

Strategy I

Gamebox Documentation

Written by Gary Christiansen
Initial Document May 4, 2002



Section of Strategy I Game Map (Countries A & B) at Half Scale

©2002 Gary Christiansen (permission is granted to distribute or copy provided no compensation is required)

Table of Contents

Introduction.....	iv
Creating the <i>Strategy I</i> Gamebox.....	1
A Bit About Strategy I.....	2
Background.....	2
The Map.....	3
The Counters.....	5
A Counter Mix Inventory:.....	6
The Rules.....	6
A Bit About Me.....	8
An Introduction to Creating a Gamebox with Cyberboard.....	10
Beginning basics.....	11
Getting into Cyberboard Designer.....	13
Elements of a Gamebox.....	16
Playing Boards.....	17
Where to draw on a board.....	18
Creating a Board.....	19
Area Based Game Boards.....	21
Board Cell Sizes.....	22
Game Board Properties.....	23
Editing the Board.....	25
Drawing on the Board, Part I.....	26
Drawing on the Board Part II:.....	29
Drawing Free Hand Curved Lines.....	35
The Cell Layer.....	36
Geomorphic Board Cell Layer Melding Technique.....	39
Terrain Tiles on the Board.....	40
The Top Board Layer.....	43
Scanning Maps.....	44
Boards Created in Other Tools.....	46
Text on the Board.....	48
Copying Boards.....	50
Tile Image Groups.....	52
Making Terrain with Tiles.....	52
Rotation of Tile Images.....	57
Resizing Tile Images.....	58
Copying & Pasting on Tile Images.....	58
Cell Masks on Tile Images.....	59
Repeated Terrain Features as Tile Images.....	60
Counter Tiles.....	62
Creating Counter Tiles.....	64
Scanning Counters.....	66
Copying Tile Images.....	67
Marker Tiles.....	68
Card Tiles.....	69

Player Pieces Groups	71
Creating Player Piece Groups	71
Cards as Pieces.....	72
Adding Text to Playing Pieces.....	73
Application to CB Player	75
Board Marker Groups	75
The Cyberboard Design Menus	76
Creating Scenarios with Cyberboard Player	78
Starting A Game with Cyberboard Player	79
Playing Scenarios from <i>Strategy I</i>	79
Partial Glossary of Cyberboard.....	80

Introduction

Provide a tool to allow the Play by Email players who use the *Strategy I* gamebox so they can extend their scenarios or add their own, to increase the usefulness of the gamebox to the players. My original scope and purpose of this document was that simple. I didn't expect as I was writing it, this thing would turn into a how-to guide for the use of Cyberboard Designer.

I fully intended to simply give basics so the players could turn out some counters of their own, or some extra map sections, charts, or tables, to permit them to turn out games of their own if they so desired. While I was writing, it turned into something a little grander in scale. At the point I realized this was so, I almost stopped and scrapped the entire section on using CB Designer, but decided instead to just let the thing grow and turn it out to allow others to use it for the other contents in it. Some of this material is undoubtedly biased by my own use of the Cyberboard tool, so use what is useful, and disregard the parts that provide you no assistance.

You can simply skip over the section on *Strategy I*'s background and the other related information at the beginning and simply go on the section titled "An Introduction to Creating a Gamebox with Cyberboard". Or you can choose not to and struggle through my blithe prose as if it makes sense prior to that as well.

I hope this proves useful to help support Dale Larson's Cyberboard PBeM tool. He's done a lot to make it useful to the gaming community, and at least I have found it useful.

As you read this document, you will see a number of places I credit others for having helped or taught me things I didn't know while I was using Cyberboard. The reason, aside from showing I didn't invent all the solutions I'm presenting, is that I want the reader to see how important it is to seek help when you get stuck. Even the sharpest and smartest of the community of Cyberboard Designers takes ideas where they can find them, and turning to human resources for help with ideas can be enormously effective.

I'd like to thank a few people who helped me learn how to use this tool, directly or indirectly. But I've forgotten your names... Oh wait... that would be Chris Fawcett, Skip Franklin, and Randy Stone. Skip more directly, Chris & Randy more indirectly through example gameboxes, posted information at the Consimworld bulletin board for Cyberboard, or in the Cyberboard Mailing List. Some guy named Allan Rothberg kept encouraging me to actually do the *Strategy I* gamebox. He wanted unique counters for every country in the scenarios. I may be a sucker, but not that big a sucker. I told you I'd get even with you Allan.



The Entire Strategy I Game Map in Small Scale

Creating the *Strategy I* Gamebox

By means of appearances, to produce the illusion of loftier reality. –Ralph Waldo Emerson

Strategy I was a bit rough to turn into a gamebox. The original Game came with two map sheets, 8 separate color sets of 120 counters per color, plus 40 chits counters, and 40 mine counters, in addition to a 40 page rules booklet containing almost a dozen or more charts and 17 scenarios. A major complication is the map is 'geomorphic'. This meant players could make various combinations of folds of the maps merge together to form new map combinations, even to the extent of purchasing extra maps and merging them all together. Some folk describe *Strategy I* as one of the original Monster Games. The wide range of time periods covered by the game lends legitimacy to the claim.

The Rules system in *Strategy I* is a modular construction covering eras over a period of 2300-2400 years. Because of printing limitations all these eras had to share the same 120 'modern symbol' counters per color set. The only markers in the game were the 'naval mine' and 'randomizer chit' counters. The randomizer chits consisted of counters with the numbers 1 through 10 printed on them, and to complicate matters, preparation for printing failed to underscore the 6's and 9's so you could tell them apart if they got turned upside down. The chits were the means of introducing 10 sided dice results at a time before 10 sided dice were commonly available.

This may appear to make *Strategy I* complex to convert to a Gamebox to begin with. But I also had another plan in making the Gamebox.

One of my goals in creating the *Strategy I* gamebox was to provide counters for the scenarios that *felt* more correct for the various eras of the game. Another serious priority was to provide the capability to use the geomorphic board effectively to produce a variety of game maps, even some not originally intended perhaps from the geomorphic map design. Ultimately the goal was just to get a gamebox together usable for playing *Strategy I* by email.

I'm adding this document because the *Strategy I* gamebox is not merely intended to be 'played' in the same sense as other Gameboxes. The Gamebox should also be a "game designer's toolkit" much like the original game. To use the *Strategy I* Gamebox in such a way, the players will need to be able to modify the Gamebox. It does appear that at this time there a lack of understanding on the part of a number of players of how to use the CB Designer application to change or build gameboxes.

Towards this end, it seems likely that a little Cyberboard instruction will help, along with some tips on how I put the gamebox together to be played.

There's no magic involved in creating a gamebox, no hocus pocus, no rocket science, no grand poobah secrets. What it takes is an interest in a particular game, a willingness to learn, and a little effort. The single most consumed commodity in creating a gamebox is time, especially if you are insisting on working out a fair amount of detail, as I was for *Strategy I*.

Yes, I took on more with *Strategy I* than intended when I started. I do like the result though.

A Bit About Strategy I

Background

In 1971, 31 years ago, SPI (Simulation Publications Inc) published what they described as a 'game designers toolkit' named *Strategy I*. The game *Strategy I* appears to have expanded on the type of game Avalon Hill's *Blitzkrieg* WWII era fantasy wargame represented. This is really obvious when you compare SPI's earlier expansion set (module system) for AH's *Blitzkrieg*. The weather module for instance almost matches the weather module later included in *Strategy I*. The unit production process also appears to have grown out of the same source.

Unlike *Blitzkrieg*, *Strategy I* covered 2300 years of history, not limiting the scope to the WWII era alone. The game included a variety of rule modules for various eras and style of play. It included an

admonishment to use it for developing the gamer's own designs. Among the features were 17 scenarios across the ages, a chit system for randomizing results equivalent to a 10 (whatever geometry would yield even distribution for 10 results) sided die and a map intended to be geomorphic. Nothing of the rules or modules included in the game was particularly new or original, but the 'system' of making a large 'toolkit' for gaming in this manner was pretty unique at the time. It remains unique in many ways.

I've taken the liberty to expand a bit on the design of the game map by making sure every section is separately 'geomorphic'. By this, I mean in the sense they don't have to be combined in paired sections, and because of the versatility of Cyberboard (thanks to Dale) you can use several copies of the same segment in a single scenario. It does not however mean every edge can match up with every edge properly, since it really wasn't designed for all folded edges to mesh with all folded edges, and the sea sides of a section won't meld with the land sides anyway. Also, because CB is really unable to flip the map 180 degrees, a second map had to be created that was flipped. This means the sections from one end up do not necessarily match 100% the sections with the other end up. Doing this by hand has caused that kind of unique mismatch in places. If I get a chance, I probably can fix this without too much pain, but wanted to get a version done and out.

The most common complaint about *Strategy I* was the counters... their appearance was pretty good for their time. But gaming Greek era actions with WWII era unit symbols gave the suspension of disbelief a serious jolt. Especially when using fighter aircraft silhouettes for fleets in the age of Triremes. This little problem detracted from the effective enjoyment of the entire game.

History based games work in part because the players suspend disbelief that these are just numbers or little pieces being pushed around on a grid and the dice are rolled to simulate the actions of the participating soldiers to succeed or fail in battle. The games are learning tools and also entertainment in addition to competition with a friend.

In general, a game will attract more interest, be more enjoyable if outright anachronisms are kept to a minimum and the tools for playing the game support the continued suspension of disbelief. If it were enough to simply simulate by numerical means the events of the battles, the players instead could sit down with computers. They could calmly work up complex formulae¹ the way Think Tank groups do, to provide predictions of the probable results.

Thus, the little changes I've made to counters to provide a little more assistance in capturing the feel of the era being gamed.

The Map

The original printing process limited Redmon Simonsen's map to only a handful of colors. Despite this limitation, replicating the appearance of the map in Cyberboard while also maintaining the geomorphing quality still remained a touch of a challenge. In context, this means I'm not exactly artistic, even with the aid of high tech tools. Also, keep in mind, the game was meant to be a toolkit for making your own designs. Once you have a copy of the gamebox, don't feel limited to those map sections already created, or the scenarios from the original game.

¹ For this purpose, I recommend looking for a copy of Numbers, Predictions & War, by Colonel T. N. Dupuy, published by Bobbs-Merrill in 1979.

