

Checkers creative play by Dr. Herman Fridsma:

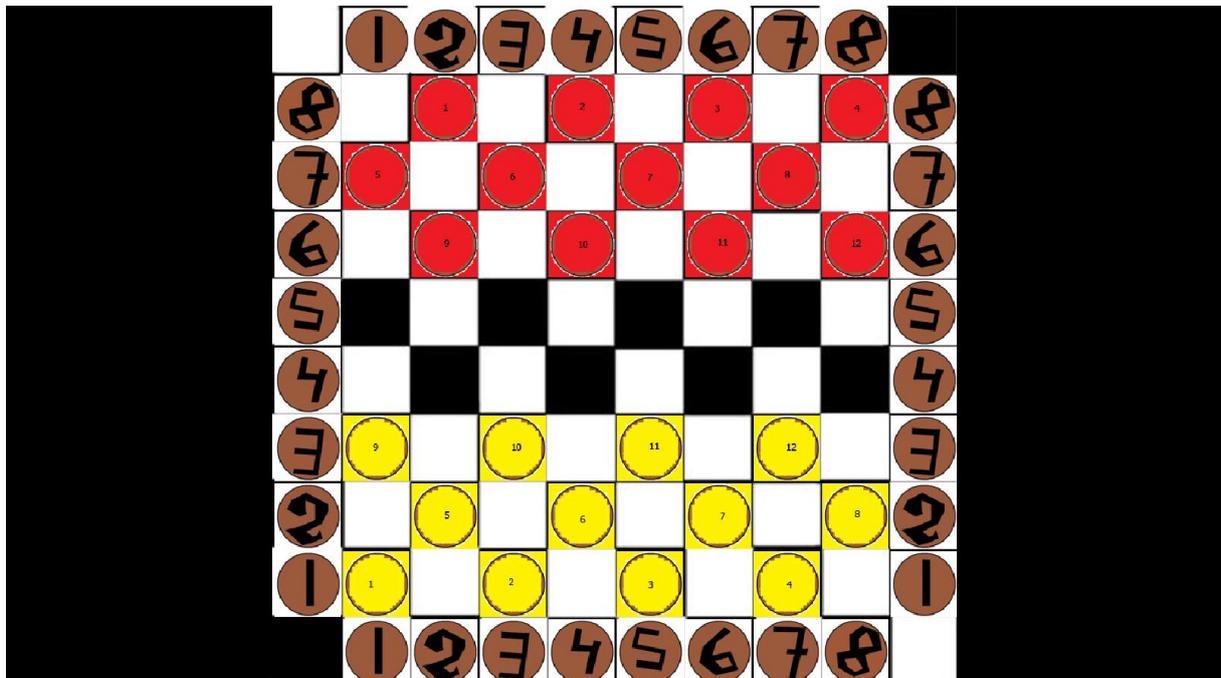


IMPORTANT:

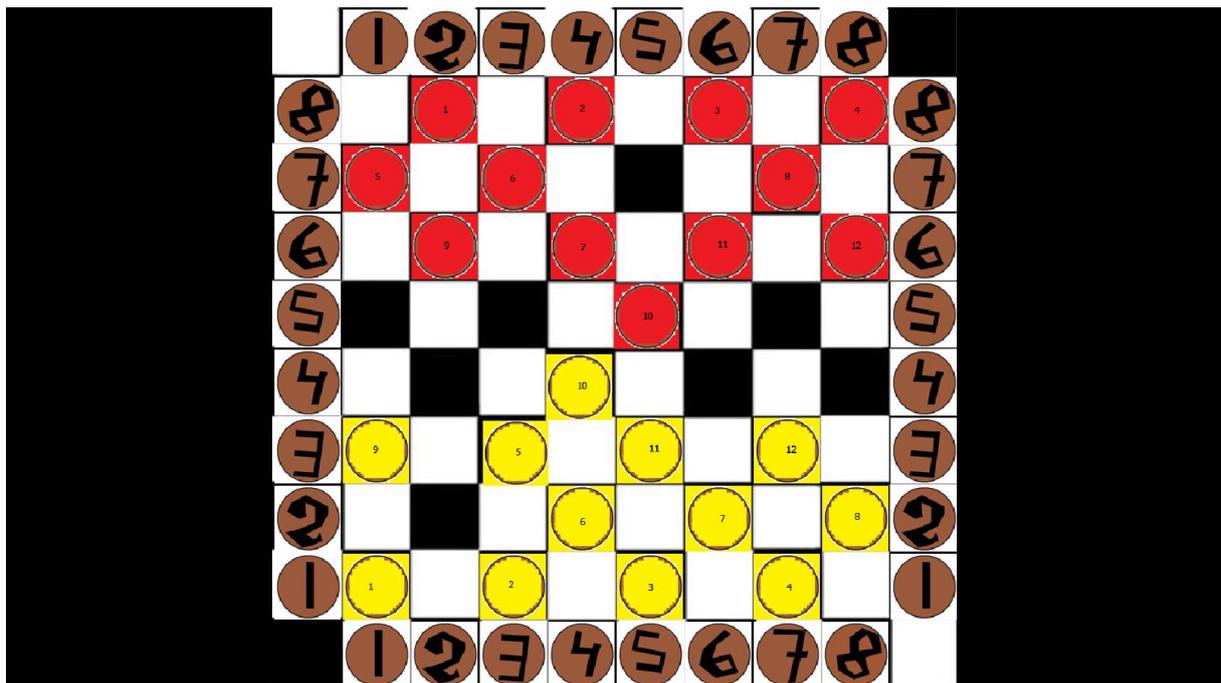
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Game pictures:



