HOW TO PLAY CLASSIC GAMES

TUNE TO CLASSIC GAMES

You can tune to Classic Games just as you would tune to any other cable channel:

- Press the channel up/down keys to access the Classic Games channel
- Press the Classic Games channel number
- Use the Interactive Program Guide
- Set the Classic Games channel as a favorite

Use the keys on your remote control to play Classic Games. Read the following navigation instructions. (The key functions are similar on most remote controls.)

Press the arrows to move the cursor to highlight a word, game, menu option, square, or game piece.

Press to choose a game, a highlighted square, a game piece, or a setting.

Press to access Help and instructions.

Press to change game settings, such as the level of difficulty.

Press to go back to a previous screen, or quit the game.

Press to access functions that appear on the screen. Letter key functions vary according to the selected screen.

Press to review previous moves.

Press to enter registration information.

GAMES SCREENS

When tuning to the Classic Games channel, the first screen varies by cable service provider. You may see the following screens.
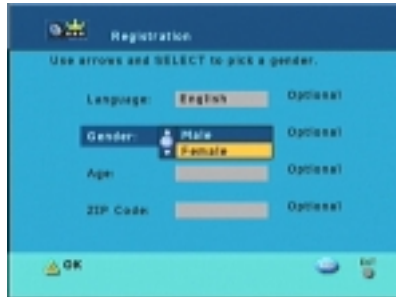
- Registration screen, see **Add a Player**
- Login screen, see **Choose a Player**
- Main Menu, see **Choose a Game**

ADD A PLAYER

The Registration screen enables you to add players' names.

1. Press the arrow keys to highlight a character and press **SELECT** to choose it. Each name may have up to six characters.
2. Press **A** to register the name.

3. Highlight the options you want to specify and press **SELECT** to choose it.
4. Press **A** to save the selections.

CHOOSE A PLAYER

After adding a player's name, you can select it from the Login Screen the next time you play.

1. Press the arrow keys to highlight a name.
2. Press **SELECT** to choose a name.

CHOOSE A GAME

Some cable system providers display the Classic Games menu first. In other systems, the menu appears after you choose a player's name.
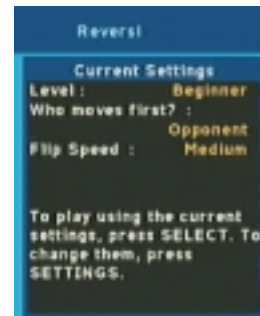

1. Press the arrow keys to highlight a game.
2. Press **SELECT** to choose a game.
3. Press **SELECT** again to begin the game.

CHANGE SETTINGS

You can change the settings in the Checkers, Memory, Reversi, and Tiles games. For example, you can choose whether you or the opponent (the Explorer® Digital Home Communications Terminal [set-top converter]) moves first.

1. Choose a game from the menu.

2. Press **SETTINGS**.

3. Highlight your setting choices and press **SELECT.**
4. Press **A** to save the new settings.
5. Press **SELECT** to begin the game.

♛ CHECKERS

The object of the Checkers game is either to capture all of the opponent's pieces or to blockade them. If neither player is successful, the game is a draw.

Your move.

How to Move Checkers
1. To view all possible moves, press **A** to cycle through the choices.
2. Press the arrow keys to highlight a checker, and then press **SELECT**.
3. To move the checker diagonally, highlight an empty square and press **SELECT**.

How to Jump Checkers
1. Highlight one of your checkers that is next to one of your opponent's checkers, and press **SELECT**.
2. Highlight an empty square on the other side of your opponent's checker and press **SELECT**. Your opponent's checker is jumped (captured) and removed from the board.

How to King a Checker
Move your checker to the opponent's home row and the checker is automatically "kinged." Kinged checkers can move or jump forward and backward

Strategy
- If the opportunity is there, you must jump your opponent's checker. No other move will be permitted.
- To double-jump, select your checker, and then select the square on the other side of the second checker you want to jump.
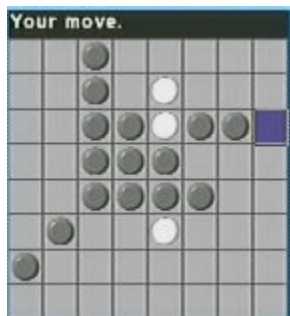
♛ MEMORY

The object of Memory is to flip over cards two at a time and match *all* pairs. The challenge is to clear the board with the fewest number of flips.