Be aware the geomorphic mechanism in Cyberboard is not the easiest for matching up board sections. Not that the original board meshed up perfectly at the folds anyway. There are some interesting overlap/meld problems where the sections connect. Also, with each section set up as geomorphic, CB permits connecting sections that were not exactly designed and set up for melding together. Maybe if time permits at some point, I will clean this up a bit.

Because of a bug in Cyberboard (already fixed by the way¹), the map is stood on end (sections ABC/DEF at the top or bottom), instead of laid sideways as I desired in the first place. I'm not likely to redo the map any time soon, it takes far too long to do two *Strategy I* maps in Cyberboard in the first place. It ought to be acceptable as is anyway.

Map sections can be added by the way, there's no reason not to either. The effort to produce a new map section simply requires drawing two copies; the second a 180 degree turn on the first. The question comes in when adding provinces, how to name them so the existing map sections have their names and city designations unaffected. This I leave to the imagination of the creative person doing so.

The original map had different names for the provinces than I've put on the gamebox map. This is one of those places I decided to have some fun while making the gamebox. I populated the CB gamebox provinces with names of places from Science Fiction or Fantasy. Heck, I was even tempted to use 'X' from Duck Dodgers in the 24th and a Half Century for that last province.

However, for the purist the names on the original map were:

- Asgardd
- Bjarnheim
- Chessex
- Drammikos
- Etracia
- Fanticca
- Gastonny
- Hombierge
- Ispanos
- Jaegerstaat
- Kreuzland
- Lowereich
- Morrashnorad
- Novonorad
- Ostoslavia
- Pallestan
- Rasha
- Quantarr
- Simburi

¹ The meld with the hex grain in the other direction was off a full hex. Fortunately, Dale had simply overlooked the alignment and was able to address this in a minor release quite promptly, but not before I'd gotten most of the first 8 sections completed.

- Tantassi
- Ubo
- Vien-Tann
- Weidong
- X'chow

The Counters

I've done a complete set of the counters the way they were published, 120 counters per color, 8 colors. I've also added extra counters (Original mix is a limitation in some scenarios, but I never liked that little detail when it surely appeared the reason was print run limits). One of the scenarios included 10 different 'player' columns. Well, it's not 10 players, but it seemed to me I could add two more colors without problems. So I've added two extra colors to the countermix. One color I expect to only be used when people are desperate (light red) for reasons that should become evident to even the least macho of gamers.

In my opinion as I've already said, it's silly to use counters with aircraft silhouettes as fleets. And it seems silly too, to be using modern era armor symbols for phalanx infantry, and a mechanized unit for a 'war chest' and it sure seemed like a good idea to create a Napoleon counter for the two Napoleonic scenarios. Along with Nappy, the English have two specialized leader units, so I added a Nelson and a Wellington counter. Also, it seemed reasonable to create Darius and Alexander counters for scenario 1. And as I worked on the counters, it just grew. So there are two sets of counters, the original design, and my own mix of silhouettes and/or other symbols. This gives the counters a look and feel of the various scenarios more supportive of imagination. The mix of silhouettes I've put together may not be strictly speaking accurate, but the suspension of disbelief shouldn't be such a leap for some of the scenarios with these counters.

In most cases in the scenarios, I've put the units back to back with the original counters so if you want to just flip them, go ahead and play with the set that was first published. If you play me though, expect them all flipped back to the newer silhouettes. I like having more look and feel fitting to the era.

Naturally, I also added game markers that seemed appropriate. You won't use a penny or quarter as the rules originally suggested for nuclear hits. It does nothing for screen images to put coin of the realm on the CRT (in this case, the cathode ray tube, not the combat results table). And those older scenarios wanted plague, disease, and siege markers for their specialized modules. And so on. Before I knew it, I had to read the rules all over again to catch as many references for markers and counters as I could. Ergo the guerilla and partisan counters, which you'll have to work out how many you really get in counter mix limited games. The original manifest is the numbered counters from 1 to 120, plus 20 mine markers in the darker of the color pairs, and 40 chits numbered 1 to 10 for randomized outcomes.

I've left in some of the counter icons I came up with and did not include in any of the scenarios. These were left out from what I threw together from the game. What the heck, like the map maybe you'll find some way to expand on the original game to include them in something. It also shows how some progression in developing the counters in a couple cases tended to go, such as the infantry. I did about 20 infantry counter silhouettes, give or take a few. About 90% of the silhouette art is original in terms of

pixel-computerized art. For the rest... as an example I swiped a train engine from Chris Fawcett for instance, which then looked not quite right for the scenarios in question. So I tried (stress the word tried) instead to do a diesel engine. I like his engine, and though a copy remains in the gamebox, it is not used in any of the scenarios or playing pieces groups.

There are a lot of silhouettes and markers in this gamebox now because of my odd effort to make counters appropriate to the scenario's periods. Don't try to figure out if they are accurate to the era, please, I just did my best for winging it. Just try to have fun. If you do have better artwork more appropriate to the era, share it with me so I can update my 'official' copy of the gamebox.

A Counter Mix Inventory:

Type	Number	Value	Number on counters
Production	4	-	1-4
Airbases	4	-	5-8
Forts	6	-	9-14
Administrative units	7	(1)-6	15-21
Depots	4	1-1	22-25
Supply	5	1-5	26-30
Attack transport	1	2-2-40	31
Transport fleet	4	2-1-35	32-35
Light Fleet	3	6-4-90	36-38
Carrier Fleet	1	6-4-90	39
Submarine Flotilla	3	4-x-45	40-42
Heavy Fleet	2	12-12-75	43-44
Heavy Bombers	3	10-3-48	45-47
Light Bombers	6	5-5-24	48-53
Fighters	6	2-9-20	54-59
Transport (Air)	2	0-3-18	60-61
Infantry Corps	16	3-5	62-77
Infantry Divisions	10	1-5	78-87
Mechanized Corps	6	5-6	88-93
Mechanized Divisions	6	1-6	94-99
Armor Corps	6	7-6	100-105
Armor Divisions	6	2-6	106-111
Artillery	4	5-5	112-115
Flak	5	3-5	116-120

Also for every 2 colors, white chits numbered 1-10 in black, and 5 mines in the darker of the colors.

Not that it matters to anyone, but there were 4 counter sheets, 2 colors per sheet.

The Rules

You'll need your own copy of the rules. This is one thing I cannot provide a copy of with the Gamebox. There's a lot of interesting discussion on the Cyberboard Mailing List about copyright, and *Fair Use* in terms of copyright¹. This is not the place for such a discussion. The simple explanation is that the way copyright law has been interpreted is Games themselves cannot be copyrighted. What is copyrighted is the graphic art included in the game, and the expression of the rules in print. The tables and charts are another matter.

Generally how this all plays out in the generally held view has been: provided the rules are not directly reproduced and parts of the game not actually scanned in; the use of a Gamebox is an element of fair use, providing the ability to exchange communications of game moves between players who already have a physical copy of the game. Be aware nothing in here is legal advice, simply the understanding I have of the salient points².

As to the actual rules... You should look the rules over carefully before you play. Written in 1970-71, the rules for *Strategy I* have some issues players will need to interpret either before or during play. This is a product of the effort with which the rules were put together. In places it is apparent the editing prior to publication fell a little short. For instance, the combat results rules for Naval combat refers to a DR1 result on the Combat Results Table. There is no such result on any of the CRT's. It's easy enough to interpolate the intent was the DB result. Players should resolve such issues prior to the first die roll or even setting up.

There are also rules that simply could use careful examination with a more modern understanding of warfare before you start to play.

Some rules also simply seem very obvious creations of their times; the nuclear weapons rules seem ripe for a real revision for instance. First of all, the Social impact of using nuclear weapons would completely alter the victory conditions in any scenario they are introduced in. As to the immediate military effects, we've since got strong reason to believe the immediate combat effect of nuclear weapons won't be so significant as to eliminate 3 corps (by stacking limit) in one fell swoop. I don't mean to minimize the horror or destructiveness of nuclear weapons. It just is that a couple of these big honkin' firecrackers won't do the damage to an active large-scale unit the rules imply. Yet the effect of a nuke on a civilian population center is likely to be every bit as devastating as everyone expects. The importance of modern facilities that would be lost will knock an area back to medieval survival efforts. None of the effort involved in recovering benefits projecting force or economy to a war effort. And that's not touching details like the rules not having any tool for replicating the projected effects of nuclear winter either.

The rules for technology level increases have you parachuting any ground unit you want eventually. Is that realistic? And despite the era of Vietnam and the use of airmobile insertion, there are no provisions for helicopter borne assaults or insertions. Yet the Guerilla rules seem somewhat based on the concept of combining Vietnam era guerilla actions and special ops units in a way that confuses the Partisan rules

¹ See <http://groups.yahoo.com/group/CyberboardML/files/CB%20and%20Copyright> (sic) for Chris Fawcett's synopsis on the topic.

² Even lawyers will have trouble sorting this out, so if you do a gamebox you want to make public with scanned images, you might consider contacting the current copyright holder and just doing something simple, ask permission to distribute it.

but good. It might be interesting to create rules for hovercraft units, for mountain troops, even for stealth aircraft and for any of a number of ideas one may come up with.

As I pointed out before, *Strategy I* was supposed to be a game designer's kit, so revising rules to fit your scenario and play with your buddies is not a bad thing. This is one game you were meant to iron out the rules with your friends for play.

My main point with regards to the *Strategy I* rules is you need to spend time ensuring players are agreed on the meanings of modules you do use in the game, when you play.

A Bit About Me

I started playing wargames when I was about 12-13, in about 1968-69. I lived in White Plains, NY at that time, and a friend introduced me to Avalon Hill games, which we then spent many hours playing on his porch or in my room. Favorites included Blitzkrieg (65), Battle of the Bulge (65), Waterloo, Guadalcanal, Midway... and then of course finding SPI, many of their games occupied us for quite some time.

We discovered SPI had a magazine with a game in every issue and we both subscribed as fast as we could wheedle the money out of anywhere. Thereafter I played a lot of games, and starting in my High School years I found if I got myself down into the City¹ at 23rd Street on Friday nights, I could participate in playtesting games at SPI. I got to do a lot of playtesting and gleefully accepted any play tester copies they gave out, or credits towards games. I even typed keypunch for a time from the feedback results out of S&T so I could get credits towards games (if memory serves they had an IBM System 3, and the cards were the little 96 column hollerith cards IBM was pushing at the time).

