Board Games
User Manual

Version 1.0.3

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1. Introduction

1.1 Startup

Board Games is software of board games. When you launch the application, the software license dialog is shown (Fig.1-1). If you agree, press the Accept button. If you do not agree, press the Decline button. The application closes if the Decline button is pressed.

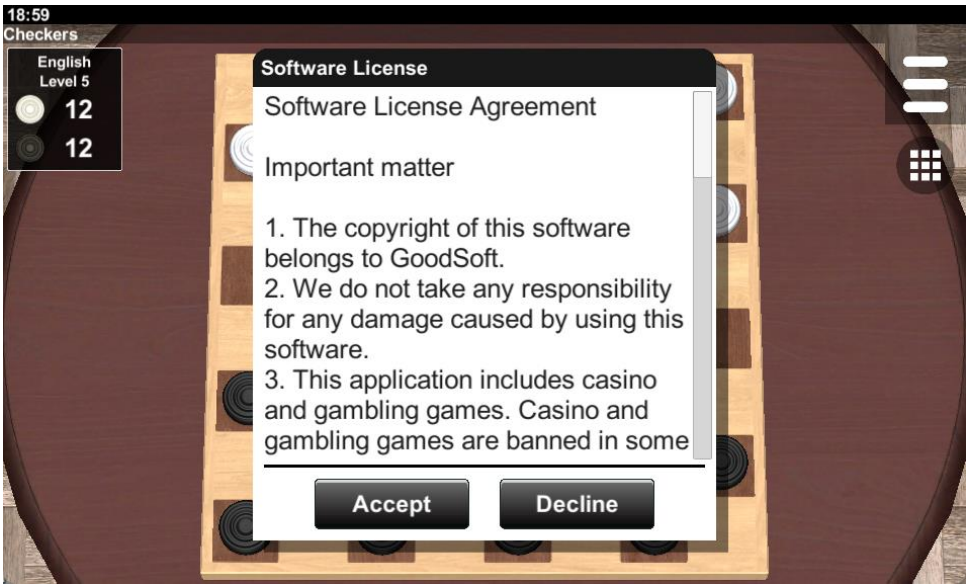


Figure 1-1 Software License Dialog

This application displays advertisements. To support GDPR compliance, the following dialog may be shown by an advertising company (Fig.1-2).

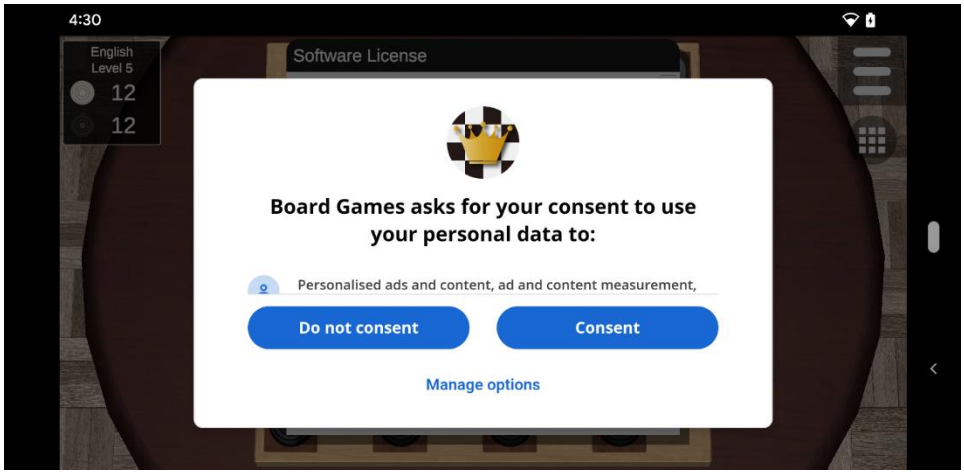


Figure 1-2 Admob's GDPR dialog on Android OS

Dialog boxes are used to set settings or confirm information (Fig.1-3). The dialog has a title bar. You can move the dialog by dragging the title bar. Also, when two or more dialogs are displayed, you can move the dialog to the front by pressing the title bar. A scroll bar may appear if the contents of the dialog extend beyond the default area. In this case you can see the hidden area by dragging the scroll bar or the content area.

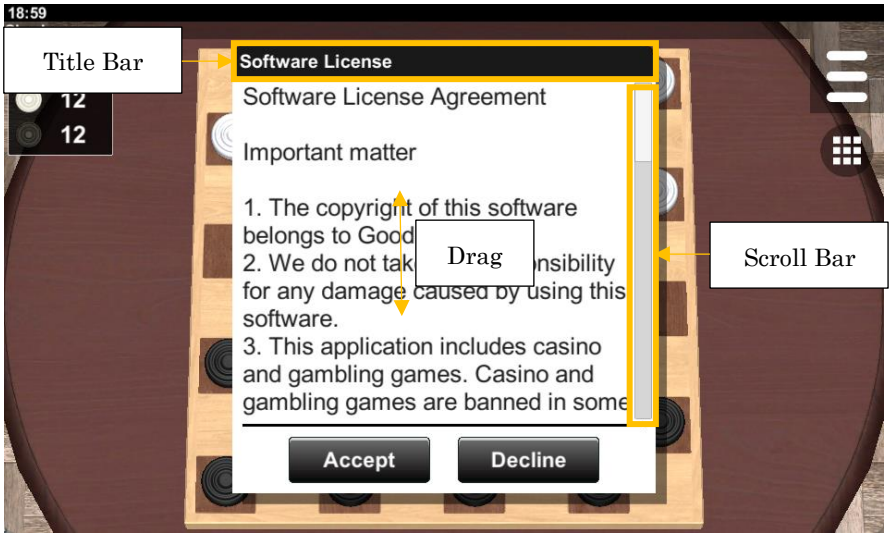


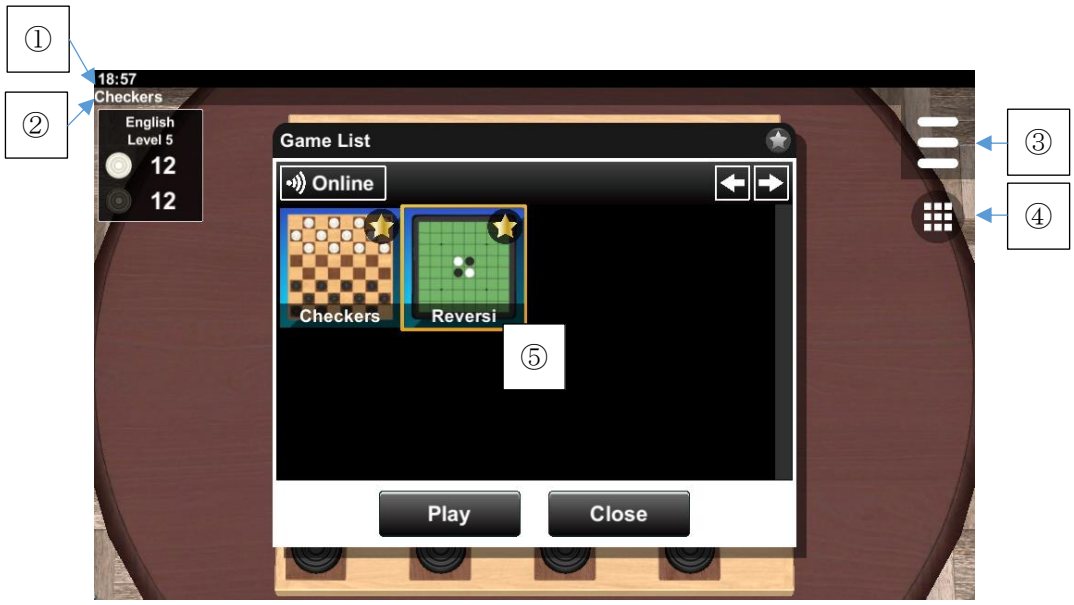
Figure 1-3 Dialog

Some dialogs have the minimize button in the upper right (Fig.1-4). If this button is pressed, the dialog is minimized.

Figure 1-4 Minimize Button

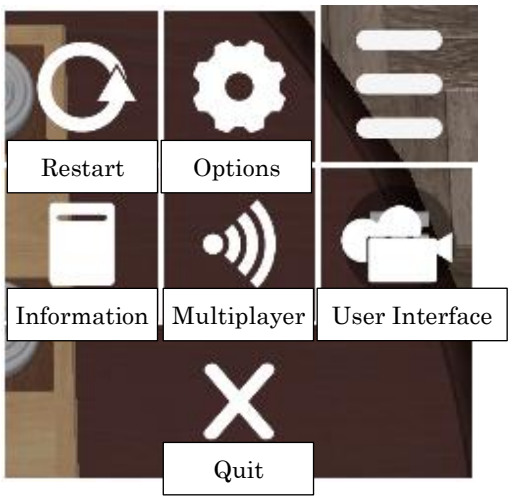
1.2 Main Screen

When the application starts, the following screen is displayed. If it is the first time the application is launched, the game list dialog is shown. There is the menu button in the upper right corner of the screen. The menu is expanded when the menu button is pressed.



① Status Bar
② Title Bar
③ Menu Button (See 1.3)
④ Game List Button (See 1.4)
⑤ Game List Dialog (See 1.4)

1.3 Menu Button



1.3.1 Restart Button

When this button is pressed, the game ends in the middle of play and a new game starts.

