

# *B-Wind Legend Users Guide*





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# 1. Introduction

B-Wind Legend (Broken Wind Legend) is a monopoly type game. The game is written in native C programming language by using the GTK library in Linux operating system. The game has high cross platform ability, and should run on most UNIX based operating systems, such as Linux, BSD, Mac OS X, Solaris, etc. This also means that the game is hardware independent.

The game is run in GUI (Graphical User Interface) mode, so you are require to run it under X Window System (also known as X11). Although X Window System is popularly slow, the game will run well under it since the game does not have rich graphics.

The game was test on two platforms, Mac OS X 10.1.5 with XDarwin, and Linux (x86) 7.3 with GNOME environment. The game just works fine at all.



## 2. Installation

In the disk, we only provide the source package instead of binary package because of cross platform ability.

First of all, copy the file “bwapp.tar.gz” to the hard disk drive, which is a gzipped tarball format. Then you need to do the things in command line, please open the terminal program.

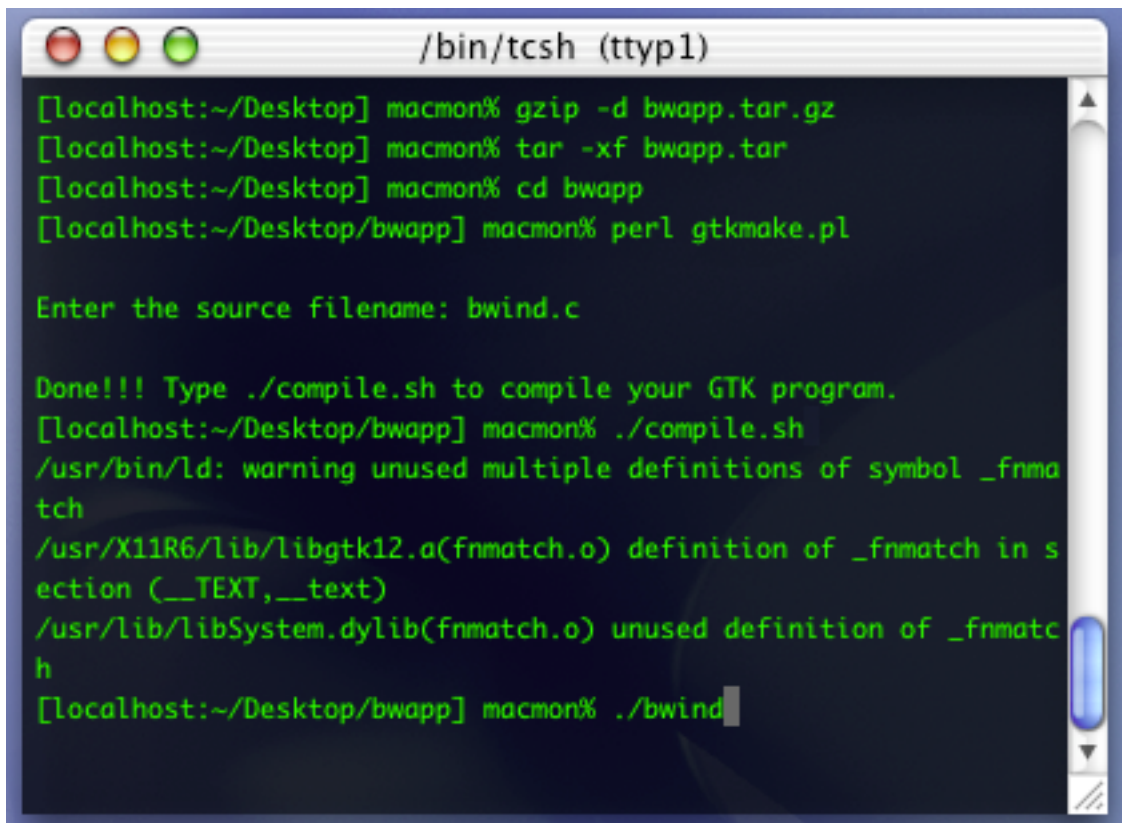
Second, decompress the file using the gzip utility, type “gzip -d bwapp.tar.gz” in the terminal, the file will be decompressed. After that, a file called “bwapp.tar” will be appeared.