CHECKERS CREATIVE PLAY OPENING SCREEN - DR. HERMAN FRIDSMA



CHECKERS CREATIVE PLAY PLAYING SCREEN - DR. HERMAN FRIDSMA

Checkers creative play by Dr. Herman Fridsma:

Info:

Checkers creative play is a strategy game designed and developed by Dr. Herman Fridsma for fun while enjoying Checkers.

The Checkers game is a combination of Checkers and gaming related to strategy and skills for young and old. Checkers creative play is an alternative strategy game developed by Dr. Herman Fridsma in 2010.

Goal: One has to fight at real-time level strategy gaming Checkers in the arena of the Checkers game board in order to wipe out the opponent.

Checkers creative play introduction:

Checkers creative play is a checkers related personal strategy war game. It concerns real-time checkers simulation playing and gaming fun for one to two people. One had to manoeuvre the checkers playing stones at real-time level to the wanted battle positions in order to attack or for defence purposes. One needs to develop one's own gaming strategy in order to destroy the opponent by blowing up the field checkers pieces and fight the enemy colour. One could make one's own gaming rules or play in relation to the original checkers playing rules.

One free Checkers scenario could be to move the checker stones freely in the field and blow the opponent away, another scenario could be to play checkers traditionally with traditional related moves or one could play a unconventional combination of both scenario's.

Checkers creative play function key F1 info and play instruction scrolling screen

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The Checkers game is concentrated in a arena related to a checkers-board with black and white fields (64 in total) and there are two parties namely the yellow and the red party with numbered playing stones related to 12 traditional checkers pieces per party (red and yellow). The game can be simulated by oneself or played by two persons. One has to play with the PC-mouse in combination with the PC-keyboard because many functions related to Chess Battlefield are programmed related to the computer keyboard.

One has to destroy the opposite party in order to win the game. Follow your own or the traditional checkers scenario because it is up to you to decide to do what you have to do related to checkers.

Have fun,

Herman Fridsma 2010

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Checkers creative play operating manual:

Checkers creative play PC information:

Generals:

Esc = end of the Checkers creative play game.

Function key F1 is general gaming info and instructions to end it use Esc.

Function key F4 is full gaming screen.

Important:

-A game stone (piece) will be set into motion by left button mouse-clicking at them. Right mouse clicking is stop.

-A activated game stone (piece) can move in every direction depending on the way it's activated so it is important to move the stone in the wanted direction and then you must fixate it so it stands still at the desired place at the game board.

-The stones related to the red and yellow parties have all a number corresponding with the special actions related to detonation and or promotion actions as stated in the table below. when pressing the corresponding key the stone detonates and is gone or it promotes.

MOVEMENT OF THE Checkers PIECES:

Mouse: Left and right buttons clicking at the chess piece for direction and movement.

Keyboard: Space bar is stop.

Note related to movement:

Keep in mind that as stated above the pieces can and will move in all directions so one has to guide the piece one wants to move to the rightful place which one has in mind related to the chess area at the Checkers board.

One can play Checkers related to free rules or under more official rules. Checkers is designed and developed by Herman Fridsma as a alternative free minded Checkers strategy game in which case one may use the game related to one's own rules and the options from out of the Checkers game program. The yellow party starts always the game. Every party sets one Checkers stone at a time First party A than party B.

Game basic rules checkers by Dr. Herman Fridsma:

Moves:

-During a player action turn one may only move one single stone or one promoted stone.

-One may only move diagonally over the dark fields.

-One may move ONE place each time horizontal left or right forwards in case a stone is not promoted to a dam (the single stone).

-In case of a not promoted and thus single stone one may move only one field via the dark fields and oone may not move backwards or over one's own stones or the stones of the opponent (only in case of a capturing move one may jump over one or more to capture stones).