I stopped gaming for some time about when I was starting to date and got married². I've got two children, a boy about to turn 14 and a girl who just turned 11. You may want to skip a couple paragraphs, I do insist on parental bragging now.

Both of them are now interested in their father's gaming hobby and want to participate with me in gaming. The local gaming group calls my son 'The Kid', principally after he mangled a bunch of them in a game of *Age of Renaissance* one night. Most recent quote about him was "it's bad enough to play a kid who gets good die rolls, but it is even more painful when he also is good at strategy and tactical play too." He's a licensed soccer referee at this point as well I might point out.

The girl only participates in gaming somewhat, mostly because she's too busy doing her other activities. She dances ballet (has been in performances with the local professional company in shows that have a call for children's parts- not paid, but as a student dancer), is a gymnast (aerials are unnatural acts, I don't care if it is normal in gymnastics), plays piano far in advance of her age, plays the flute, does the usual girl sprout... er, scout... stuff, in addition to being all too advanced academically for an 11 year old.

¹ For the uninformed, New York is 'The City', the Only City, the center of the known universe, when you live in that area. Just as Parisians believe Paris is the center of the universe, and Londoners believe London is the center of the ... okay, you get the point.

² That's the abbreviated explanation.

Annette, my wife, puts up with my hobbies for a number of reasons, mostly because she figures I wouldn't be me if I had other hobbies. However, she's been known to get a special thrill out of assassinating me in *Junta*, or mangling me in other games. She describes our family as the 'grow your own gamer kit'¹.

My favorite era remains 20th Century wars, specifically from WWII on, though I also indulge in a number of other eras and try hard not to turn aside my regular opponent's favorite games even if it isn't in an era I'm interested in. I have been known to get caught up in Napoleonic and Civil War games from time to time; I won't deny it.

Cyberboard caught my attention when I realized I could get games going and not have to pick up the pieces... AND even start a game without having to do lengthy set up sorting of pieces on the dining room table. It's awfully nice not to lose counters in the cracks of the chairs, or table.

Strategy I is my third gamebox. The first one I've done was *Ardennes Offensive*, which I took over from Skip Franklin who had run out of time to work on it. The second was *Sinai*, which I undertook to create because the existing version I'd found available had some problems, and I wanted to play it with someone. Ironically, playing that game with my friend still hasn't come to pass.

I hope the *Strategy I* gamebox is suitable for people to play and will give some enjoyment to more than a few folk out there.

¹ She coined this a while ago when the kids got interested in their father's game collection.

An Introduction to Creating a Gamebox with Cyberboard



Cyberboard is a tool I'd like to say a few good things about, but it pretty much speaks for itself without my help. You can find Cyberboard at Dale Larson's [Cyberboard Web page](#), though if you click on the Cyberboard logo above, it should link to there as well. The tool can be downloaded free, donations accepted, from the site. I encourage you to [donate](#) to help Dale remain stocked with the good support tools for the application.

There's one other tool that provides some similar capabilities worthy of mention although it's not the same, and though they compete in the same niche. Aide De Camp II is a decent product too, though I personally struggle using it. It has a few functions missing in Cyberboard, just as CB has functions that are lacking in ADC2. ADC2 is available from HPS Simulations¹ for a price of around \$50 if you wish to obtain a copy. Then you can render your own comparisons. I will not however list comparisons here. I myself noticeably prefer Cyberboard.

For beginners with Cyberboard, I'm throwing together in this '*Strategy I* Gamebox how-to', a little primer on using Cyberboard to create a gamebox and scenarios. The reason for this is *Strategy I* is a games designer tool kit to begin with. Gamers with *Strategy I* should be able to add to the Gamebox for their own games. The expectation is many additional scenarios and even maps can be added over time to the gamebox for specific local preferences, for play of games that don't yet exist using the *Strategy I* game rules and basic modules.

Something new users of Cyberboard need to know, there are two programs that make up the Cyberboard 'product'. One is the Cyberboard Design Program and the other is the Cyberboard Play Program. These are two separate applications, though they are part of the same package intended to support computer Play by Email.

- Cyberboard Design is intended to provide the tools necessary to produce a gamebox that can be used to play a board game. This provides no special intelligence to the computer and all it really is, is a graphics tool to produce the files necessary to for gamers to start and play a board game. There's a bit more to it than that, but in a nutshell, that covers the purpose of the Design Program. This program produces a file with the extension .gbx that is the gamebox.
- Cyberboard Play is intended to take a gamebox, the output from the Design Program, using that to either produce scenarios for play, or to actually play the game and record the actions of the

¹ On the web at <http://www.hpssims.com/Pages/products/adc2/ADC2-Main.html>

players for replay by their opponents, while keeping track of where the pieces are in relation to each other on the boards for the game.

- This program requires the active availability of the gamebox file (.gbx) and produces scenario files (.gsn)
- Scenario files (.gsn) and Gamebox files (.gbx) are used in turn to start game files (.gam).
- In the course of play, players will save a set of recorded moves to a recorded game move file, which has the file extension .gmv and can be sent to their opponents without having to send all the other pieces of the game. The .gmv file is a small component compared to the other files and makes emailing the game moves easy and smooth.

There are three parts to this section of this document.

1. How to get started with CB Design. Mostly this is so you can kick off the Designer program to make your own changes to the Gamebox if you want to add to it, for additional scenarios you care to provide. I guarantee, this is not a complete how-to for Cyberboard Designer.
2. How to Use CB Play to create or use Scenarios for *Strategy I*. There's already a good [how-to Guide to CB Play](#) already so this section will address some of how to use CB Play for building scenarios with the *Strategy I* box.
3. How to start a game using CB Play. Again, there already is a good [how-to Guide to CB Play](#) already so this section will address some of how to use CB Play with the *Strategy I* box.

Getting started with a new Gamebox isn't difficult. The first step is to have a game to produce a Gamebox for, and for that I've selected *Strategy I*. This was not exactly my first Gamebox, but it may as well have been, given how complex the project turned out to be. Much of what is in the Designer section has to do with either learning basics, or what I've concluded in doing Gameboxes about how *I* think gamebox design works best for me.

Beginning basics

The presumption is you've downloaded a copy of Cyberboard and have unzipped it to a folder on your PC. At this point, you know CB (Cyberboard) is limited to Windows on PC or PC clones, or else ... you should know. If you're using some kind of emulator, say on Linux (wine?) or Macintosh, the end result will look roughly the same. So I hope you will please just bear with my rather simple explanations.

My working environment is an AMD Athlon™ Thunderbird 1.4 GHz AT clone with oodles (this is a technical term) of memory (1.5 gigabytes, principally for graphics). I run Windows 2000 Professional, which is necessary in order to access all the memory. Otherwise, the other flavors of MS Windows have a hardwired limit of 1 gigabyte of physical memory, which is there because no one imagined anybody would be so stupid as to ever put that much physical RAM into a PC. I have crashed CB Design a few times, and CB Play a couple times, for unknown reasons.

Needless to say, you don't need this much memory, or such a fast machine to run Cyberboard. It is nice though for grinding 5-6 meg MS Word documents into PDF files. I have a Pentium 90mhz with 48 Megs of memory that is able to run Cyberboard without choking, though it does have somewhat slower

speeds for compressing and uncompressing gameboxes. I've run Cyberboard with Windows 95/98/NT/2000, on 4 different hardware platforms without any serious problems.

The general philosophy with Cyberboard is to reproduce as close as possible the physical copy of the original game. The closer to the original you can give an appearance of the gamebox being, the more the look and feel enhances the Play by Email experience. I've violated this principle with *Strategy I* by updating the counters. I believe this is justified because *Strategy I*'s counters limited the enjoyment of the various ages it represents. But the conceptual design of Cyberboard is to replicate the game, not redesign or re-write it.

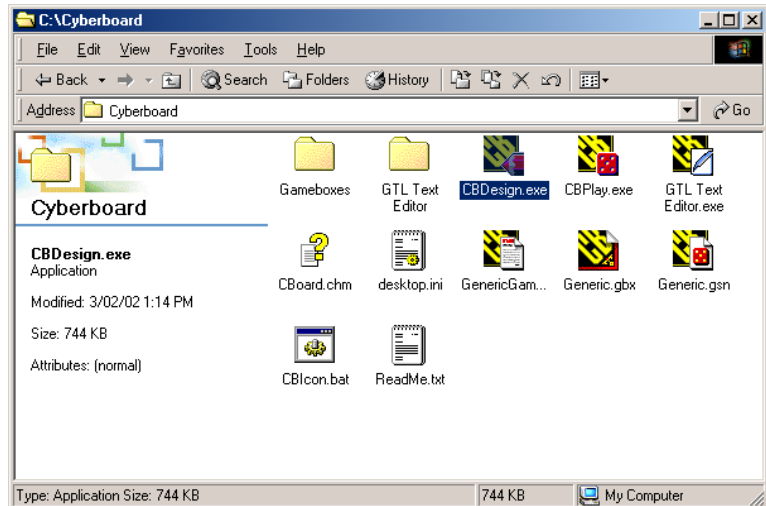
Some assumptions I've made while writing this:

- The reader knows Windows at least well enough to be familiar with common windows behavior and elements common in most Windows applications. In particular file open and save dialogues, cut and paste functions, and other simple application standard operations. Cyberboard follows the standard for Windows reasonably well.
- The reader knows enough about graphics to understand what a pixel is. I wasn't going to point this assumption out, it seemed so basic, but then someone asked me what I thought was obvious, so I felt compelled to include it.
- The reader is able to understand some of the elements missing here such as how to delete an object they've selected.
- The reader is a wargamer and has some background playing the type of games commonly represented in Cyberboard.
- This document is for Cyberboard Version 2.0
- The reader is not a knowledgeable Cyberboard user already, though who knows, maybe some of my ideas may be useful to others.