1.3.2 Options Button

When this button is pressed, the options dialog is shown (Fig.1-5). The options dialog allows you to change settings.
(See Chapter 2 Option Dialog)

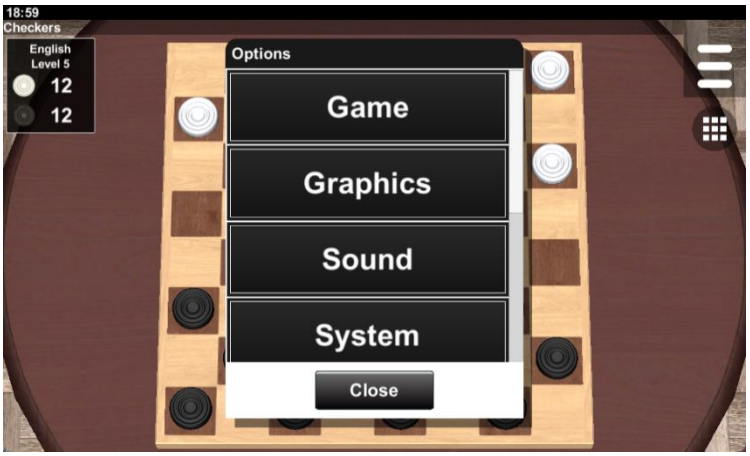


Figure 1-5 Option Dialog

1.3.3 Information Button

When this button is pressed, the information dialog is shown (Fig.1-6). You can check rules, statistics and logs in this dialog.
(See Chapter 3 Information Dialog)

Figure 1-6 Information Dialog

1.3.4 Multiplayer Button

When this button is pressed, the multiplayer dialog is shown (Fig.1-7). You can play multiplayer games against other players over a computer network. (See Chapter 6 Multiplayer Games)

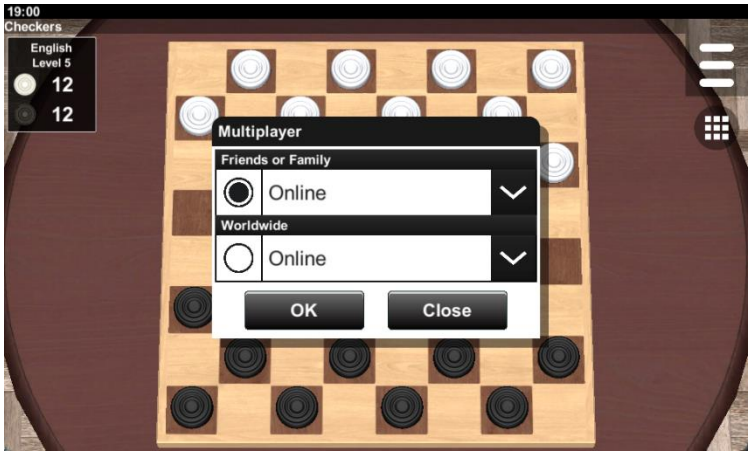


Figure 1-7 Multiplayer Dialog

1.3.5 Camera Button

When this button is pressed, the camera dialog is shown (Fig.1-8). You can change camera settings in this dialog.
(See Chapter 4 Camera Dialog)

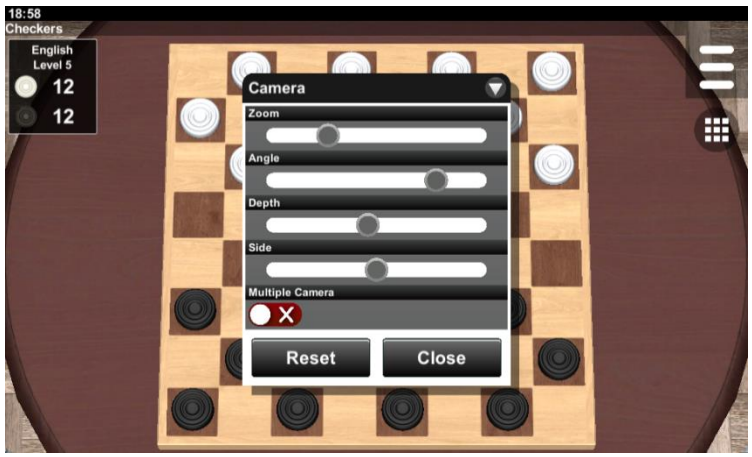


Figure 1-8 Camera Dialog

1.3.6 Quit Button

When this button is pressed, the application is quit. The settings and state of the game are saved.

1.4 Game List Dialog

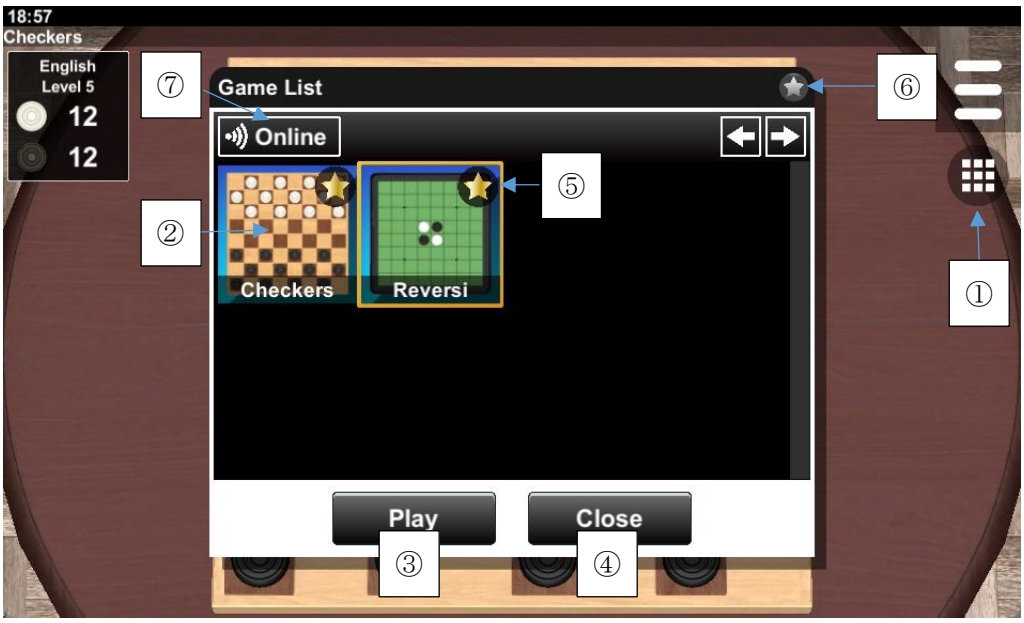


Figure 1-9 Game List

① Game List Button

When this button is pressed, the game list dialog is shown.

② List Data

The list of games is shown in this area. Select the game you want to play.

③ Play Button

When the Play button is pressed, the main screen changes to the selected game.

④ Close Button

When the Close button is pressed, the game list dialog is closed.

⑤ Favorite Toggle

You can set whether it is a favorite or not by switching this toggle.

⑥ Favorite Button

When this button is enabled, non-favorite games are filtered.

⑦ Online Button

When this button is pressed, the online status dialog is shown (Fig.1-10). The dialog shows the status of the multiplayer games in the worldwide mode. The number column shows the number of players waiting connections from clients. When the Play button is pressed, the main screen changes to the selected game and the multiplayer dialog is shown. (See Chapter 6 Multiplayer Games)

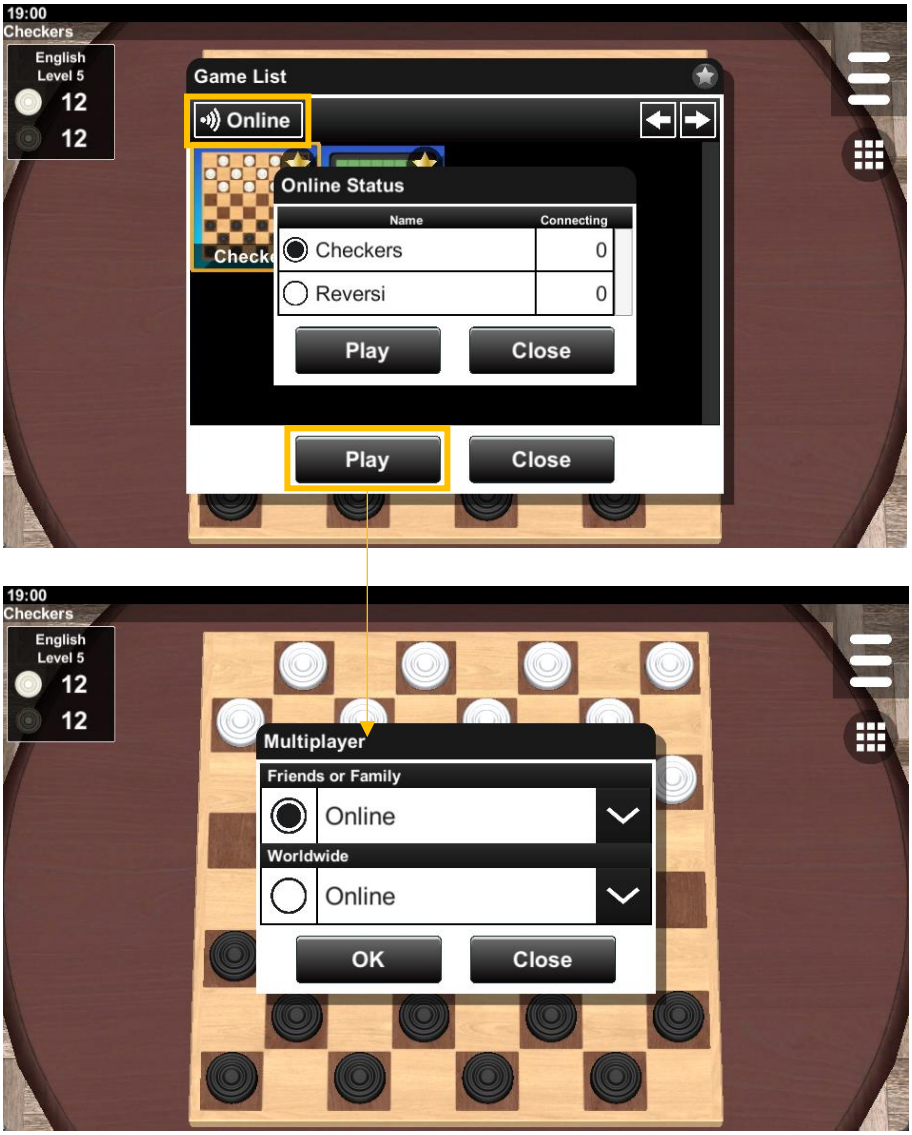


Figure 1-10 Network Button

2. Options Dialog

The options dialog has Game, System, Network, Language, Information and Reset items (Fig.2-1). The Game item stores settings for each game. The other items share and save settings for all games.