Third, extract the original files from the tarball, type “tar -xf bwapp.tar”, then wait for a moment.

Then you will find a directory called “bwapp”, change into the directory by typing “cd bwapp”. After that, run the perl script gtkmake.pl by typing “perl gtkmake.pl”. The script will prompt you for a filename, enter “bwind.c”. A script called “compile.sh” will be created, then type “./compile.sh” to compile the source.

Finally, type “./bwind” to run the program and enjoy the game.

The following picture shows the steps to compile and run the program.



```
/bin/tcsh (tty1)

[localhost:~/Desktop] macmon% gzip -d bwapp.tar.gz
[localhost:~/Desktop] macmon% tar -xf bwapp.tar
[localhost:~/Desktop] macmon% cd bwapp
[localhost:~/Desktop/bwapp] macmon% perl gtkmake.pl

Enter the source filename: bwind.c

Done!!! Type ./compile.sh to compile your GTK program.
[localhost:~/Desktop/bwapp] macmon% ./compile.sh
/usr/bin/ld: warning unused multiple definitions of symbol _fnmatch
/usr/X11R6/lib/libgtk12.a(fnmatch.o) definition of _fnmatch in section (__TEXT,__text)
/usr/lib/libSystem.dylib(fnmatch.o) unused definition of _fnmatch
[localhost:~/Desktop/bwapp] macmon% ./bwind
```



### 3. Getting Started

After you run the program, you should see the following main screen.



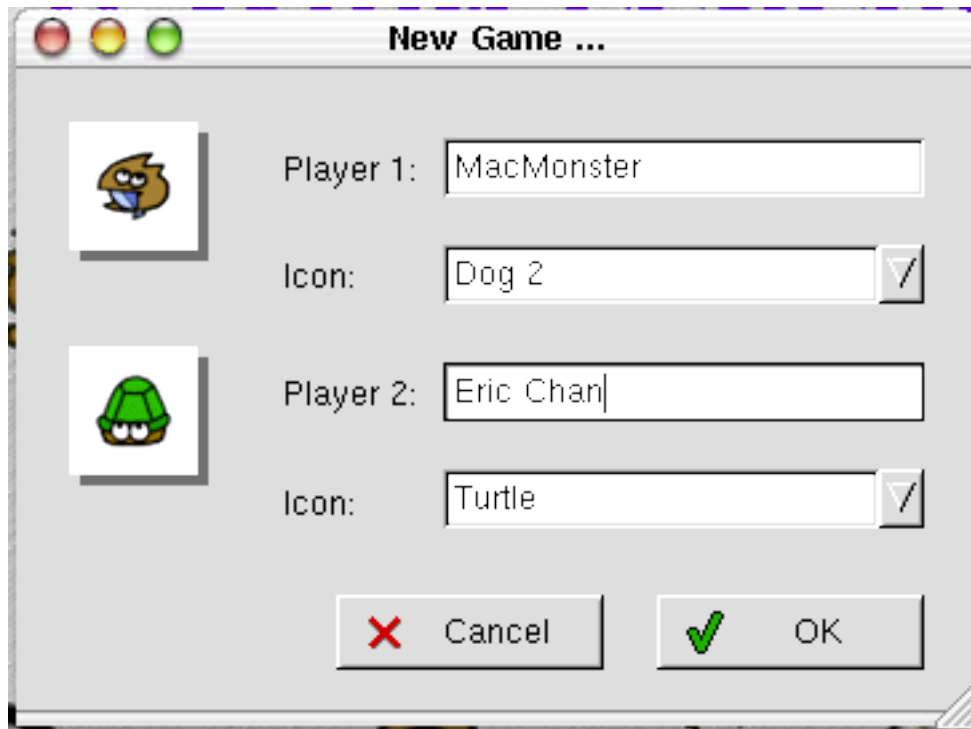
There are three buttons in the main screen. The “New Game” button is for starting a new game. The “Load Saved Game” button is for load a saved game file and continue to play the old game. The “Quit” button is for quitting the game.