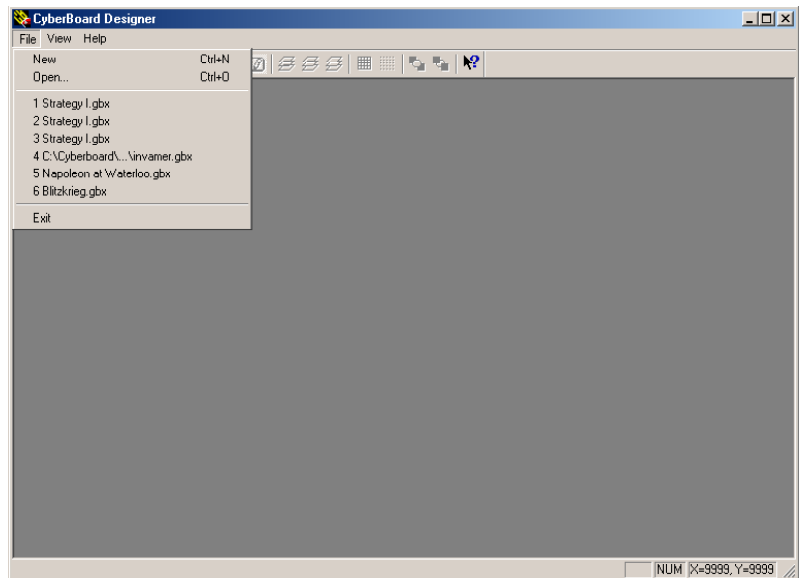
Getting into Cyberboard Designer

For the benefit of all, I'll run through some of the 'how-to' elements of creating a gamebox, and how things got done for *Strategy I* so you can modify the gamebox for yourself if you want. This primer is written with a target audience of anyone who has no idea how to use Cyberboard. That's not to say experienced users should simply skip everything. Still, feel free to skip concepts you already have a solid grasp of. I'm not looking over your shoulder to see how you're doing.

To get started, open Cyberboard Designer (CBDesign.exe) from the folder you installed it in...



This brings up the following window.



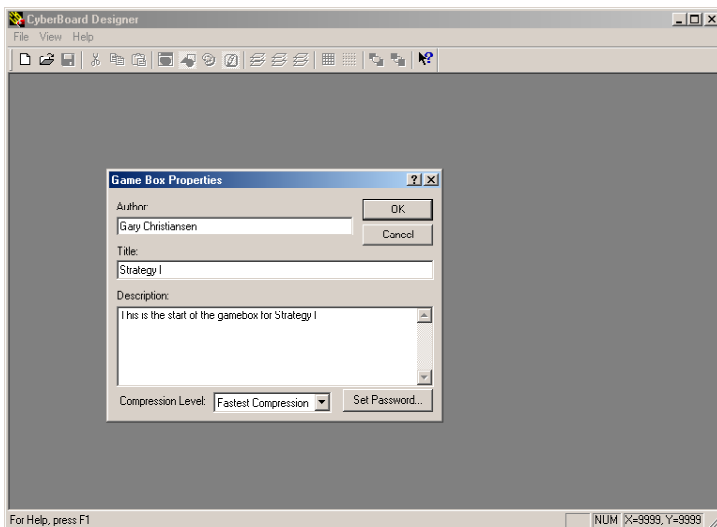
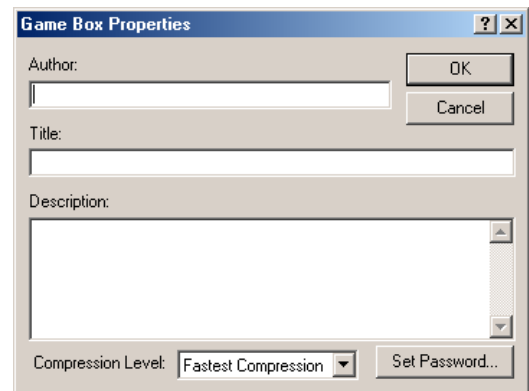
The common Windows features are present in Cyberboard, whether Designer or Player, so I'm not going to talk about the grow button, close button, the file menu, and other things which any user familiar with Windows should already know about. That being said, we still have to start in the File menu, to create a new gamebox.

As you can see from the File menu, I've been working on *Strategy I* a lot in the recent past, and have poked into the *Invasion: America* gamebox (created by Chris Fawcett) recently, and the *Napoleon at Waterloo & Blitzkrieg* gameboxes as well. If you select Open from the file menu, you can navigate the file open dialogue windows to find a gamebox to open that's already been constructed.

I'll tell you right now, it's a good idea to see how other people have done things. You're going to get a good look at what I did for *Strategy I*. Don't hesitate to take a copy of it into a separate folder and poke at it with the CB Designer program. Break it, and then... make another copy to start over again. You may find something I've done which isn't described in this document. There are a lot of good ideas out in existing gameboxes worth the time poking around in them to learn, if you're going to build your own.

In this case, I'm about to start a new project. Select New from the file menu and the pop up window to the right will appear.

Fill in the Author and Title box, and perhaps a bit of the Description. This will bring you to the Gamebox Project window.



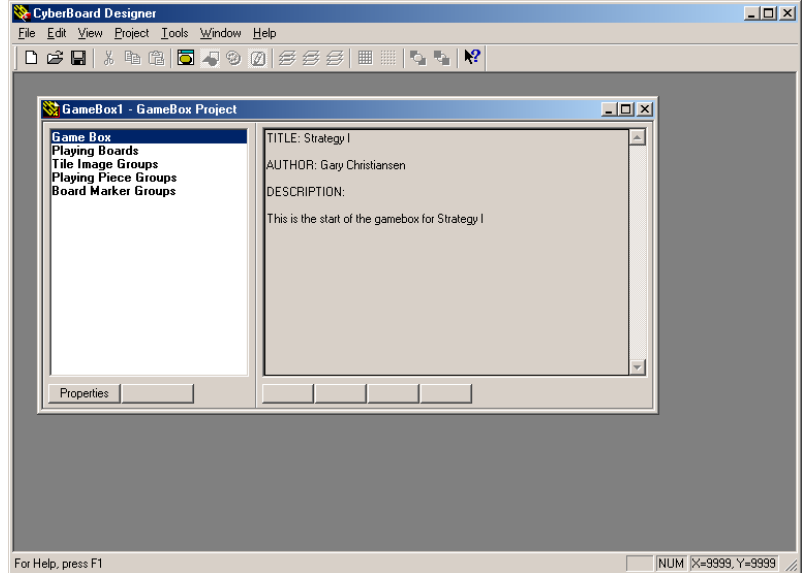
The Description box is a space you may wish to keep notes while you are working on the gamebox, such as choice of fonts for counters, sizes of markers, hexes, and other little tidbits such as your hat size, and what you really think of the original game designers. If you have to set the gamebox aside for a time because other 'acts of life' interfere, you will have a record of what you planned and were using. All those notes are things you'll want to get rid of when you are ready to release the gamebox. All these things will display when you select Gamebox in the Gamebox Project.

Don't mess with the compression level or setting a password, until you have a situation that calls for it. The compression is useful when your gamebox gets large or you simply want to keep the file size smaller. The password is there so you can share a copy of a gamebox with someone else without letting others use the gamebox too.

This brings up the four key parts of the gamebox. The ‘Game Box’ window displays the author, Title, and description you entered, and allows modification of it.

Before going much further, there are a couple quick definitions to provide here.

- **Layers:** there are three layers in the gamebox for the boards; this only applies to the boards and only matters in the Designer tool because the board is the complete image once you get to the Cyberboard Player.
 - **Base:** This is the very bottom level of the board for drawing on. What goes here can be hidden beneath all the layers above.
 - **Cell:** This layer contains only colors or tiles that fit in the specific cells of the board; any part of the tiles extending past the edges of the cells is lost. The board can be set to allow transparent color to work for cells, or left so the *transparent color* for tiles does not work in the cell layer.
 - **Top:** This is the top level, and anything can be put on the top layer, from tiles you’ve drawn terrain on, or even new lines and text you choose to add onto the board. One unique aspect of the Top Layer is the Cell Borders can be set to draw on top of any object you put on this Layer, and objects can be placed above the borders of the cells as well.
- **Scale:** there are three scales for the gamebox, this applies to the tiles, the player pieces, the board, the text you write on the board, anything the player will see once they open a game. They apply in both Designer and in the Player pieces of Cyberboard.
 - **Small:** this is a tiny scale used for navigating the board and contains the least detail.
 - **Half:** this scale is intended to allow greater overview of the board, with much more detail than small, yet still perhaps lacking detail because the resolution is of course half the maximum.
 - **Full:** this scale gives the most detail and is the full size of the board, counters and markers, those elements that make up the gamebox.
- **Transparency:** Any tile object created to put on a board will cover and hide the objects below it. If you want to create an image other objects will show through, you’ll need something to let CB know parts of the object are transparent. You use the *transparent pixel color* in the tile editor to fill in those parts of the object meant to be transparent. This is necessary because the tiles are rectangles of one sort or another. Even if you won’t be using the entire object for what you draw, CB includes the entire rectangle when the tile is placed. The rectangle is a reference used by the program to place the object accurately in place on the board, and any of the pixels in the object which should be invisible need some information to designate they are not to be displayed. I’m going to stress the transparent color quite a bit, to make the point of concealing unnecessary parts of tiles from the players later.



That should be enough of the critical definitions to get started.

Elements of a Gamebox

The following items are critical design elements of the Gamebox, and together make up the actual game to be used when you set up scenarios. Be aware these are separate from what will be used in the CB Play tool as scenarios, and are just the building blocks to create the actual game. When you save the gamebox, you'll generate a .gbx file, which contains all the work you create in CB Designer.

- **'Game Box'**

This display in Designer is just an information section for conveying some detail about the gamebox itself. It serves no purpose once you leave Designer, so it is most useful in documenting any information requiring conveying to anyone likely to open Designer. I also use it while developing the gamebox to write notes to myself, which get removed prior to being distributed.

- **Playing Boards**

This part of the Gamebox is the section with the boards the game will be played on, the charts, tables, strategic displays, tactical displays and any map that needs to be created to play the game with. Playing Boards have three 'Layers' to draw on. These three layers are the Base Layer, the Cell Layer, and the Top Layer. Only two, Base and Top, allow anything other than tiles or color fill, and the Top Layer has a unique set of rules for letting the cell borders show through.

- **Tile Image Groups**

This contains the images of repeated graphics, whether for terrain, text, counters, cards or markers. These are any image that might be used, front or back to a counter or card, or the face of the terrain that will be planted onto a board. The Tile images are not available in a game unless first placed into a Playing Piece Group or used as a permanent terrain object on a board.

- **Playing Piece Groups**

This is groupings of counters, with the front and back defined. The definition here in these groups allows the CB Player program to move them into trays to be used as game counters. These groups are used to organize counters into player's sides, by color perhaps. In the case of cards, this may be a collection of images that make up a deck that may be used during the game. This is the place a front and back to a 'piece' is defined to allow some concealment of card faces, or for step changes in a counter. At this time there is only a front and a back. Some games could use many sides to a given game piece. This just replicates the use of counter chits or cards you could hold physically in your hand.

