture; this will take you back to the opponent selection screen.

Centrefold Squares Screen: The object of the game is to uncover the Centrefold opponent. When a new opponent is selected, the screen will appear filled with rectangles (the *centrefold squares*), and one by one, a pre-selected number of these rectangles will be removed to reveal sections of the Centrefold opponent. After the initial rectangles have been removed, one last rectangle will flash. This flashing centrefold square will be the one that you and your opponent will battle over. Each centrefold square has a GOAL value printed on it. This is the number of markers that will be used in the Double-Up game.

Playing Double-Up: The object of the Double-Up game is to beat the opponent in SCORE points at the end of a game. The game is terminated when either you or the opponent reaches or exceeds the GOAL value of the centrefold square in CHIPS. It is possible for you to win the game in SCORE points even though the opponent reaches the GOAL value first.

The Double-Up Screen: This screen consists of a playing field on the left side of the display, and a control and status field on the right. The play field is arranged in a grid of 100 squares, with grey squares denoting uncaptured squares, black markers are the Centrefold's markers, and white squares are your markers. The control and status field is arranged, from top to bottom, with: The Centrefold's accumulated CHIPS and SCORE values; your accumulated CHIPS and SCORE; the number of GOAL points (CHIPS) to reach; a message area; and at the bottom, a "???" Chance button and a "QUIT" button.

The Double-Up Board: When the Double-Up game is started, it will arrange four markers, two of yours and two of the Centrefold's, in a crossed

pattern at the centre of the board. Remember, your markers are white, the Centrefold's are black. Next, a series of small red and green markers will be sprinkled about the board. The quantity of these markers, from one to five, and their locations, are random. These markers are used in the final SCORE value when the game is completed. The red markers are worth -10 points, and the green markers are worth +10 points (see section on scoring).

Keyboard Input (PC only): Note that the rows of squares are labeled A through J, and the columns are labeled 1, 2... 9, 0. During play, squares can be selected by either moving the cursor to the square and pressing the Return/Enter key, or using the keyboard by typing the square's row and column position; for example, A1 for the top-left square or I8 for a square on the lower right part of the board.

Who Starts First: Since there is an advantage to starting first, the game will alternate the first move between you and your opponent. A move is completed when both of you have taken a turn.

Playing Double-Up: Each player alternates with moves designed to capture as many board markers, or chips, as possible. You capture markers by placing a new marker on a neutral, or grey, square in a way that will put the opponent's markers between this new square and one of your other markers. For example, if 'm' represents white markers, 'a' black markers and 'g' represents neutral markers, then consider the following possibility:

	1	2	3	4	5
A	g	g	g	m	g
B	g	a	a	a	g
C	g	m	m	a	g
D	g	m	a	a	g
E	g	g	g	x	g

If you place a marker on the neutral square at E4 (marked with an 'x'), you would capture the squares along the vertical at D4, C4 and B4; as well as the diagonal marker at D3.

Rules of Play: You must make a move, if a move exists, and you must make a move that will capture squares, except as noted below when playing Chance. *If you make an incorrect move, one point will be subtracted from your SCORE points, and the program will flash all possible legal moves on the board.*

Double-Up Marker: This marker is a yellow square that is put on the board, and taken off the board at random times throughout the game. Its frequency of occurrence and its placement are random. The person who places a marker on top of this square, provided it is a legal move, will get another turn at play. If no one can capture the Double-Up marker, it will eventually be removed, and may appear again later.

Playing Chance: At any time during regular play, you may wish to play Chance. This option is considered to be a move, so you may forfeit a board play for this option. The primary purpose of this option is to allow either of the players to "gamble", and is usually invoked if you or your opponent determines that the game will be lost in the next couple of moves.

To play this option, you select the "???" button instead of a board play (you can also type '?' from the keyboard). This will invoke the Chance flash display and tell you, or the Centrefold, what the outcome is. Note that the Chance messages apply to the player that invokes the option. For example, if the Centrefold plays Chance and gets the message "You Win", then the Centrefold wins, *not you*. Since both you and the Centrefold may play this option, don't panic if it starts up unexpectedly, it's just the Centrefold playing Chance.

The following is a list of the Chances, and the odds of getting that particular result:

Win/Lose game (50% win, 50% lose)	5%
Exchange Markers	5%
Extra Turn (50% 1 turn, 50% 2 extra turns)	20%
Adjust SCORE (50% add 10 points, 50% deduct 10)	30%
Nothing	40%

If "Nothing" occurs, then you lose your turn.

End Game: The game ends when either of the players reaches the GOAL points, a Chance option of "Win" or "Lose" is rolled, or either player has no more markers left on the board. Each board marker is worth 1 GOAL point, and the game ends when either of the players reaches the value displayed in the "Goal is" area of the control field after one complete move. Remember, a move consists of one turn each for both you and your opponent, so although you may have reached or exceeded the GOAL points, if the Centrefold has a turn remaining, the Centrefold can still play. In fact, usually someone will go over the GOAL value, but the next player will capture back some of the chips that exceeded the GOAL points. When the game is close to being over, you will hear three beeping sounds, and there will be a slight pause in the game. This is to help you realize when the game is about to be terminated. Note, this feature may not be valid for GOAL points less than 12, so you should always watch the GOAL and CHIP points.

The Final Double-Up Game Results: The game is ended when the GOAL points are reached or exceeded. However, the game is won or lost based on SCORE points. During regular play, the SCORE value is constantly updated, so at the termination of the Double-Up game, the SCORE value is final.

Scoring is determined in the following way: Each marker chip is worth 1 SCORE point; each red marker will subtract 10 points from the score, each green marker will add 10 points; chance points are added and retained in your overall SCORE. The player with the highest SCORE value wins. The final results will be displayed in the message area as "I win" or "You win."

Double-Up Game Ending: When Double-Up is over, the game will wait for you to press the Return/Enter key (or press the mouse button). This will allow you time to summarize and verify the game results.

Quit and Save Game: At any time during the play, you may elect to select the "Quit" button (you can also type 'Q' from the keyboard - PC only). This will terminate the game as well as the Centrefold screen and return you to the opponent select screen. At that point you may choose another opponent or exit the program.

PC Version only: Save the game by selecting the "Save" button. Note that to save the game, your disk must be in the drive and should *not* be write protected. A saved game is started simply by selecting the "Load" button on the opponent select screen.

What Happens After Double-Up: After the game is over (and you press Return/Enter or click the mouse button), you return to the Centrefold screen. If you lost, the square that you were playing for will be covered and the game will flash the next uncovered square. This will be the next goal square. If you won, then the square that was flashing before you played Double-Up will be uncovered, and the next covered square will flash. You play the Centrefold until either all of the squares are covered (you lose), or all of the Centrefold is uncovered (you win!). When that occurs, the screen will remain until you press Return/Enter or click the mouse button. You will then return to the select screen. To exit to DOS (PC only), select the "Quit" button.

Sound (PC only): If you wish to "turn off" the sound effects, press the 'S' key.

Colour Palette (CGA - PC only): If you are running the CGA graphics version of the program, you might wish to experiment with changing the colour palette. To do so, press the 'P' key. As you continually press that key, the screen will cycle through the three possible CGA colour palettes. Returning to Workbench (Amiga only): Select the "Quit" option on the opponent select screen to return to the workbench.

Important Notice! The files on your Centrefold Squares disk are encrypted. Tampering with them may destroy the program and void your warranty.