In addition, you can quit the game at any time by clicking the close box of the window. The position of the close box depends on the window manager and the theme that you are using. Some window manager does not provide a close box for the window, such the original TWM (Tab Window Manager) which comes with the X Window System.



## 4. Start a New Game

After you click the “New Game” button in the main screen, a new game dialog will be displayed as follow.

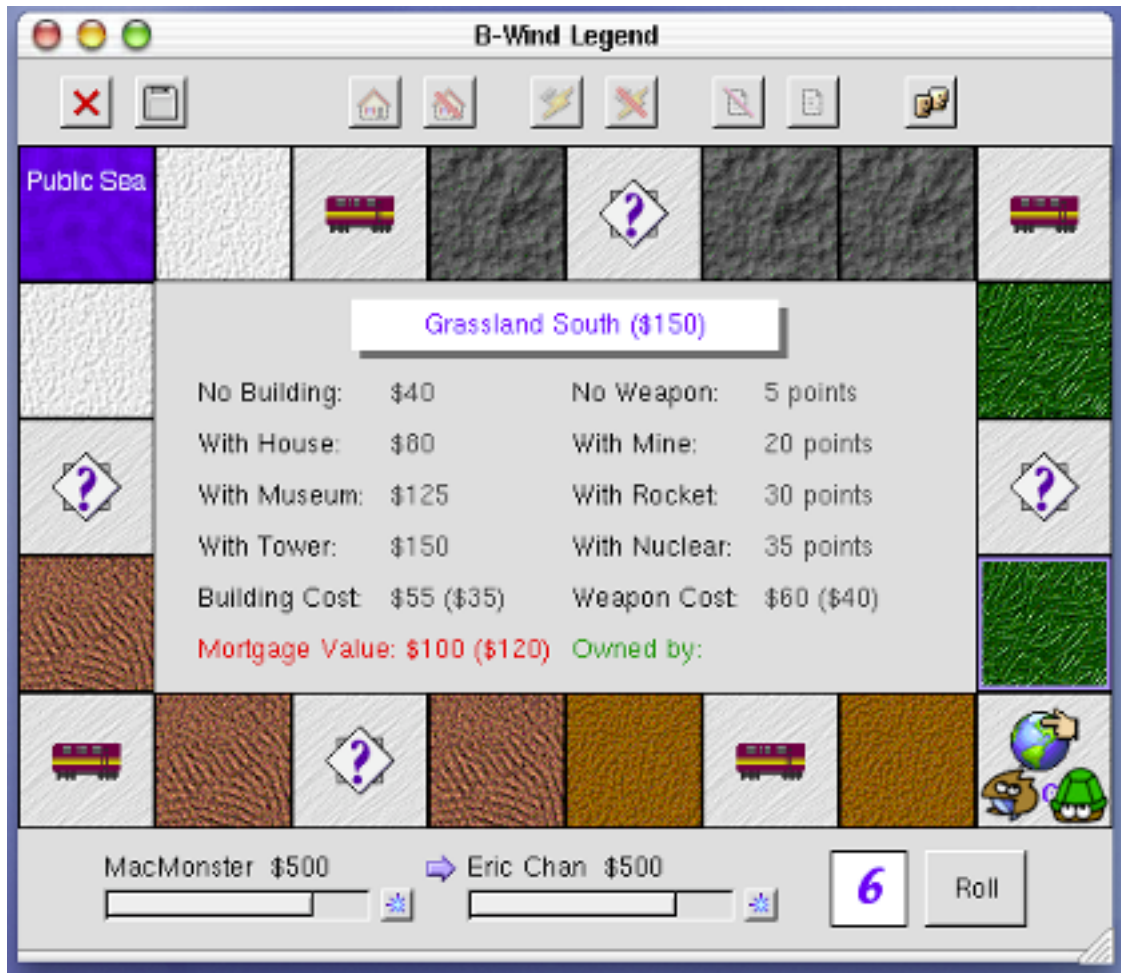


In the dialog, you can choose the name and the icon of the players. The two players should use different name of icon for easier to identify.