- **Board Marker Groups**

This will be groups of images, counter like objects that you may need an unknown number of during play, but really can be duplicated on the fly, and once used, removed into oblivion again without keeping track of them. Things like disruption markers, or a control flag to show a space is owned by a given player, or the turn record marker. Markers cannot be rotated the way game pieces can in an actual game.

In the project window, you can double click on any of these choices. For the **Game Box** option, it will open the Properties for the gamebox itself. For any of the other selections, it will begin the creation process for a gamebox item of that specific type.

Playing Boards

Playing boards are the fundamental foundation of any gamebox. The obvious use is a game map. However, these are also useful for producing charts and tables, turn record sheets, production work sheets, and any other ancillary parts of the game the players need to use or keep details updated on.

In *Strategy I*, I've created a separate board for each map section. A large number of charts and tables were created as well. Conspicuously, you will see there are two boards for each section of the *Strategy I* map. This is done because *Strategy I* takes advantage of the geomorphic quality of the map and Cyberboard's accommodation of geomorphic map design. Being geomorphic means the edges of the separate sections of the *Strategy I* maps can meld with almost any other similar edge of the other map sections. Because CB does not know how to rotate a map section 180 degrees, it became necessary to create a second board at 180 degrees to the original copy of each section. This allows sections to go in different places in the complete map. The actual melding of these geomorphic boards happens when defining scenarios in CB Player.

Because *Strategy I* covers a length period of eras and has different charts and tables for each era, each chart and table has it's own board. It also would have been highly impractical to try to provide boards to connect to the main board with those charts and tables. So for the scenario file creation, I or anyone else creating *Strategy I* scenarios will have to sort out which charts belong in those scenarios individually. This is a small burden on the players, and seemed tolerable to me.

Where to draw on a board

This is pretty much a short personal philosophy on where things go when drawing objects on the playing board. These suggestions can all be pretty much ignored if you develop a style you prefer over where I've chosen to place objects

Anything I can put on the bottom layer, anything at all, I do. This makes it easier when working on the top layer to not accidentally select other objects and move them.

- **Bottom Layer**

- 1) Base Map Color. This should be the most common clear terrain color on the board.
- 2) Secondary terrain features if drawn with Polygon tool.
- 3) Secondary features I create as tiles that are not matches to the 'hexagon', including any terrain that has to have 'transparent' portions. In *Strategy I* the desert is a set of stripes across the hexagon with the spaces between transparent so other terrain shows through. It has to be the bottom terrain, no matter what goes above. It also has to mesh up perfectly with any other adjacent hex's tiles for desert.
- 4) Terrain intended to seen in the *smallest scale* map setting that otherwise vanishes behind tiles placed in the Cell Layer. This is a unique quality related to the Cell Layer's smallest Scale. More on what happens here in the section on Drawing in the Cell Layer.
- 5) I put coastline, rivers, and roads down on the bottom layer. I do this in particular so the cell boundaries will still show over these terrain features.
- 6) Map edge color. There's a black boundary around the map edge of *Strategy I*. This map edge is done with simple large rectangles extending into the hexes where sea runs around the edge of the map too. When I put 'Sea' color in the Cell Layer in those hexes, that boundary edge color is covered by it, and not seen. This allows a crisp edge to the game playing space.

- **Middle Layer:**

Any solid color hex, such as a sea hex, where it does not matter if you cover the terrain on the Base Layer. The problem is the smallest tile image will be a solid color anyway. If the tile's small scale size is the transparent color, you will see through it to the base layer on the small scale map.

- **Top Layer:**

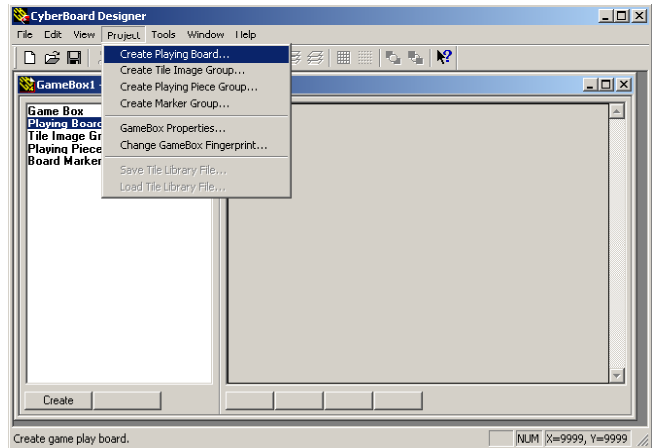
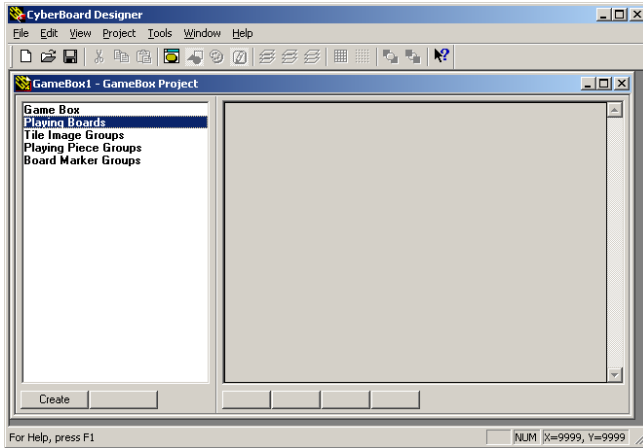
- 1) Any features that may change, or need changing. So if you're going to use the map for a game with new scenarios created on the fly regularly, tiles representing moveable terrain in this respect could go here while the Base Layer holds those items that won't change.
- 2) Text
- 3) Any feature the cell boundaries should not show through. Take a look at the Port Boxes in the Gamebox as an example.
- 4) Any other last finishing detail, unless it has to be overlapped by other terrain, gets put on top.

As said already, this is pretty much personal philosophy. I'm sure there are enough people who would do all their terrain as tiles they can then drop onto the middle layer and be sure it all meshes fine. I prefer to

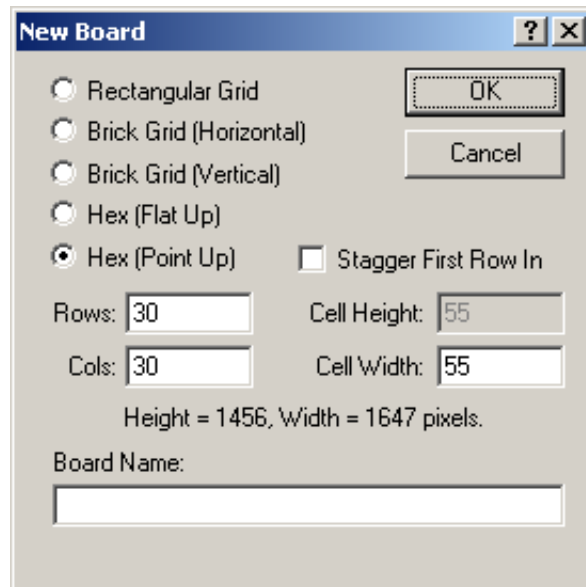
draw the length of the rivers, or the roads, perhaps the coastlines, without having every hex with the same terrain type become identical.

Creating a Board

Select Playing Boards and press the Create button on the bottom of the window (or pull down the Project menu and select Create Playing Board):

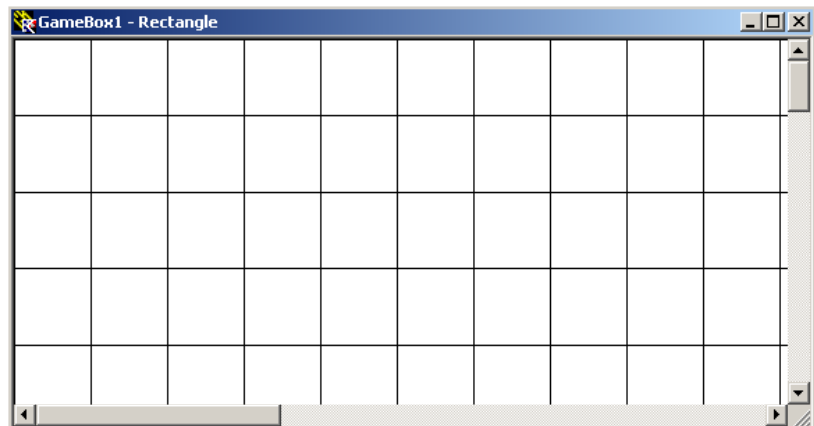


The window to the right will pop up



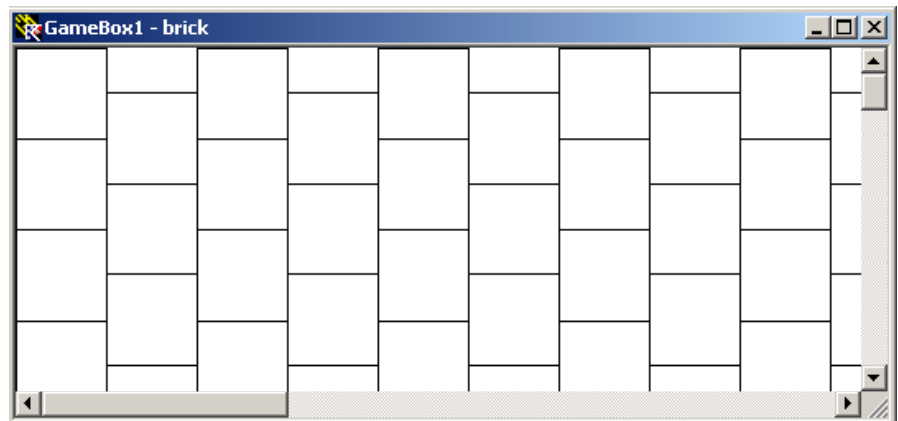
Most game maps will have a grid pattern for regulating movement. Even a simple track game like *Monopoly*TM just uses large rectangles around the outside boundaries of the board to regulate movement. The options of grids (radio buttons on the left) are pretty much as follows:

- Rectangular Grid: I use this for charts and tables, though the way charts and tables were created for *Strategy I* was to build them in Microsoft Excel, then cut and paste them into the Gamebox. The rectangular grid is useful for games like Chess or Checkers, which use squares instead of hexes, or perhaps for area based games.