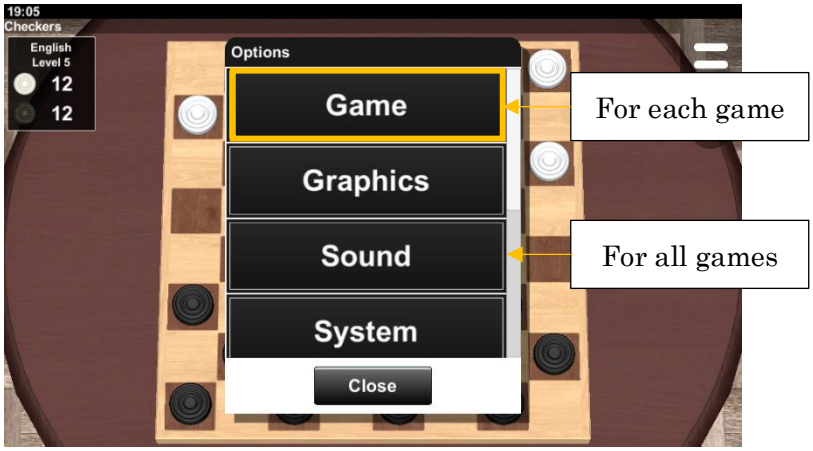


Figure 2-1 Option Dialog

2.1 Game Option

This option depends on each game.

See Chapter 7 Game Option and Chapter 8 Games.

2.2 Graphics Option

In the graphics dialog you can change the graphics of card images, floor textures, table objects, background color and spotlights (Fig.2-2).

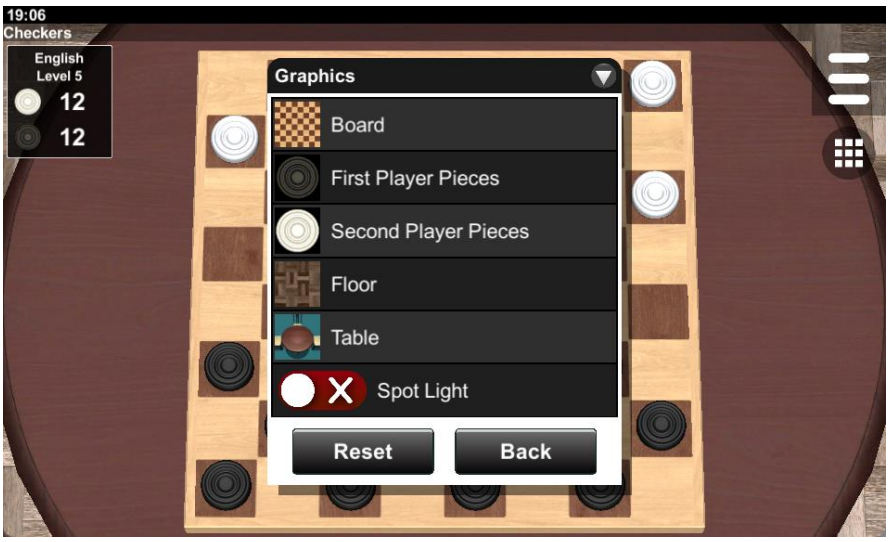


Figure 2-2 Graphics Option

2.3 Sound Option

You can configure sound effects in the sound dialog (Fig.2-3). The volume bar adjusts the volume. The mute button mutes the sound.

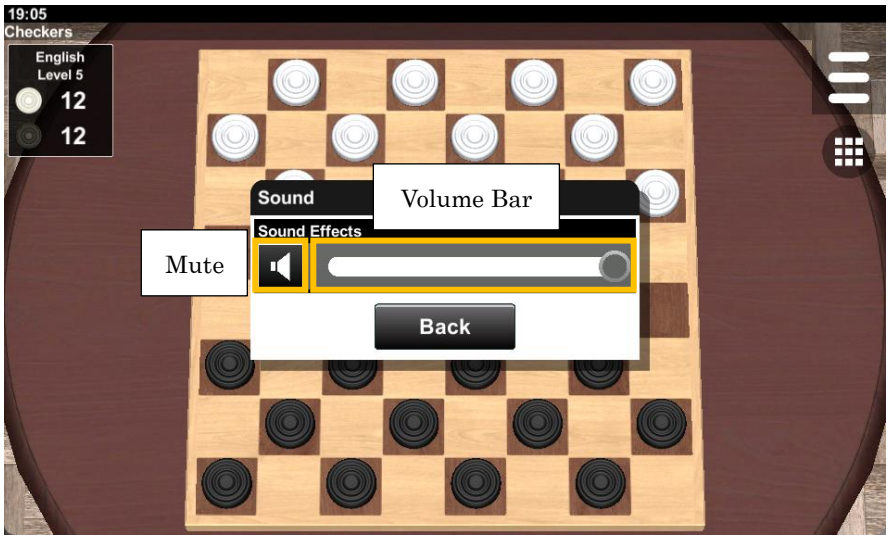


Figure 2-3 Sound Option

2.4 System Option

Screen	
Player Name AI Name	These options set names of players. If this value is empty, the default value is used.
Showing Names	This option sets whether to show the player names.
Font Size	This option sets the font size of the player names.
Screen	
Screen Orientation	This option sets the screen orientation of devices. If Auto is set, the screen orientation is automatically determined.
Full Screen	If this option is enabled, the screen is displayed in full screen mode.
Status Bar	This option sets whether to show the status bar.
Title Bar	This option sets whether to show the title bar.
Graphics Quality	This option sets the quality of the graphics of the game. The quality increases in the order of Very Low, Low, Medium, High, Very High and Ultra. In general, the higher the quality, the higher the load on memory and CPU.
Game	
Message Size	This option sets the message size of games.

Popup Message Time	This option sets how long the popup message is displayed.
Unity Burst	This option sets whether to use Unity Burst.

2.5 Network Option

Network	
Player Name	This option sets the name used in the multiplayer games.
Chat Size	This option sets the maximum size of the chat history.
Bluetooth	
Discoverable Time	This option sets the discoverable time of the device on the server side. The discoverable time is the limit time when the server side is detected by the client side. This option has 120 seconds, 180 seconds, 240 seconds, 300 seconds, Unlimited and Disabled. If Unlimited is selected, there is no time limit but there is a security risk. If Disabled is selected, the device is not discoverable to other devices.
TCP/IP	
Port	This option sets the port number on the server side.

2.6 Language Option

This option sets the system language of the application.

2.7 Information

This dialog shows information about the application and the selected game.

2.8 Reset

You can reset settings in the reset dialog. Select the items you want to reset and press the Reset button. Rule Settings, Game Settings, User Interface, Custom Rules, Statistics, Game Log are reset for each game. System Settings, Network Settings, Language Settings, System Data and All Game Logs are reset for all games. If Initialization is selected, all settings and data are deleted.

3. Information Dialog

The information dialog has Rules, Statistics and Game Log items (Fig.3-1).

Figure 3-1 Information Dialog

3.1 Rules Dialog

The rules of the selected game are shown in the rules dialog (Fig.3-2).

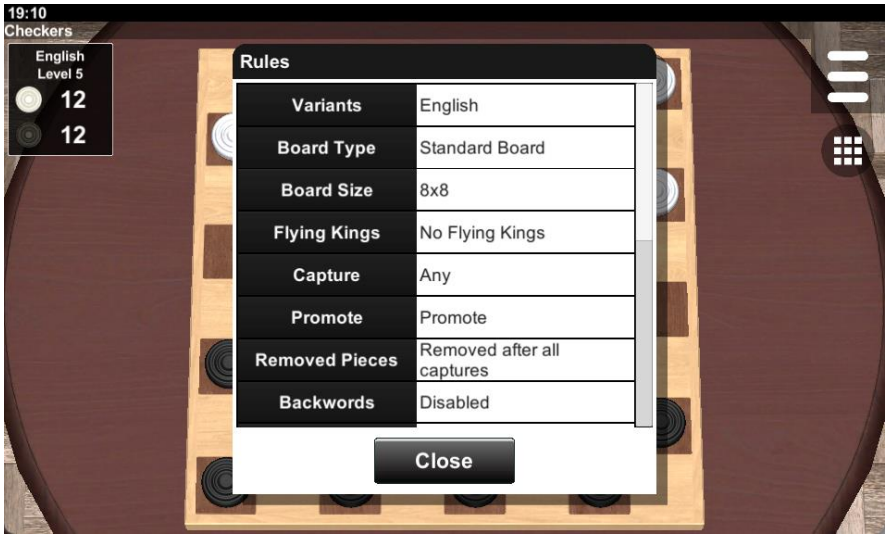


Figure 3-2 Rules Dialog

3.2 Statistics Dialog

Statistics of games are shown in the statistics dialog (Fig.3-3). The total of games, the number of wins, and the percentage of wins are shown for each difficulty level. When the row of the difficulty is pressed, the detail dialog is shown.