If you are done, click the “OK” button to start the game. If you want to go back to the main screen, click the “Cancel” button.

## 5. Playing !

The following picture is the play screen of the game.



The bottom part of the screen is the player info window, which shows the player's current data including the name of the players, the cash value, the power indication bar of the player, and the current player.

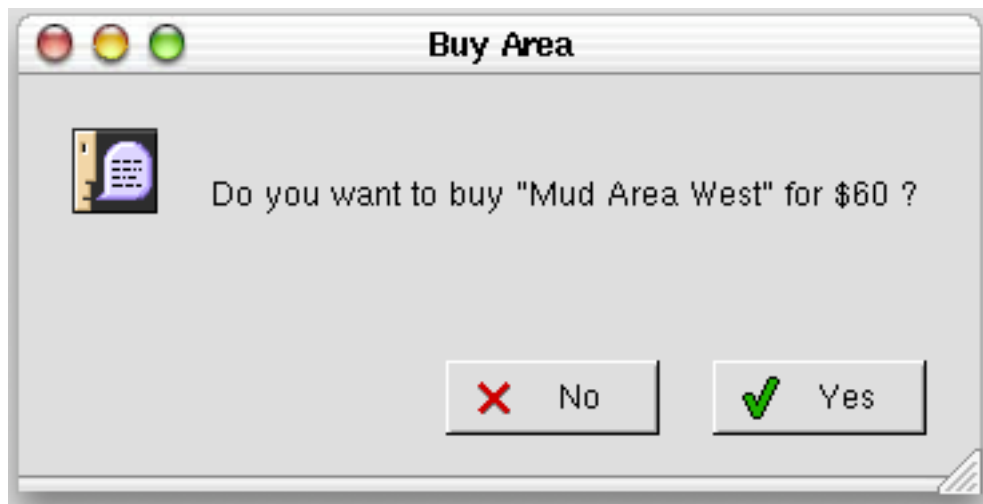
The middle part of the screen is the map which divides to 22 areas. The center part is the info window, which shows the information of the area.

The upper part is the toolbar, which has many function buttons.

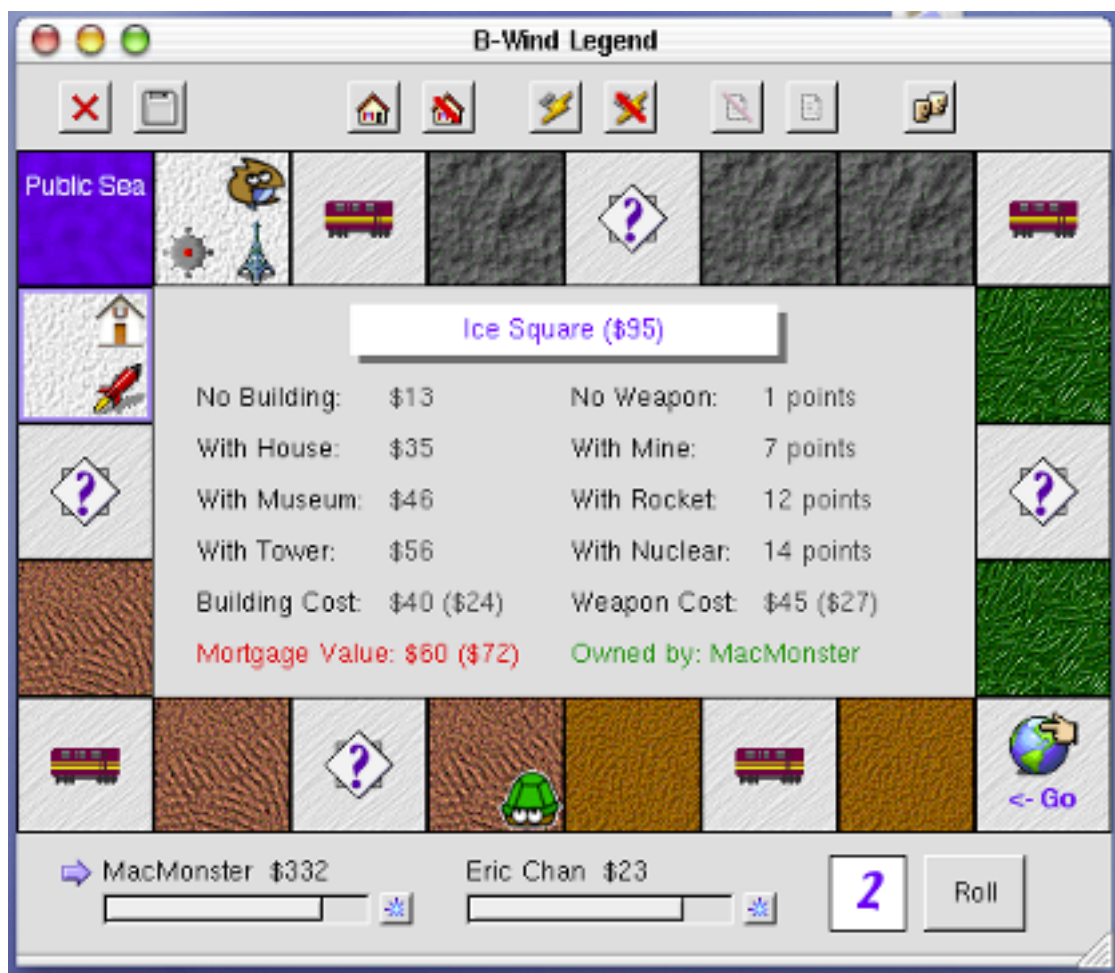
The purple pointer in the player info window means the player is the current player. When it points to you, you should roll the dice by clicking the "Roll" button at the right hand side in the player info window. Then the player needs to walk the number of steps according to the number on the dice.