That's a match!

1. Highlight a card and press **SELECT** to flip it.
2. Highlight another card you think might match and press **SELECT**. If the cards match, they disappear. If not, the cards flip over again.
3. Flip cards until all pairs are matched and the board is empty.

♛ REVERSI

The object of the Reversi game is to fill the board with more of your chips (white) than your opponent's chips.
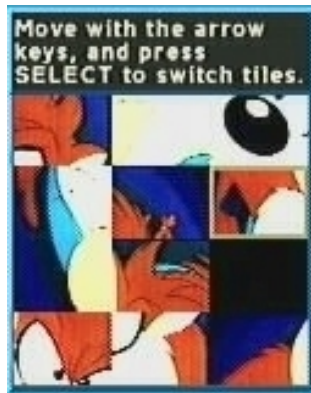

Your move.

1. To view all possible moves, press **A** to cycle through the choices.
2. Highlight an empty square located vertically, horizontally, or diagonally away from one of your chips that has one or more of your opponent's chips between your chip and the empty square.
3. Press **SELECT**. All of your opponent's chips in that row reverse to your chip color, and your opponent automatically takes the next turn.

Strategy
- Occupy the corners.
- Occupy each end of a row or column.
- Reverse chips along diagonal lines.

♛ TILES

The object of Tiles is to move the tiles to unscramble the puzzle. (The puzzle picture changes daily.)

Move with the arrow keys, and press SELECT to switch tiles.

1. Highlight a tile, and press **SELECT** to move it into the empty space.
2. Move and swap tiles until you unscramble the puzzle.

Strategy
You might need to move a correctly placed tile to reposition another tile.
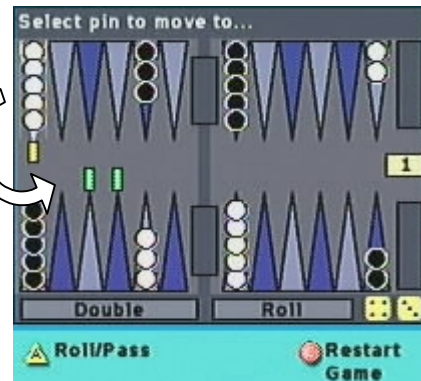
♛ VIDEO POKER

The object of Video Poker is to create a winning hand of cards. Play each hand by betting, dealing, holding good cards, and drawing more cards to create the best poker hand.

Press arrow keys and SELECT to hold cards.

1. Highlight your bet (1 to 5 points per hand) and press **SELECT**.
2. Press **SELECT** or **A** to deal the cards.
3. Highlight and press **SELECT** to hold one or more cards.
4. Highlight **Draw** and press **SELECT**, or press **A**, to draw new cards.

♛ BACKGAMMON

The object of Backgammon is to move your chips (white) *counterclockwise* to the lower right corner of the board. Then remove them from the board. The first player to remove all of their chips from the board wins.

Select pin to move to...

1. To roll the dice, highlight **Roll** and press **SELECT**, or press **A**.
2. To view possible moves, highlight a pin of your chips and press **SELECT**.
3. Highlight the pin of your move choice and press **SELECT**.

Strategy
- Move a chip the value of one die at a time.
- Move a chip to any open pin (one with no more than one of your opponent's chips).
- Play both numbers of a roll if possible. If only one number can be played but not both, you must play the larger one. If neither number can be played, you lose a turn.
- You can select the **DOUBLE** option once per game. If you win the game, your score is doubled.
- If you roll doubles, you can play the numbers shown on each dice twice.
- If your opponent lands on your chip and "hits" it to a bar, you must play that chip on your next turn. Refer to the online Help for more detailed information.