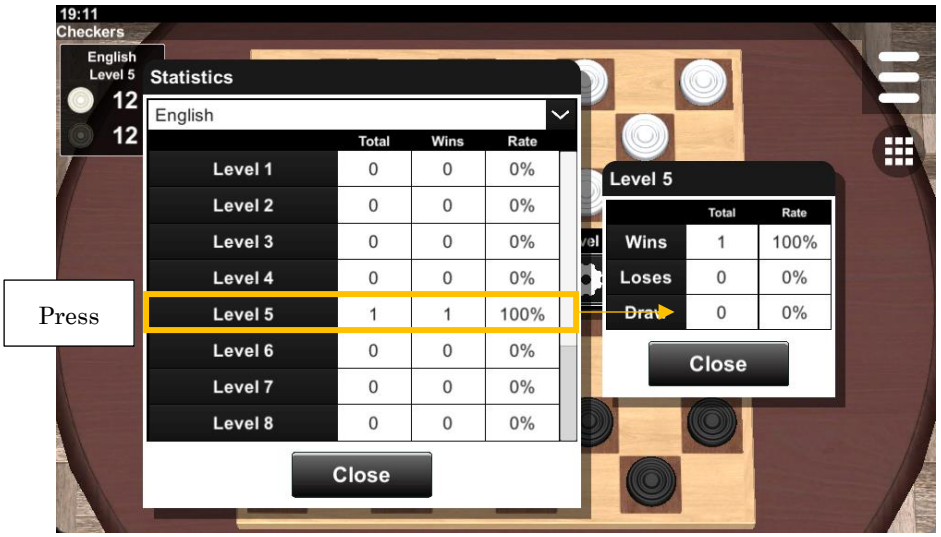


Figure 3-3 Statistics Dialog

3.3 Game Log Dialog

The results of games are shown in the game log dialog (Fig.3-4).

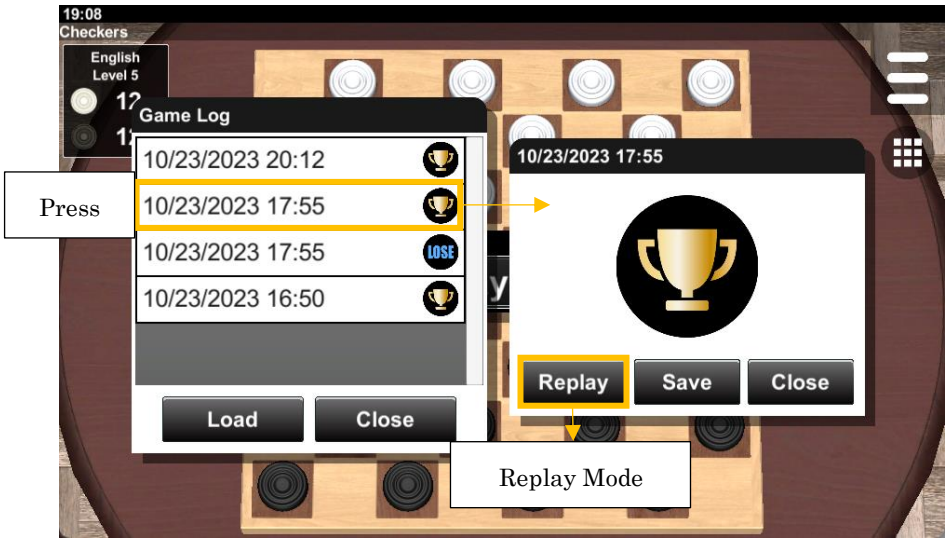


Figure 3-4 Game Log Dialog

When you press the item in the game log dialog, the result dialog is shown. The score is shown in the result dialog. The game is recorded as a log and you can check the log in the replay mode. The screen switches to the replay mode with the Replay button of the result dialog (See Chapter 5). You can save the log data to an external file. This allows different devices and platforms to share the log data (Fig.3-5).

Figure 3-5 Save/Load

4. Camera Dialog

In the camera dialog, you can adjust the camera in 3D space (Fig.4-1). When the Reset button is pressed, the settings are reset.

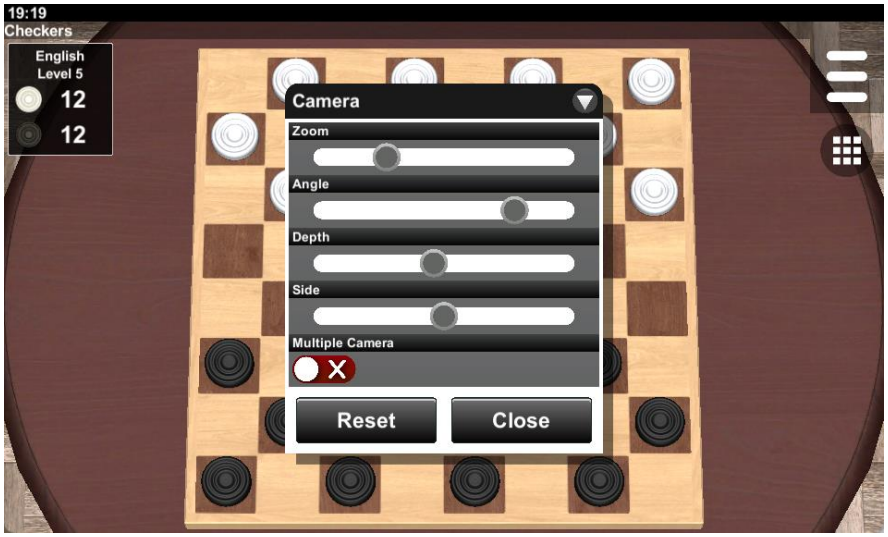


Figure 4-1 Camera Dialog

(1) Angle

(2) Depth

(3) Side

(4) Zoom

(5) Multiple Camera

If the Multiple Cameras is checked, you can use multiple cameras (Fig.4-2). You can switch cameras with the number buttons at the bottom.

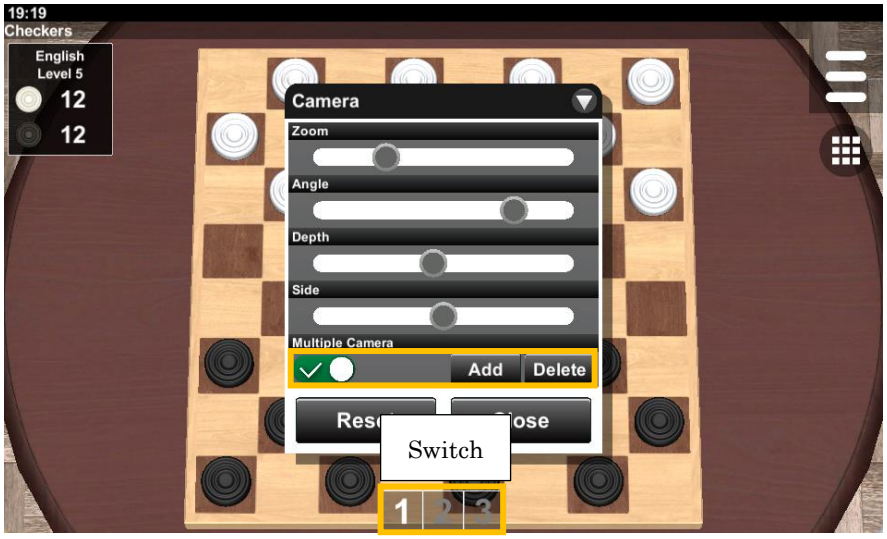


Figure 4-2 Multiple Camera

5. Replay Mode

The screen switches to the replay mode with the Replay button of the result dialog in the log menu. (See 3.3 Game Log Dialog)

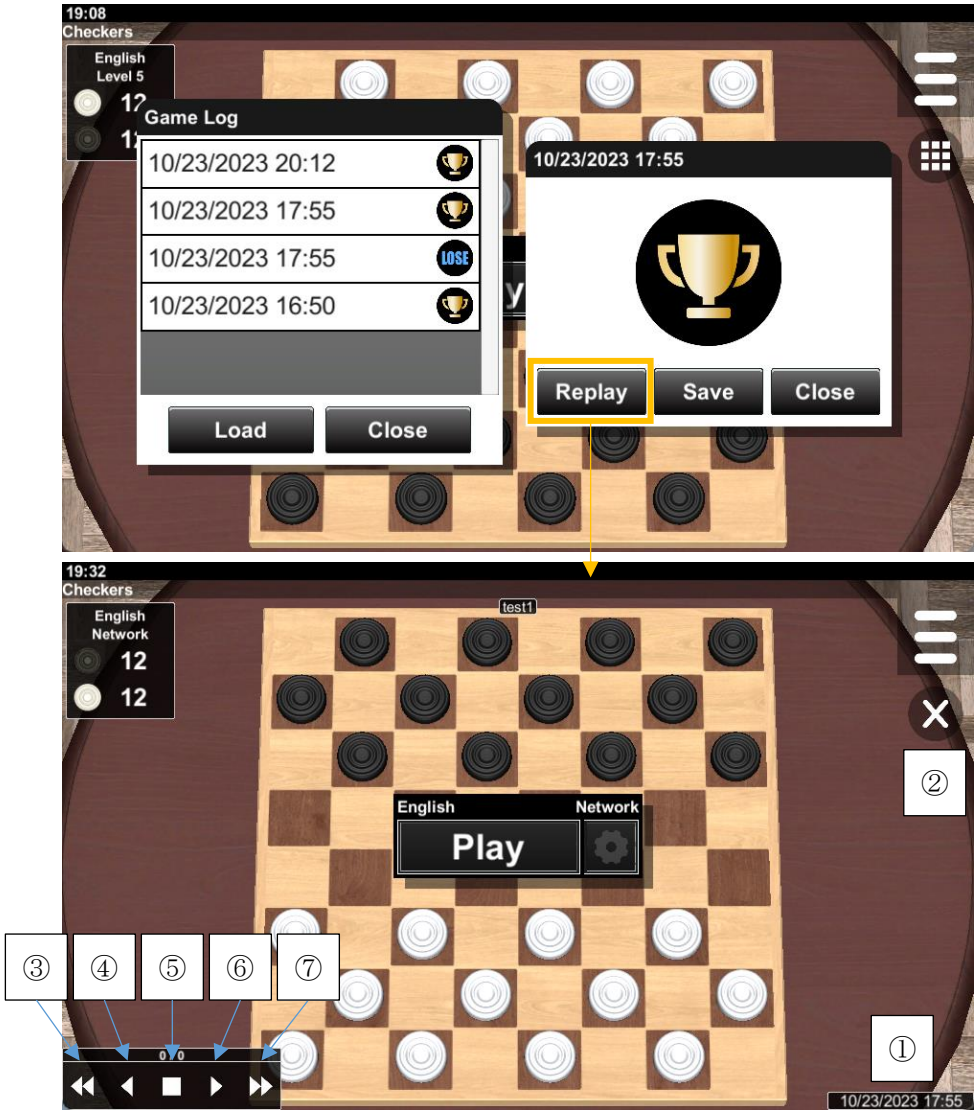


Figure 5-1 Replay Mode

① Date Text
② Exit Button
③ Back Button 2
④ Back Button 1
⑤ Pause/Resume Button
⑥ Next Button 1
⑦ Next Button 2

The date text shows the date the log data was recorded. The replay mode ends when the exit button is pressed. The pause button pauses the replay data and resumes when pressed again. It moves to breakpoints with the next and back buttons. The position of the breakpoints depends on a game.