When you landing on an area which does not have an owner, the game will ask you to buy the area or not.



You can choose to buy or not buy the area. Beware that, if you do not have enough cash, for example, the area cost \$150, and you only have \$100. The game will not ask you, and you may lose a chance. When you become an area group area (the area with the same pattern is a group), you can build building or buy weapon to charge for the entry fee or attack another player like the following picture,



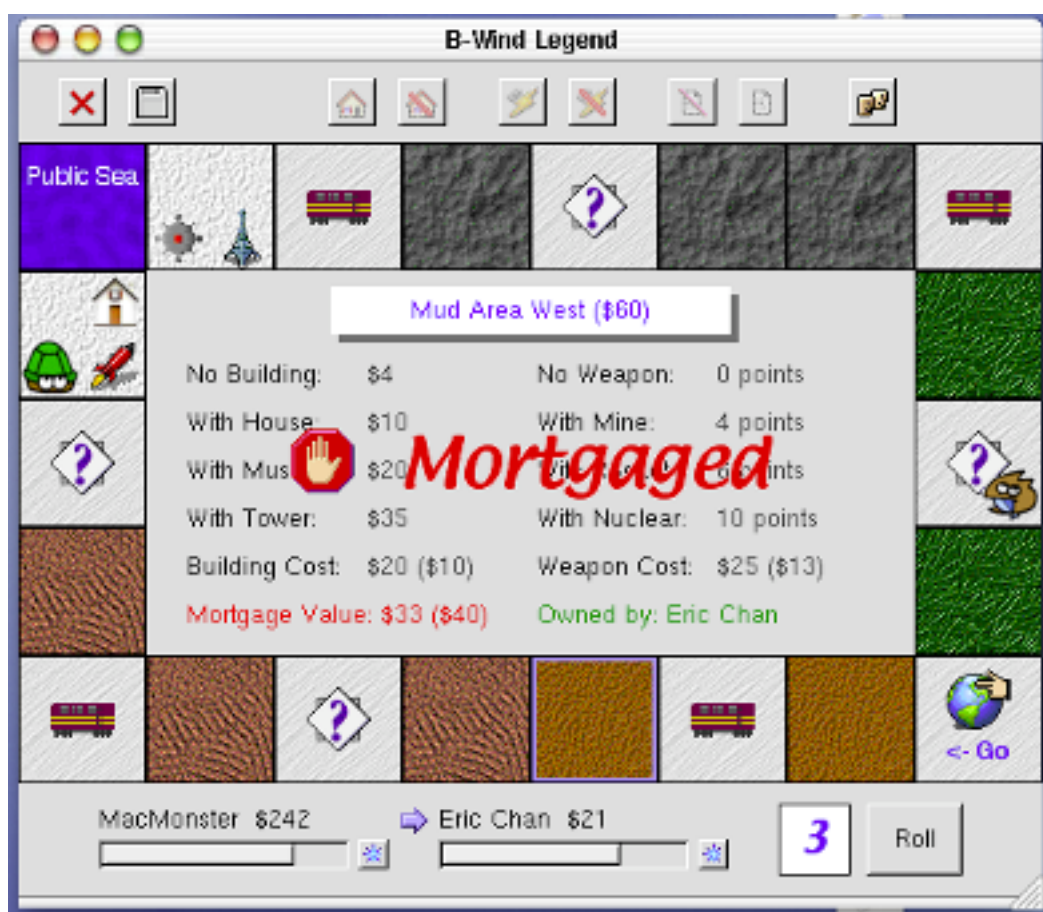