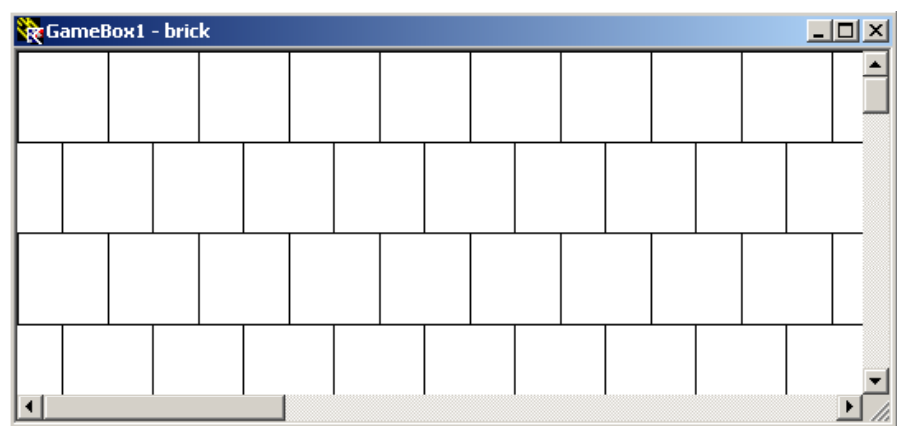


- Brick Grid: I've not used this particular setting for maps or anything else to date, but here's what it looks like:

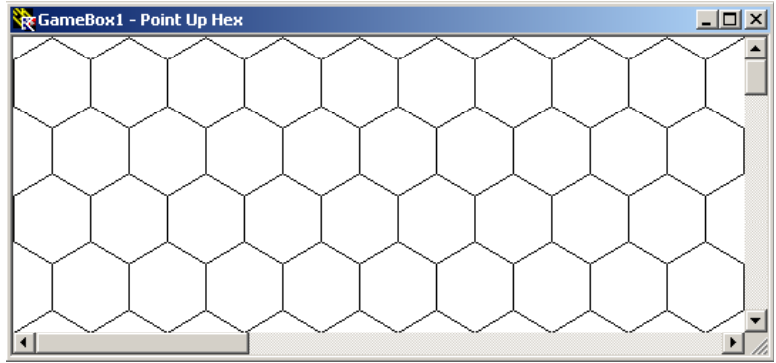
This kind of square offset gives a hexagon movement without the hexagon grid. Turning it so the grid runs up and down instead.



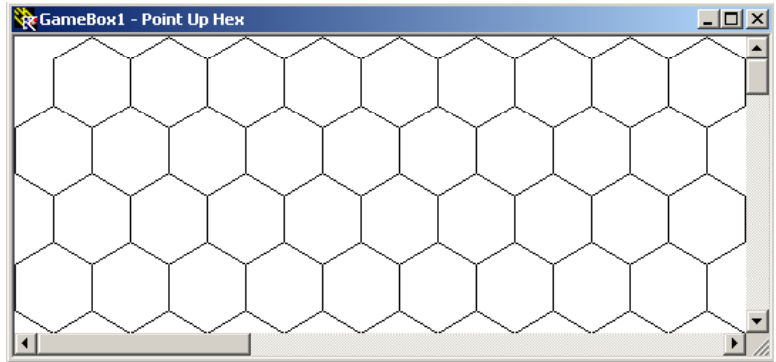
This is like the difference between flat edges up on hexes and point up with hexes. This particular method of producing regulated movement was used in Lou Zocchi's game, *Battle of Britain*.



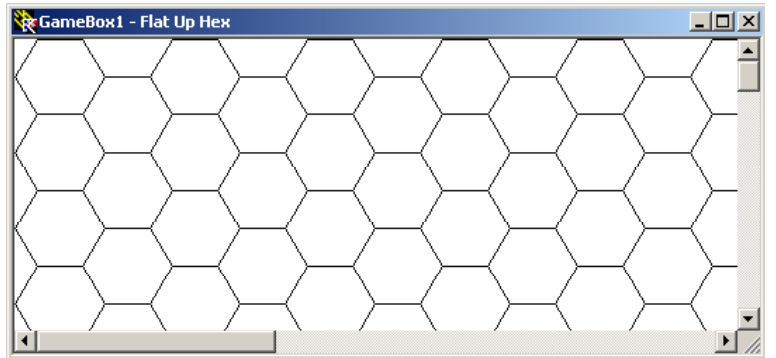
- Hex grids are the common game board for wargames, and are in use for the bulk of games created to date with Cyberboard. The pointed edge up looks like this:



And the little box labeled *Stagger First Row In* will cause the hexes to start with the first row offset instead of the second row:



This matters for the orientation of games which start with the first row of hexes staggered in like this. *Strategy I* is built in this gamebox with the flat edge of the hexes up. So it looks like this



This was not how I intended initially to do *Strategy I*, but the Geomorphic maps aspect of the game did not work with points up when I started doing the gamebox. Dale has elegantly fixed the bug, but I'd already finished one version of the map with flat sides up, so flat sides up it stayed.

Area Based Game Boards

Just a few brief words about area maps in games seems important. *Tigers in the Mist* or *Risk* as an example, uses areas for movement. In those games, the areas are polygon shapes with shared borders. In *Paths of Glory* or *For the People* movement lines instead of shared borders connect the areas. There are a number of other games also designed with area movement schemes.

The types of boards mentioned that use cell definitions would not appear at first to lend themselves to area movement schemes. Cells are very specific types of areas, carefully regulated. Area movement games are not so clearly defined as these grid arrangements are with the cell-based boards.

Cells in Cyberboard are only enforced if the *snap to* option is selected in the game board when playing. And even that is dependant on the definition of snap-to settings. In short, counters in Cyberboard are not in any way bound to the cell, whether hex or rectangle, that is designed into the gamebox. The units can be placed literally anywhere.

For an area movement based map, you simply need a board with a width and height large enough to hold the map's graphics. The board should be simply set to not display the cell borders. It won't really matter how large or how small the cells are, since they play no role in the game board at all.

Board Cell Sizes

Filling in the Playing Board definitions for *Strategy I* called for deciding on a hexagon size I felt comfortable with. This is the Cell Height and Cell Width definition called for when creating the Playing Board. This defines the Full Scale Board hex size in terms of pixels.

My personal philosophy is the hexes should be large enough to hold a fair number of counters, and the counters should fit in the hexes without sticking out into other hexes. I also believe counters should be large enough to easily include all the information required on them.

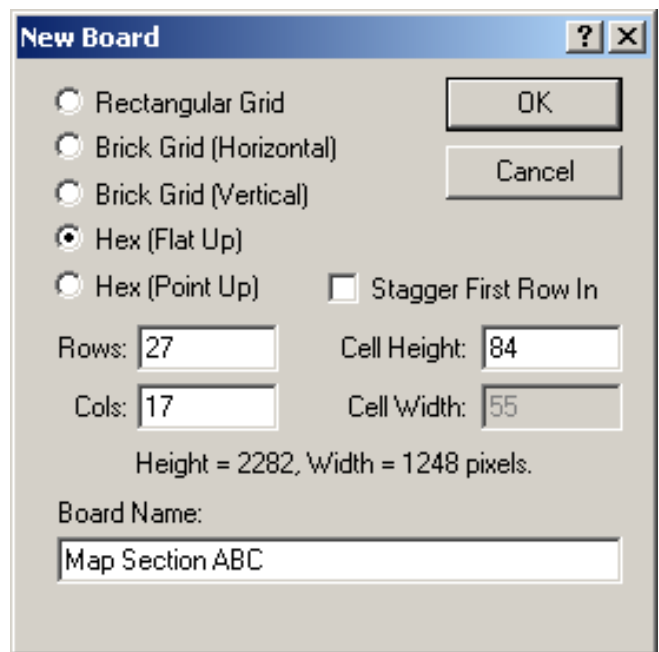
This is not going to be how every gamebox designer feels the board should work out. You should decide in advance how you want this to look when the counters are actually on the board. If you're going to modify the *Strategy I* gamebox, you'll need to actually stick with the definitions in the Gamebox already, or it will look awkward.

I worked out a size for the counters I felt comfortable with first, in this case 52 x 52. Then I came up with a size for the hexes that looked good enough to me. This is a chicken and egg problem. Sometimes a match between counter and board hexes is worked from both ends, adjusting to fit as you go.

I tried this 52x52 pixel size with a few test board definitions. I decided on a hex height of 84 pixels. This came from trial and error. I created tile images for counters and then boards without doing any drawing, just to try out the various sizes until I was content with the sizes. Any gamebox you choose to do will probably require a similar experiment on your part, since you have to be comfortable with the size of the counters and hexes they will fit in.

The results I came up with called for me to fill in the Playing Board definition to the right.

As I've said, I decided for *Strategy I* the hex height should be 84 pixels. You'll notice the Cell Width is grayed out and I could not fill it in. Cyberboard will set this itself, since the geometry for the width is



determined in this case by the height in pixels of the hexes. The actual width of the hex will be set to 97 pixels. The picture to the right shows the board now is available under Playing Boards. This does not mean this new board is all set up, it simply means it's initial and default properties are defined.

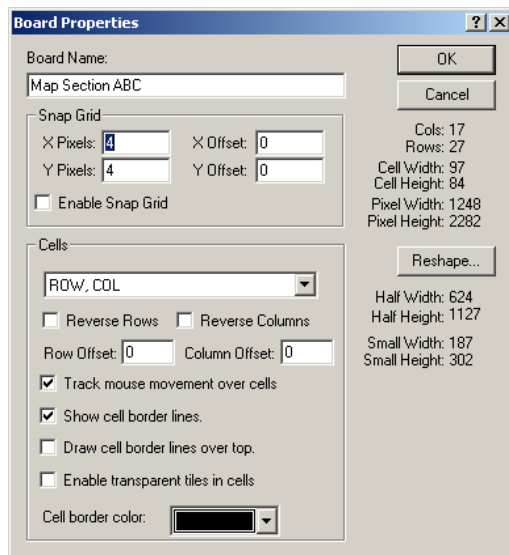
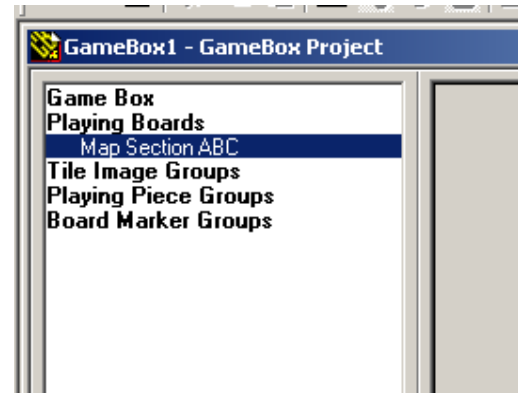
The number of Rows and Columns was determined by the width and height in hexagons of one section of the *Strategy I* board. That meant sections would be 27 hexes wide and 17 hexes tall. The actual width and height of the board are determined by the pixels at Full Scale.