6. Multiplayer Games

The multiplayer dialog allows you to play games against other people over a computer network (Fig.6-1). The multiplayer dialog has two modes: Private multiplayer mode with family and friends, and worldwide multiplayer mode with all kinds of people in the world. The selectable networks are Online, TCP / IP and Bluetooth. The multiplayer games are implemented by a client-server system. The client-server system consists of one server and one or more clients.

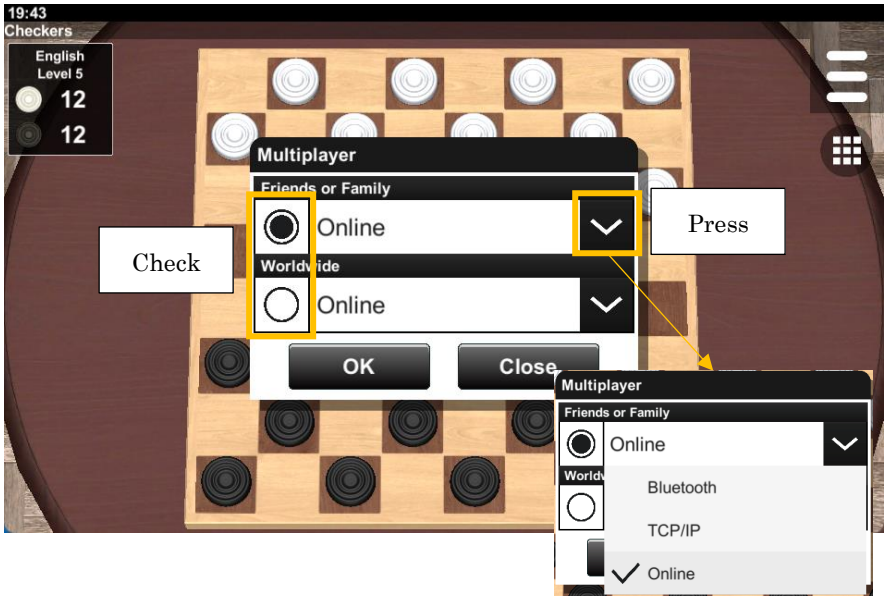


Figure 6-1 Multiplayer Dialog

(1) Online

Online is a method of sending and receiving data via an online server on the Internet. It supports both the private mode and the worldwide mode.

Figure 6-2 Online System

(2) TCP/IP

TCP/IP is a method of sending and receiving data by the TCP/IP protocol. It only supports the private mode.

Figure 6-3 TCP/IP

(3) Bluetooth

Bluetooth is a method of sending and receiving data with the Bluetooth feature of devices. It only supports the private mode.

Figure 6-4 Bluetooth

6.1 Multiplayer Game Settings

When setting up a multiplayer game, the following settings dialog is shown on the server side (Fig.6-5).

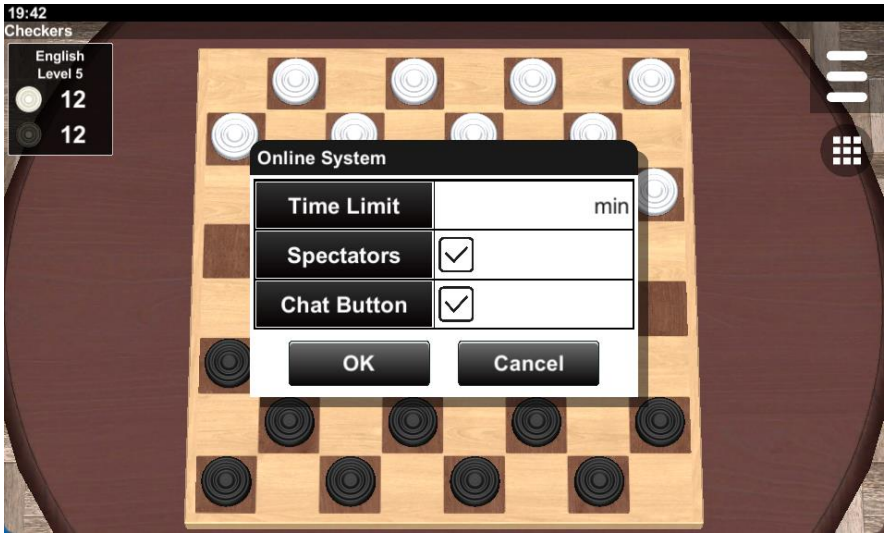


Figure 6-5 Multiplayer Game Settings

(1) Time Limit

If you set the Time Limit option, players have a time limit. A player whose time limit has exceeded becomes loser. Set this value in minutes (Fig.6-6).

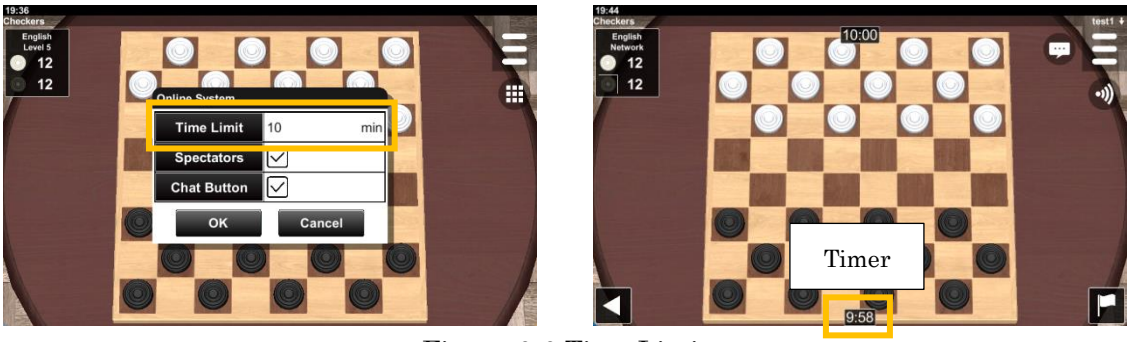


Figure 6-6 Time Limit

(2) Spectators

If the Spectators option is checked, it allows non-players to watch the game (Fig.6-7). To watch the game, connect to the server while the game is running.

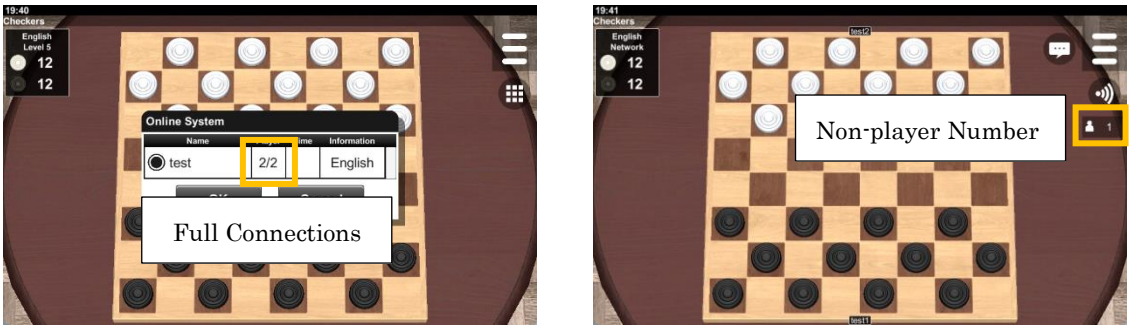


Figure 6-7 Spectators

(3) Chat

If the Chat option is checked, the chat button is shown (Fig.6-8). When the chat button is pressed, the chat dialog is shown. You can chat with the other players using the chat dialog. You can see the chat history by pressing the history button in the chat dialog.

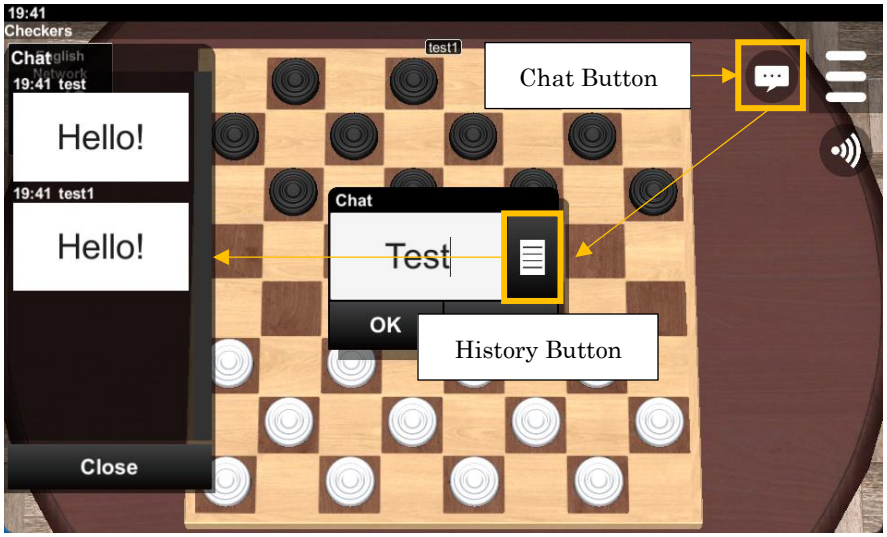
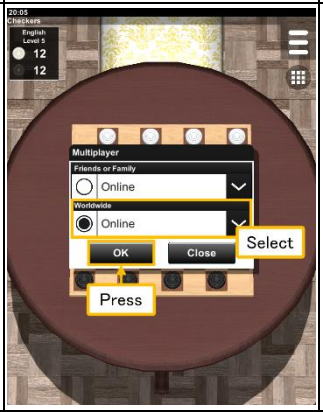
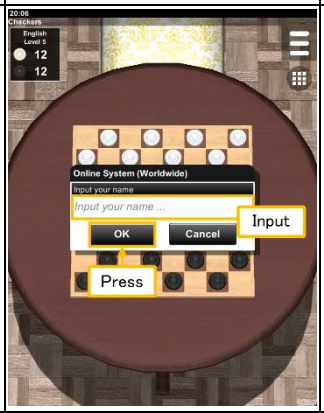
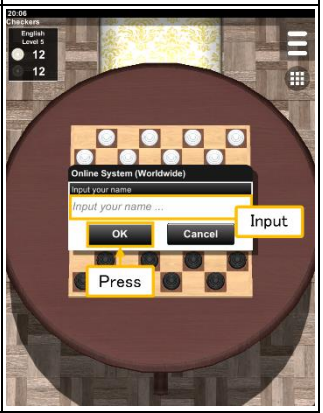