The entry fee and the power of the weapon is according to the information in the info window. In the info window, there is the name of the area. The value after the area name is the cost to buy this area. The value with a bracket enclosed after the building cost and the weapon cost is the sell value. The value after the mortgage value is the unmortgage value.



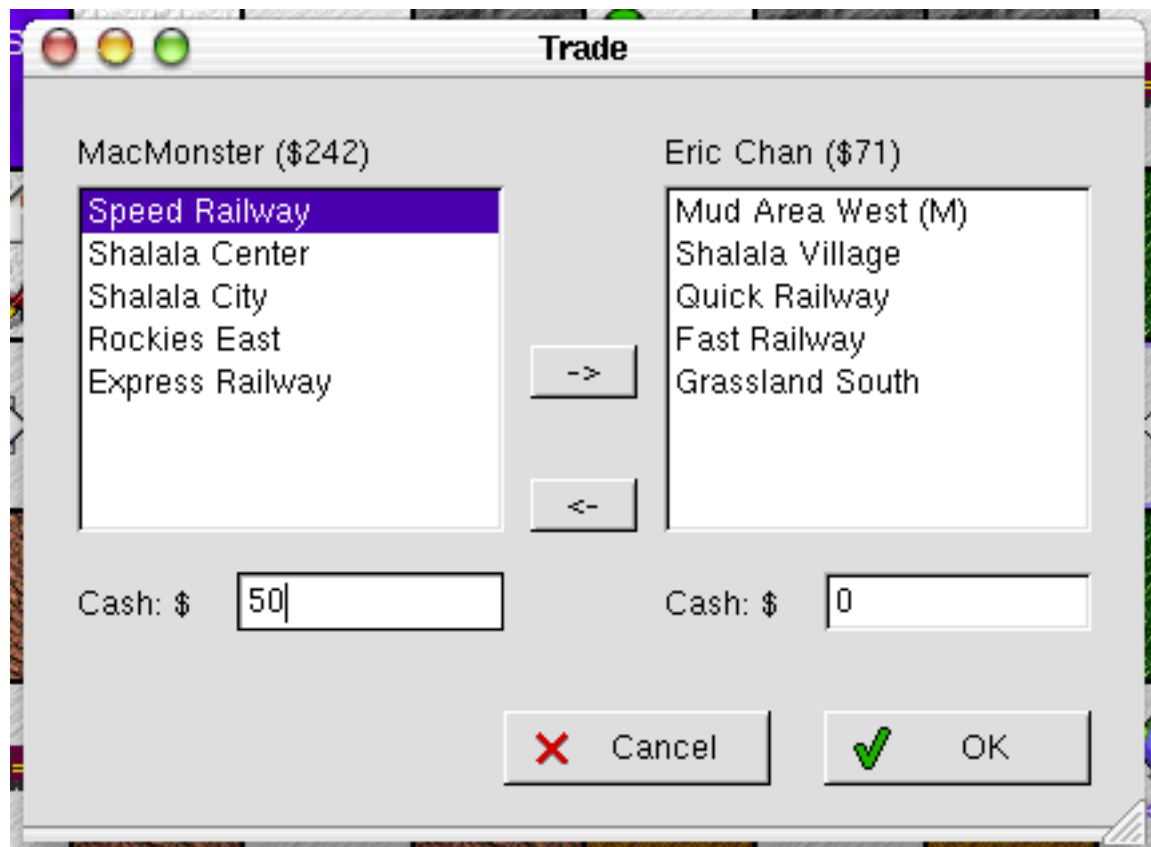
To buy/sell building or weapon, use the buttons in the toolbar, please refer to the above picture. Please note that you can only do that if you are the current player. Also, you cannot do this on the railway area.