There are some rules involving Geomorphic boards in CB that may impact gameboxes, if you intend to use the geomorphic board feature. For Geomorphic boards, the board *must* use hexes, and the number of hexes in the grain of the hexes must be *odd*. These two rules are built in requirements in CB (this is one of the things that shows up in the advanced section of the help in CB). You need not worry about this if all you are doing is expanding *Strategy I* with an additional board or two, just stick to the same definition already used in the Gamebox for the existing board sections.

Game Board Properties

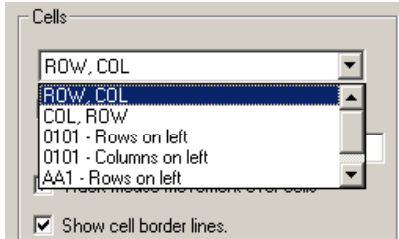
Now that a board is created, we can look at all the board properties. Select the board as I've done in that picture on the right, and push the *Properties* button on the bottom of the window. If you double click on the board name, you will *Edit* the board, so use the button instead. The result is a pop up with the board's actual properties.

At any time, you can go into the properties box and change the board name, the 'snap grid', the cell border color, etc. Resizing the board by width and height in cells, or the pixel size defining the cells is what the *Reshape* button is for. The width and height in cells determines the numbering system of the board.

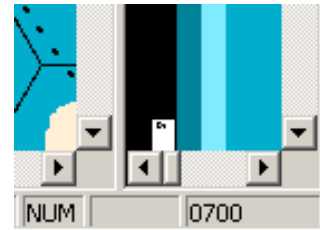


Cyberboard numbers cells automatically. This is displayed by moving the mouse cursor over the board, the display in the lower right hand corner. *There is no way to get CB to display the cell number on the cell itself at this time.*

There are a variety of numbering schemes in hex based games, and CB will accommodate many of them, but cannot get all of them. For instance the mix of letters and numbers in *Blitzkrieg* is not something CB can track for you because it angles across the board along two of the grains of the hexagons. However, you can set up for many of the other options with the pull down selections under the 'Cells' section:

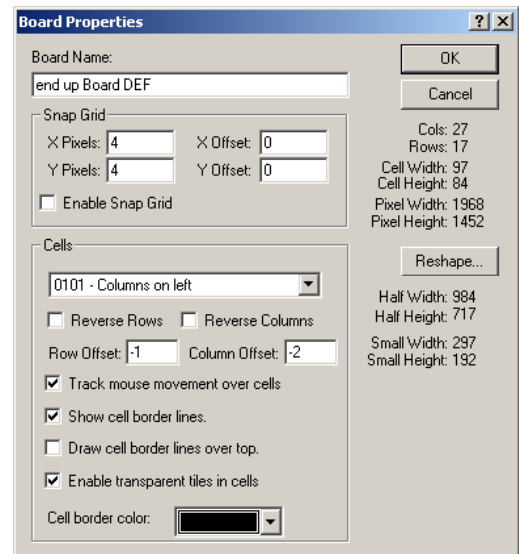


There is no hex numbering scheme written on the *Strategy I* game's boards. So I've chosen a numbering scheme at my own whimsy. The *Strategy I* gamebox has the maps set to 0101 – Columns on left which produces the result you see on the right as you pass the cursor arrow over the cells. The number in the bottom right hand column shows the hex number the arrow is



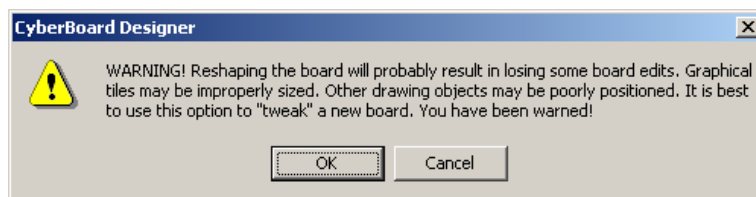
on in the CB Play application, based on this setting. The two left digits being the column number, the two right digits being the rows number. The choices are for the ordering of the rows and columns, and the numbering scheme.

This still leaves you with some interesting problems with some of the creative maps where sections of the grid are cut out to illustrate game charts or tables. I wanted a border around the edge of the *Strategy I* game map to put the port holding boxes, so I had to use the offsets to tell CB what hex to start real numbers in. The offsets tell it where to begin numbering at the 0 column, 0 row axis. For the upper left hand map, the number had to be -1 on the rows and -2 on the columns. The upper right hand it is -1 on the rows and 0 on the columns. The other 'right hand side' map sections have no offsets, the other 'left hand side' maps have -2 on the columns. I know this because I've already done the margins and boards. I counted hexes on the board sections in both directions and worked out the number of hex rows or columns I needed for margins to get it right. You'll have to do the same if you're making your own gamebox from scratch.



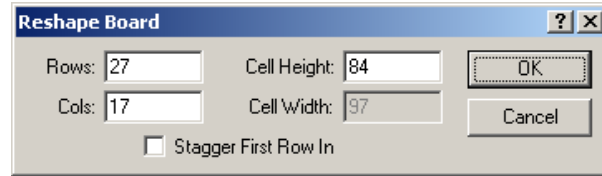
Note the Snap Grid definition allows you to define a grid size for when you are drawing on the board, and enable the 'snap to' which will force objects as you place or draw them on the board to align with the grid. This will be useful if you have trouble aligning objects while you work on creating the images on the board. The Cell Border color is where you may select the color for the grid lines to be drawn in.

The Reshape button will let you redefine the board. You will get the following warning if you push the button:



This warning is there because resizing the board, reshaping it to some other definition may relocate ALL the objects you've placed on the board so far. It's very hard to predict the actual behavior and be sure you're getting a useful result. It's much better to make sure you have the board defined properly to begin

with. If you do choose to go ahead with this reshaping, you'll get the following options:

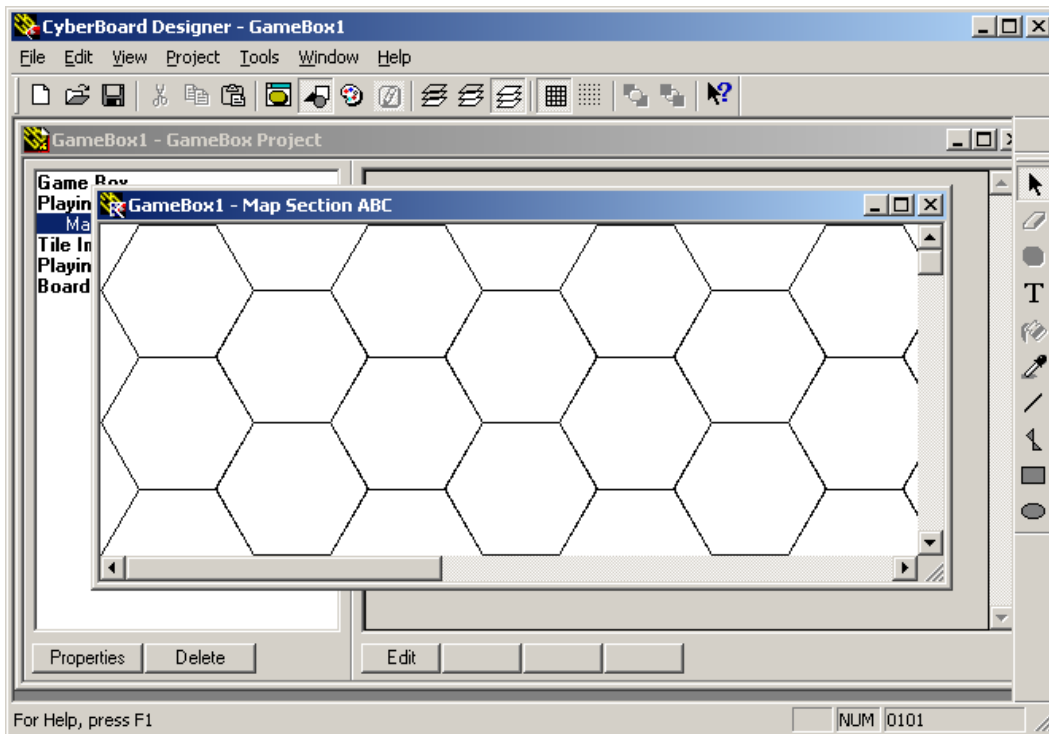
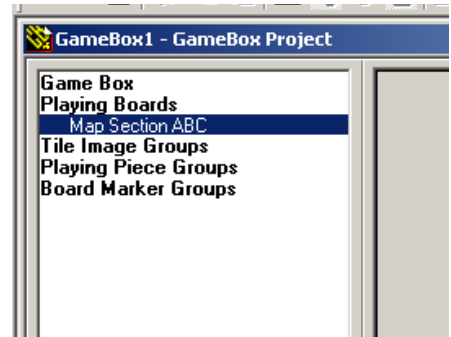


All you get to do is reset the Rows and Columns and the Cell height (and width if you use the rectangular board). You cannot change the geometry of the grid this way. To do that, you'll have to create a new board and start over completely, deleting this one if you don't want it.

Editing the Board

You edit the board by selecting the board in the window and double clicking on the board, or by selecting the board and pushing the *Edit* button at the bottom of the window:

A new window will open with the grid lines for your board.



On the right side of the CB Design window is a tool bar with the available drawing tools. The Tool Bar can be made floating or moved to the bottom of the Design window if you so choose. This is purely a stylistic choice, depending on what you feel comfortable with.