Figure 6-8 Chat Button

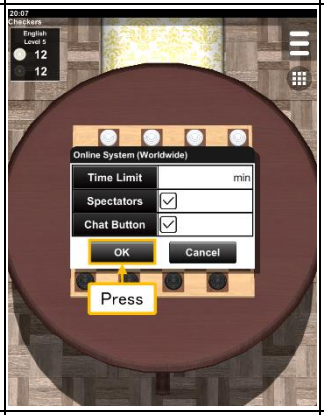
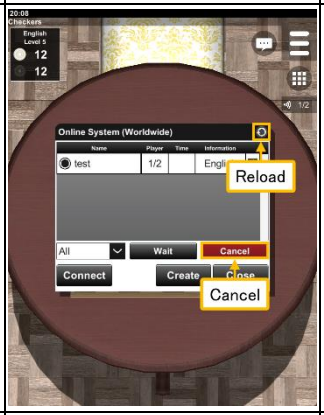
6.2 Multiplayer Games over Online

Go through the following steps to play multiplayer games over Online. The online feature uses port 14438 on TCP. If a firewall or security software is installed on your devices, the connections may be blocked.

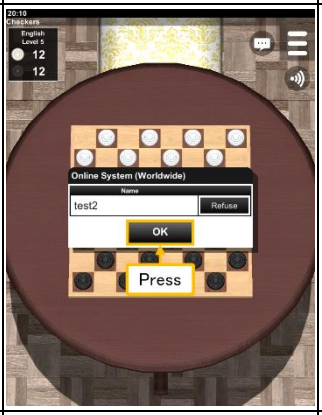
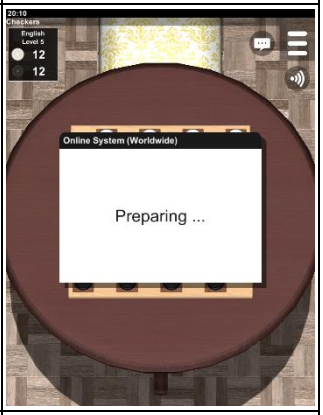
Online (Worldwide Mode) 1 to 3

		Server	Client
1	Select the Online item in the Worldwide drop-down list.		
2	Input your name. (This dialog is shown only once.)		
3	Press the Create button.		

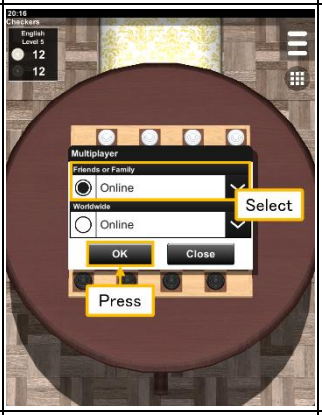
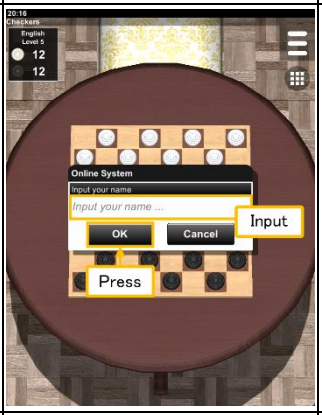
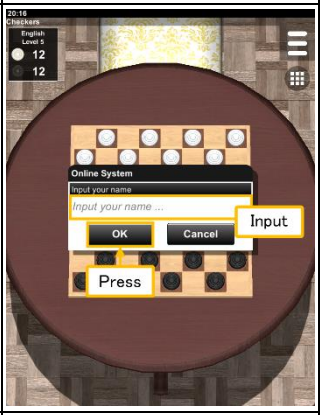
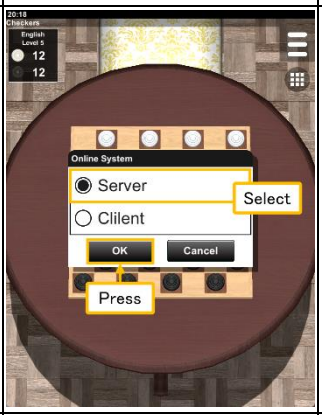
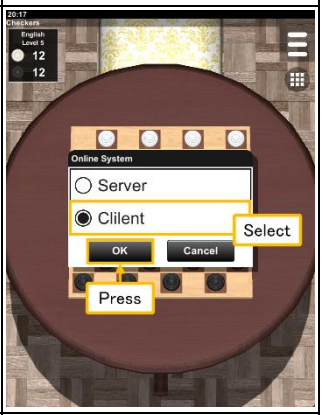
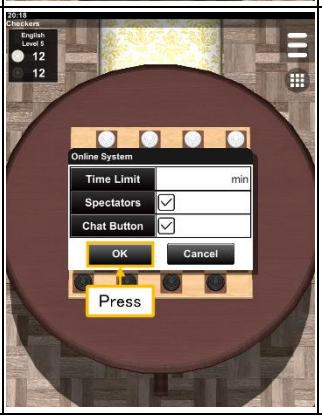
Online (Worldwide Mode) 4 to 7

		Server	Client
4	Set the settings.		
5	Wait for a connection from other devices.		
6	Select the item in the list and press the Connect button.		
7	Check the rules.		

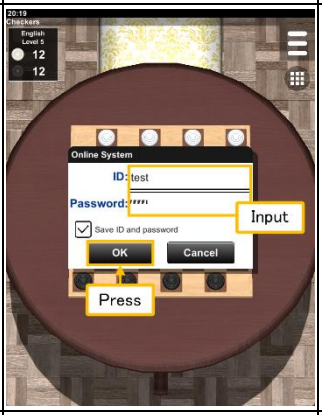
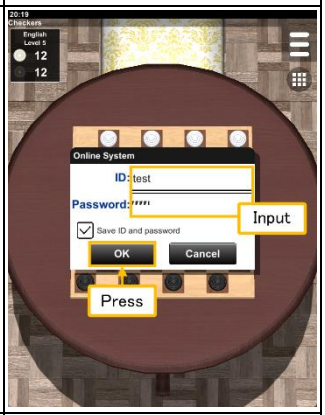
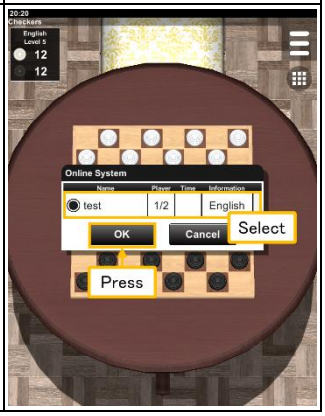
Online (Worldwide Mode) 8 to 9

		Server	Client
8	If you want to refuse a player, press the Refuse button.		
9	Press the Play button to start the game.		

Online (Private Mode) 1 to 4

		Server	Client
1	Select the Online item in the Friends or Family drop-down list.		
2	Input your name. (This dialog is shown only once.)		
3	Select the Server or the Client.		
4	Set the settings.		

Online (Private Mode) 5 to 8

		Server	Client
5	Input an ID and password. This ID and password are shared among players. Don't use your important ID and password. Use an ID and password that do not cause problems even if others see them.		
6	Wait for a connection from other devices.		
7	Input an ID and password. Use the ID and password set on the server.		
8	Select the item in the list and press the OK button.		

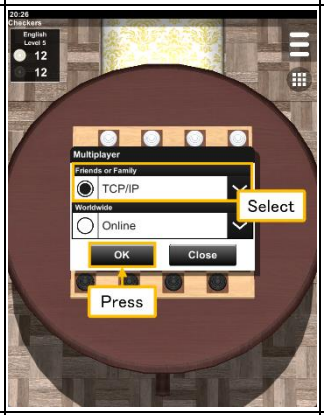
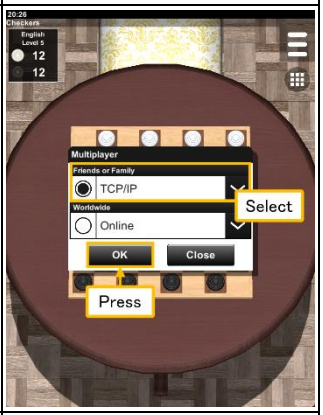
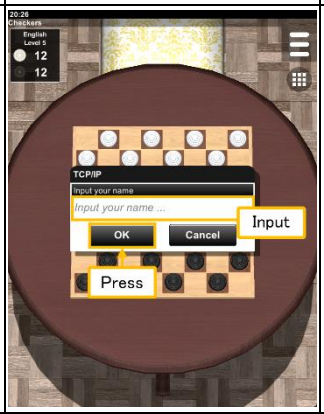
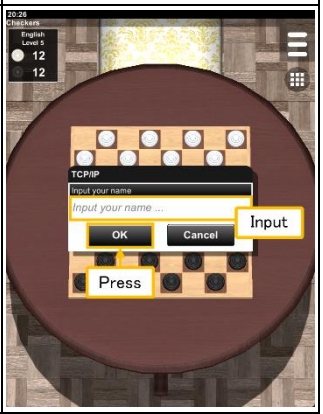
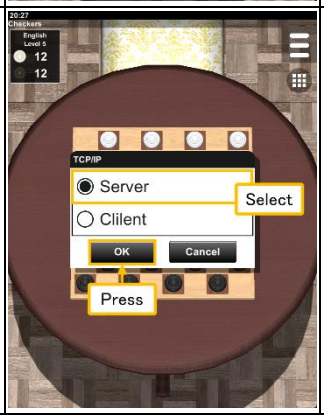
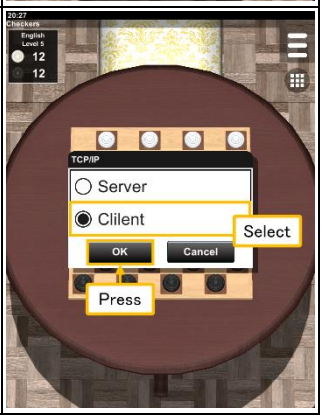
Online (Private Mode) 9

		Server	Client
9	Press the Play button to start the game.		