If you are so unlucky that you have negative cash value, you need to mortgage the property in order to continue the game. A mortgaged property will shown as follow.



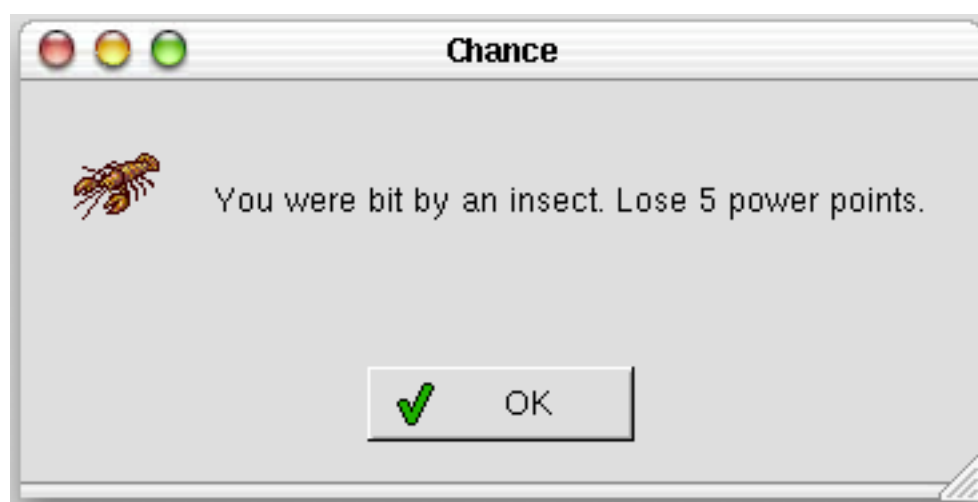
To know the buttons to mortgage and unmortgage property, please refer to the toolbar picture at the previous page.

The players can trade the property or cash. When you click the trade icon button. A trade dialog will be pop up.



To transfer property or cash, use the pointer buttons “>”, and “<”. Beware to enter a correct cash value. When the players confirmed, click the “OK” button to trade.

Now, go back to the play screen. I never talk about what the “?” area mean. What is it? It is a chance area. You may get/lose cash or power when you landing. The following picture shows an example of a chance. Good luck !



In addition, the “Public Sea” does nothing.

You should now know how to play the game and want to save the current game and take a break. To do so, click the “Save” button in the toolbar, the game will ask you where to save the file and the name of the file.

The time gone and gone, it is the time the game to be end. When the game is over, a “Game Over” message will fly on the screen. The a dialog appears that tells you the winner and loser like the following picture.



After that, you can click the close button in the toolbar to go back to the main screen.



## 6. The Game Rules

The following points are the rules of the game:

1. Each player has \$500 when the game is started.
2. A player rolls the dice once at each time.
3. When passing the “Go” position, the player can collect \$50 and 5 power points.
4. If the player landing on the “Go” position, the player can get \$100 and 10 power points.
5. If you landing on another player’s area, you will need to pay for the fee and may lose power points.
6. A mortgaged area cannot recieve entry fee and deduct another player’s power points.
7. If one of the player has negative cash value, trading will be disabled.
8. If the player has negative cash value, the player cannot roll the dice unless he or she comes back to zero or positive cash value by mortgaging the property.
9. If the player has no power point or cannot pay for the fee (goes bankrupt), the player will be lost and the game will be over.

That’s all the rules.

*--- The End ---*