-One can take a opponent stone if one stands in a diagonal direction next to the opponent stone (the dark fields) and when the stone is not covered by another stone of the opponent otherwise one can not take the opponent stone because of being blocked or at the edge of the game board (the opponent stone one plans to take must be free at a dark field). You take the stone by jumping in the diagonal direction over the stone and then one must detonate the captured stone this can one do by pressing the number of the opponent stone (see the table below) at the keyboard of the computer and then to give enter to destroy the opponent stone that is taken (see red and yellow stone detonation keys table below related to stone colours and numbers).

-If one not captures a stone of the opponent then one may only move one single field diagonally forwards over the dark fields (only a promoted stone may move different see further).

-In some cases the position of free opponent stones offer the possibility for a not promoted single stone to capture and destroy these stones with the stone you plan to use for your forwards diagonal dark field related move. In this case the opponent stones must be free so the jumps can be made.

Stone promotion and moves of promoted stones:

-If you reach the last back line of the opponent with a single non promoted stone then you can promote that stone to a dam which can move diagonally over the dark fields in all directions forwards and backwards but one can not move over one's own stones or blocked or edged opponent stones (for promotion and detonation actions see red and yellow stone promotion keys table below related to stone colours and numbers).

-A promoted stones (dam) may move more fields in all diagonal directions (forwards and backwards) if one plans to play the promoted stone.

-A dam can take an opponent stone if one stands in a diagonal direction next to the opponent stone and when the stone is not at the game board edge or covered by another stone of the opponent otherwise one can not take the opponent stone (the opponent stone one plans to take must be free at a dark field). You take the stone by jumping in the diagonal direction over the stone. If done then hit the number of the opponent stone at the keyboard of the computer and give enter to destroy the opponent stone that is taken (see red and yellow stone detonation and promotion keys table below for promotion and detonation actions).

-In some cases the position of free opponent stones offer the possibility for a promoted stone (dam) to capture and destroy these stones with the stone you plan to use for your forwards diagonal dark field related move. In this case the opponent stones must be free so the jumps can be made.

-A promoted stone of an opponent can when free and in line with a stone related action of oneself be taken by the single stone or promoted stone if the move is valid.

Winning:

One wins the game if all stones of the opponent are destroyed or when the opponent surrenders.

Stale mate:

In case of stale mate one can not move stones because of being blocked in all directions with no option to move when one must move. One can also agree to a stale mate with the opposite party in which case nobody wins the game.

Game information of essential Checkers creative play game functions:

Yellow party:

Yellow stone promotion and detonation keys table:

SEEN FROM LEFT TO RIGHT ON THE CHECKERS BOARD OF THE CHECKERS ARENA:

Stone 1: Promotion keyboard letter Y	detonation keyboard letter A
Stone 2: Promotion keyboard letter Z	detonation keyboard letter B
Stone 3: Promotion keyboard digit 0	detonation keyboard letter C
Stone 4: Promotion keyboard digit 1	detonation keyboard letter D
Stone 5: Promotion keyboard digit 2	detonation keyboard letter E
Stone 6: Promotion keyboard digit 3	detonation keyboard letter F
Stone 7: Promotion keyboard digit 4	detonation keyboard letter G
Stone 8: Promotion keyboard digit 5	detonation keyboard letter H
Stone 9: Promotion keyboard digit 6	detonation keyboard letter I
Stone 10: Promotion keyboard digit 7	detonation keyboard letter J
Stone 11: Promotion keyboard digit 8	detonation keyboard letter K
Stone 12: Promotion keyboard digit 9	detonation keyboard letter L

Red party:

Red stone promotion and detonation keys table:

SEEN FROM LEFT TO RIGHT ON THE CHECKERS BOARD OF THE CHECKERS ARENA

Stone 1: Promotion keyboard UP ARROW	detonation keyboard letter M
Stone 2: Promotion keyboard DOWN ARROW	detonation keyboard letter N
Stone 3: Promotion keyboard RIGHT ARROW	detonation keyboard letter O
Stone 4: Promotion keyboard LEFT ARROW	detonation keyboard letter P
Stone 5: Promotion keyboard PAGE DOWN	detonation keyboard letter Q
Stone 6: Promotion keyboard PAGE UP	detonation keyboard letter R
Stone 7: Promotion keyboard FUNCTION KEY F2	detonation keyboard letter S
Stone 8: Promotion keyboard FUNCTION KEY F3	detonation keyboard letter T
Stone 9: Promotion keyboard FUNCTION KEY F7	detonation keyboard letter U
Stone 10: Promotion keyboard FUNCTION KEY F8	detonation keyboard letter V
Stone 11: Promotion keyboard FUNCTION KEY F10	detonation keyboard letter W
Stone 12: Promotion keyboard ENTER	detonation keyboard letter X

Checkers creative play is designed and developed and produced by Dr. Herman Fridsma, March 2010.

Have fun,

Herman Fridsma, Netherlands

Reactions:

NMG:

Dr. Herman Fridsma, Netherlands

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