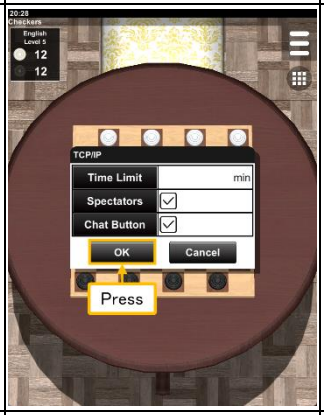
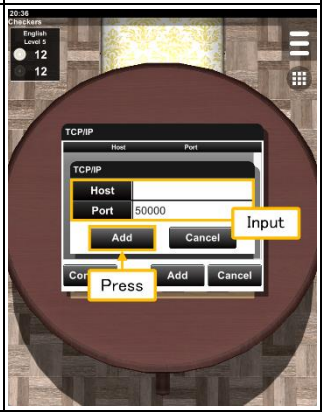
6.3 Multiplayer Games over TCP/IP

Go through the following steps to play multiplayer games over TCP/IP. This feature requires a static IP address or a host name on the server side.

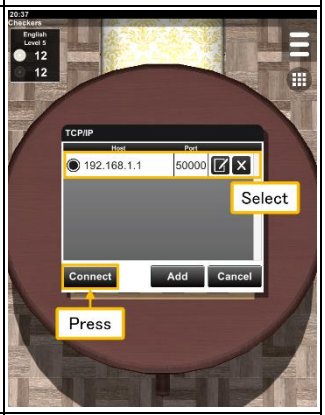
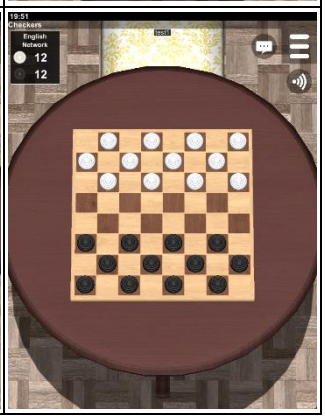
TCP/IP 1 to 3

		Server	Client
1	Select the TCP/IP item in the Friends or Family drop-down list.		
2	Input your name. (This dialog is shown only once.)		
3	Select the Server or the Client		

TCP/IP 4 to 7

		Server	Client
4	Set the settings.		
5	Wait for a connection from other devices.		
6	Press the Add button.		
7	Input the IP address or the host name of the server.		

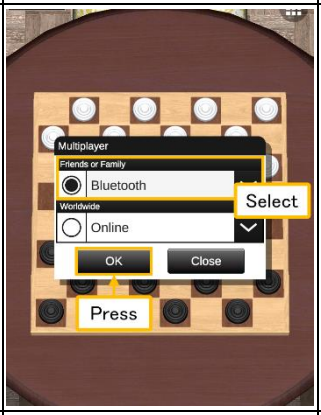
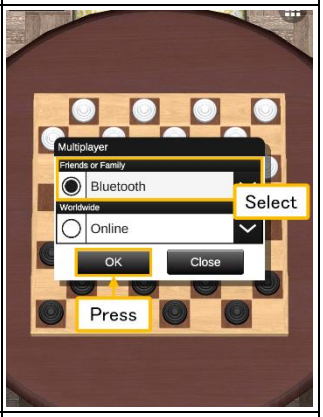
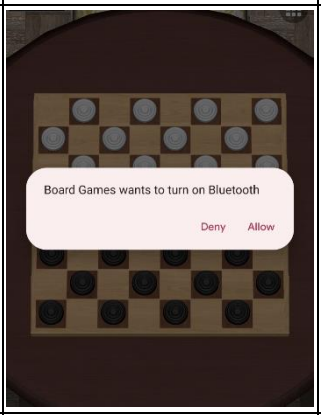
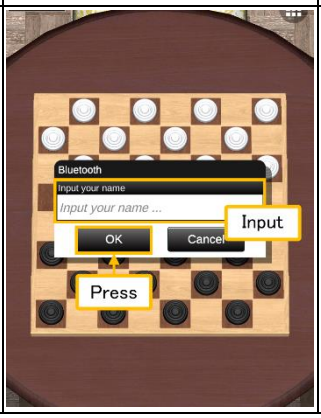
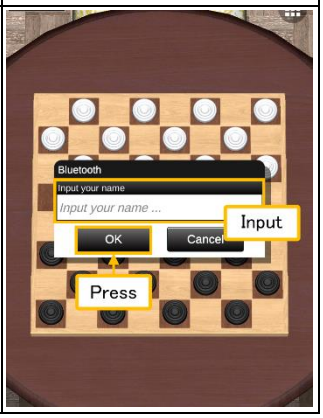
TCP/IP 8 to 11

		Server	Client
8	Update button. (optional)		
9	Delete button. (optional)		
10	Connect to the server.		
11	Press the Play button to start the game.		

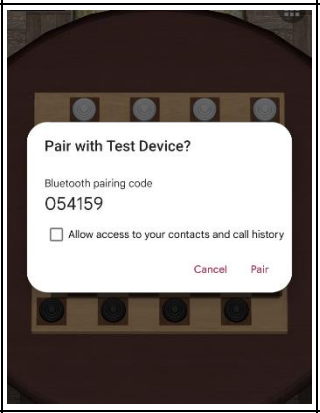
6.4 Multiplayer Games over Bluetooth

Go through the following steps to play multiplayer games over Bluetooth.

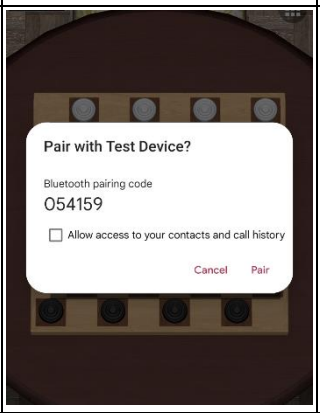
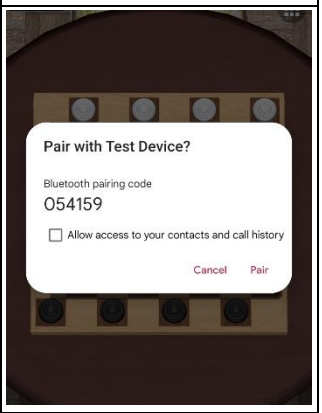
Bluetooth 1 to 3

		Server	Client
1	Select the Bluetooth item in the Friends or Family drop-down list.		
2	Enable Bluetooth. (This message will not be shown if Bluetooth has already been enabled.)		
3	Input your name. (This dialog is shown only once.)		

Bluetooth 4 to 7

		Server	Client
4	Select the Server or the Client		
5	Set the settings.		
6	Enable a discoverable setting. (The discoverable setting is not required if devices have already been paired.)		
7	Wait for a connection from other devices.		

Bluetooth 8 to 11

		Server	Client
8	Press the Scan button.		
9	Connect to the server.		
10	Pair devices. (This message will not be shown if devices have already been paired.)		
11	Press the Play button to start the game.		

6.5 Multiplayer Mode

The game list button is hidden in the multiplayer mode and the disconnect button is displayed instead (Fig.6-9). The connection is disconnected when the Disconnect button is pressed.

Figure 6-9 Multiplayer Mode

If the network connection is lost in the middle of the game, the player on the server side can resume the game by the resume dialog (Fig.6-10). This is shown when reconnecting to the network.

Figure 6-10 Resume Dialog

The rematch confirmation dialog is shown when the game ends (Fig.6-11). If you select OK, you can play a new game. If the restart button is pressed on the server side, the game ends and the rematch dialog is shown.

Figure 6-11 Rematch Confirmation Dialog

7. Common Option

The game options vary by a game, but some options are common.

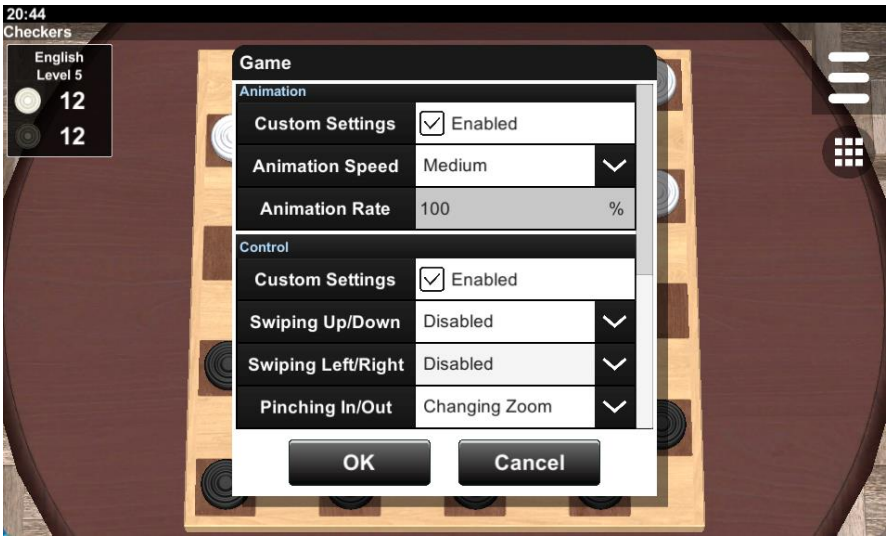


Figure 7-1 Game Options

7.1 Animation

(1) Animation Speed

This option sets the speed of the game. If you select the Custom, you can set a number to the Animation Rate option directly.

(2) Animation Rate

This option is the numerical representation of the Animation Speed option. This value is a percentage when the medium speed is 100%.

7.2 Control

The Control option links a gesture to 3D camera. The gestures are Swiping Up/Down, Swiping Left/Right, and Pinching In/Out. The 3D camera movements that can be set are Changing Angle, Changing Depth, Changing Side and Changing Zoom. If Disabled is selected, this feature does not work.

7.3 Log Size

This option sets the maximum number of logs recorded. If this option is set to zero, no log is recorded.

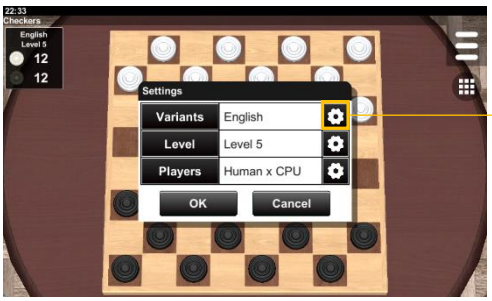
8. Games

Name	Player Number	Variants
Checkers / Draughts	2p	
Reversi	2p	

Checkers / Draughts

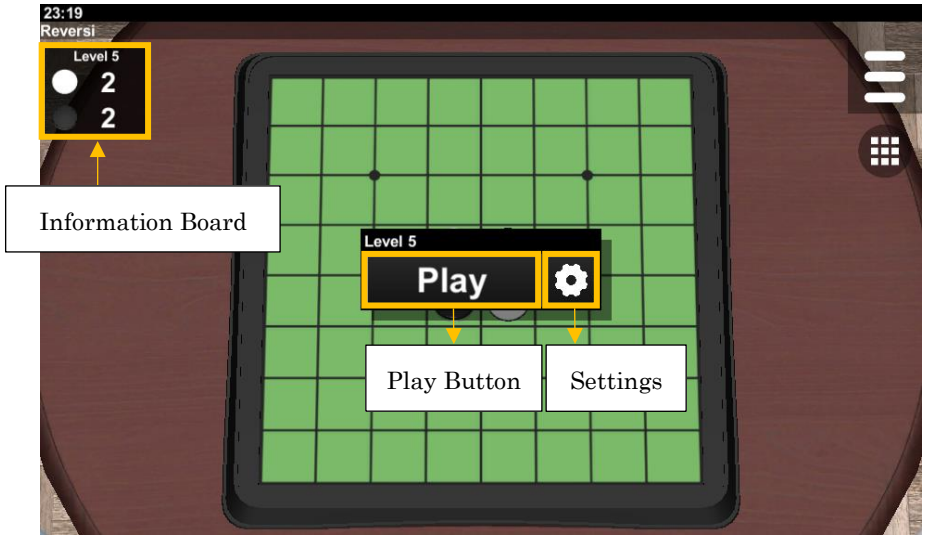
・Main Screen

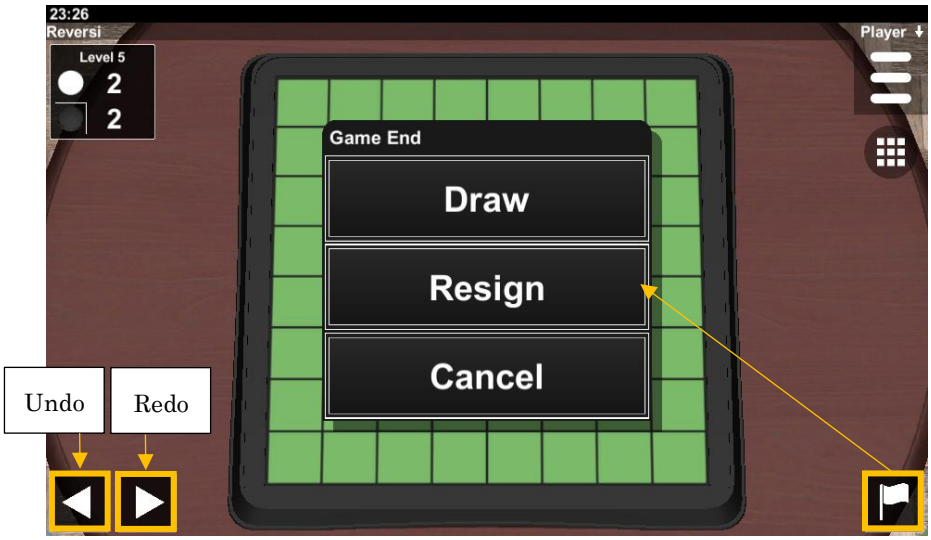
・Settings Screen



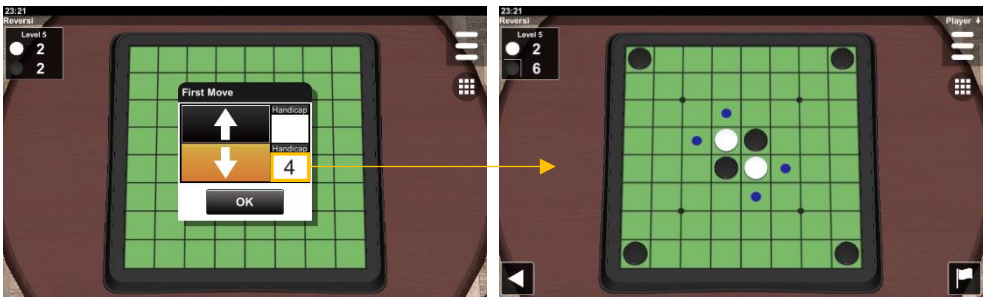
Reversi

・Main Screen





・Handicap



Android

・Permissions

This application requires the following permissions on Android OS.

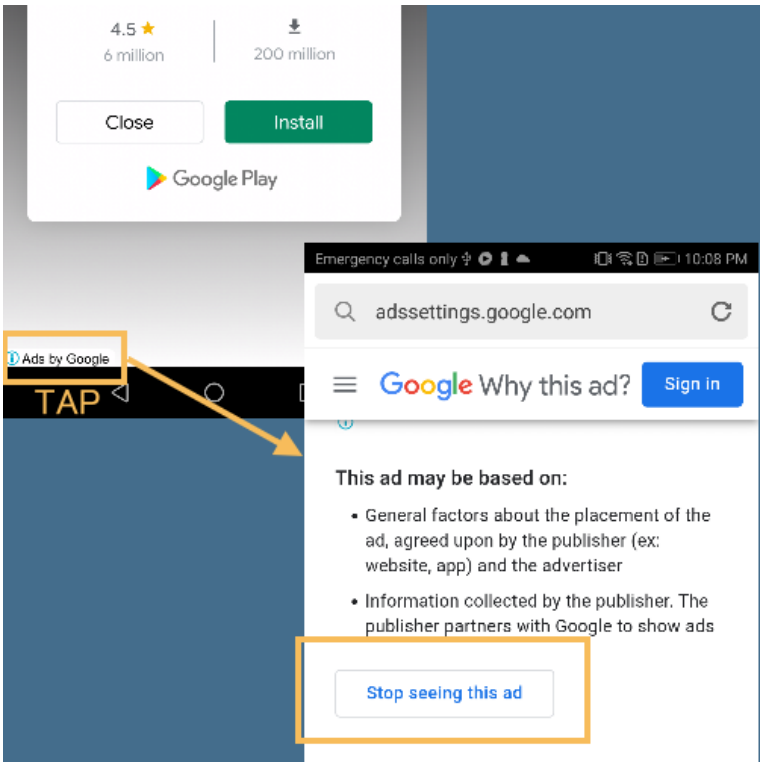
Permissions	Purpose
INTERNET	・multiplayer games over Online and TCP/IP ・advertisements
ACCESS_NETWORK_STATE	
ACCESS_WIFI_STATE	
AD_ID	
BLUETOOTH_SCAN	・connecting and paring over Bluetooth
BLUETOOTH_ ADVERTISE	
BLUETOOTH_ CONNECT	

・Ads

This application displays interstitial ads. The interstitial ad is displayed after the game is over or when you press the restart button.

Interstitial Ad

We are not involved in the content of the ads. If you see inappropriate ads, you will need to block them yourself. The following image is an example of blocking Admob ads.



Blocking Ad

Software License

Software License Agreement

Important matter

1. The copyright of this software belongs to GoodSoft.
2. We do not take any responsibility for any damage caused by using this software..
3. This application displays advertisements. We are not involved in displaying advertisements and cannot answer inquiries about contents of advertisements.

Prohibited matter

1. This application cannot be modified and redistributed.
2. This application cannot be embedded in other applications or devices.
3. You cannot extract and distribute programs, data, images, sounds, or other content from this application.
4. If gambling is prohibited in your country, you cannot use this application for gambling purposes.
5. Do not use this application for commercial use.
6. Do not attempt unauthorized access to online servers or web services.

The following actions are permitted, whether commercial or non-commercial.

1. Posting articles about this application in newspapers, books, magazines, homepages, blogs, etc.
2. Uploading gameplay videos of this application to video sites.

Privacy Policy

1. This application do not collect personal information.
2. Online servers or web services record IP addresses in access logs.

Revision History

Date	Version	updated contents
04/10/2021	1.0	First release. Checkers
10/24/2023	1.0.3	Reversi