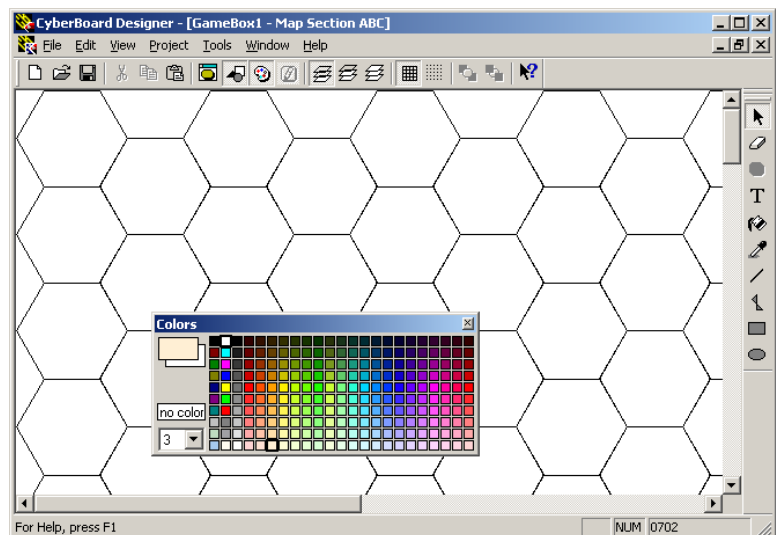


On the top a number of buttons have been activated. Left to right, these buttons are:

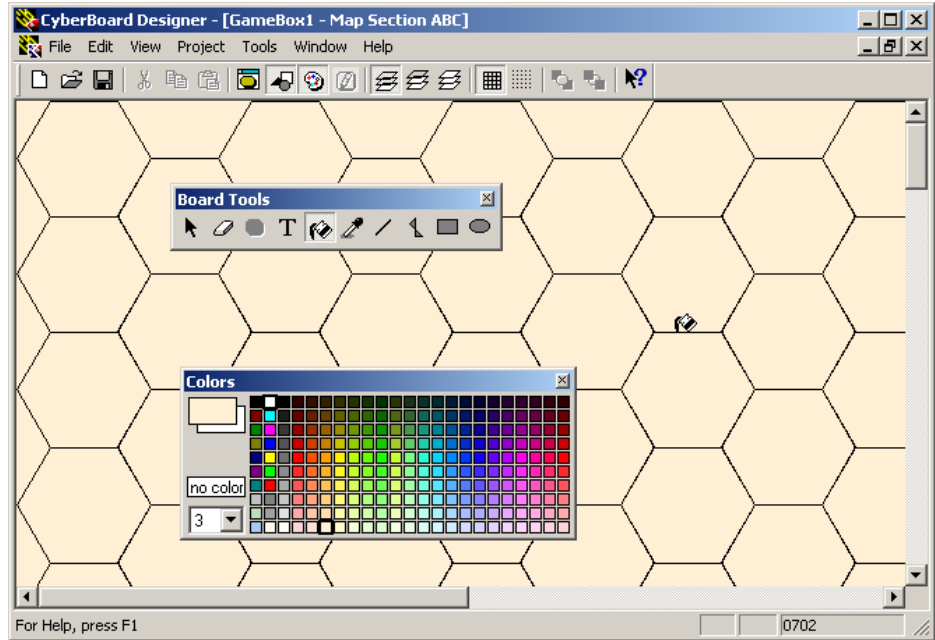
1. Create New Gamebox Project (as described already above)
2. Open existing Gamebox Project (gives you a file open dialogue to work with)
3. Save current Gamebox Project (saves the current project with the current working file name)
4. Cut (dimmed and deactivated in the example above)
5. Copy to clipboard (presently dimmed and deactivated in example above)
6. Paste from clipboard
7. Open or Close Tile Palette (this has all the Tile Image Groups you've created, all available while working on creating the board, even images intended to be counters)
8. Hide or display Board Tool Palette
9. Hide or display Color Palette
10. Hide or display Tile Tool Palette
11. Edit Base Layer of Board (only 1 layer can be open for edit at once)
12. Edit Cell Layer of Board (as above, only 1 layer at a time, no option for multiple windows)
13. Edit Top Layer of Board (also as above, you can't have more than one layer open at a time)
14. Hide or Display Cell Grid outlines
15. Enable or disable the board 'snap to' grid. (define the snap to grid specifically in the board properties)
16. Move selected object to Top of display (puts an object over everything else so it shows)
17. Move selected object to Bottom of display (puts the object behind everything else so it is not displaying except those parts not covered)
18. Help (Be warned the help in Cyberboard is somewhat limited, our intrepid author of Cyberboard has concentrated on code, not documentation)

Drawing on the Board, Part I

Looking at the game itself, the original board I am trying to provide a representation of in Cyberboard, the first feature of the board that comes into play is the common terrain feature. By this I mean the single most visible terrain color of any hex in the game. Of course this will typically be the clear terrain. The board at this point is just white with the grid lines on it, and unless I selected a unique color for the grid lines, they are black. I've expanded the board window to fill the CB window to work on it.



When you select the fill tool (inkpot pouring ink/paint) and click it on the presently empty bottom layer of the board, you will change the entire board's color to the presently selected color. On the Bottom Layer the Fill Tool only sets the color of the background. It does nothing else. On the Top Layer, you cannot use the Fill Tool. In the Cell Layer, it only fills an individual cell, whether hex or rectangle.



This provides the background color for the clear terrain

hexes, and any terrain we add will go on top of this, giving some meld between terrain types. Pouring the color into the Base Layer seems a simple step; the settings for colors can a little more interesting. The color palette displayed above is not as extensive as some palettes in more complex graphics applications.

The palette for Cyberboard's colors is limited to 256 at this time. Dale plans to increase the color palette to 16-bit color in CB Version 3.0, however for now, the limitation is there. I've selected a color that approximates closely the color of the *Strategy I* mapboard's clear terrain to start with.



This is the color palette you will be using a lot in CB. There is a difference in the Tile Edit palette, which instead of having a *no color* button has the transparent color.

- Any color you click on with the left mouse button will be the current working color.
- Any color you click on with the right mouse button will be the fill color in any object that CB fills in a color for you.
- Where you see the *no color* button on this palette is the selection for setting the current or fill color to none. In the Tile Editor, the space used by the *no color* button will contain the *transparent color*. Be careful not to mix up their functions. The *no color* button as the fill color

in combination with the polygon tool (press with the right mouse button before drawing) turns the polygon tool into a freehand line drawing tool.¹

- The pull down menu for numbers you see displayed here on the palette is for the width of lines. Presently, it is set to make lines 3 pixels in width.
- The palette will highlight/outline in black the colors in use as the current working color and the fill color.



The Board Tool palette is worth a quick visit now, before using more tools without an outline of what each tool may do. The tools on the palette, from left to right are:

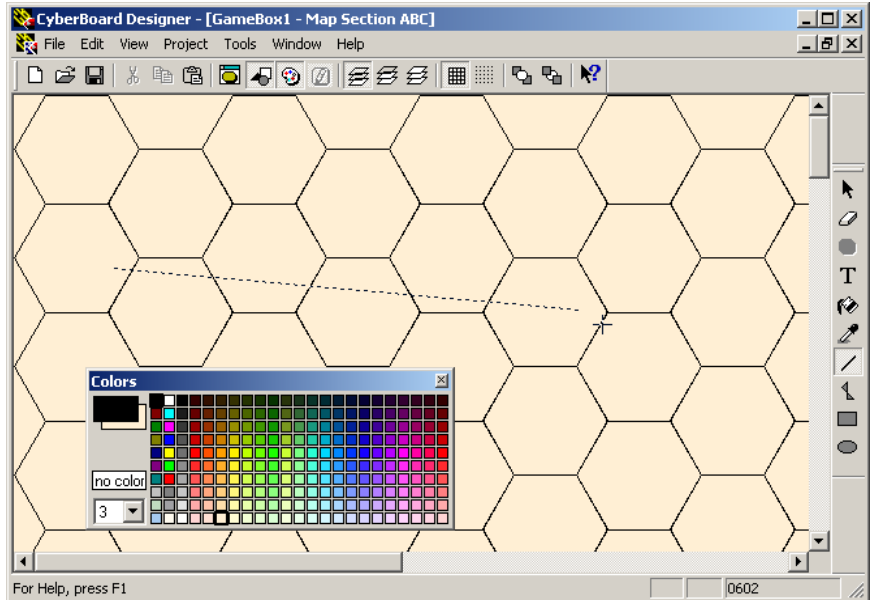
1. Selection tool
 - a. Choose objects by pointing at them and clicking on them
 - b. Or Drag to draw a selection box around objects and select them, or a group of objects together.
 - c. You can hold the shift key to select additional objects, or remove an object from a 'group' of selected objects.
 - d. Add to any group of selected objects by holding the shift key down as you point and click on the object to add. Conversely, remove an already selected object from a group the same way.
2. Eraser (only works on the Cell Layer to clear a cell)
3. Tile tool (placement of whatever current tile presently selected)
4. Text tool (works on both Base and Top Layers, but I suggest all text be put on the Top Layer, because anything on top of it will conceal the text)
5. Fill tool (Only works on the Base Layer)
6. Color pickup or sample tool (finds color at current spot on board, selects it in color palette). Point the tip at the color to sample, and click. This makes whatever color is under the tip the current color in the color palette.
7. Line drawing tool (width is set in the color palette as mentioned)
8. Polygon drawing tool (the insides of the polygon will be filled in with the fill color selected on the color palette). When drawing with the Polygon and ready to end the polygon, click on the initial point you started to draw from... or double click, or hit enter. To cancel the polygon you have in progress, hit the escape key (Esc). If you select the *no color* button with the right mouse button prior to drawing with the polygon tool, it will let you draw a free hand line instead of a full polygon.
9. Rectangle drawing tool (will be filled with the current fill color selected on the color palette)
10. Oval Drawing tool (will be filled with the current fill color selected on the color palette)

¹ Sadly, I didn't know this particular tidbit when I was doing the *Strategy I* gamebox. I discovered a reference to this completely by accident while poking about later, after the board was drawn. The freehand lines are done in S1 by retracing the polygon back to the beginning point of the polygon. This obscure little aspect of the polygon tool is possibly the single most difficult bit of knowledge for the new user of CB to pick up, and it's a pretty regular request on ConSimWorld & CyberboardML that a freestyle line drawing tool be added. That illustrates how hard it has been to learn about this aspect of the Polygon tool.

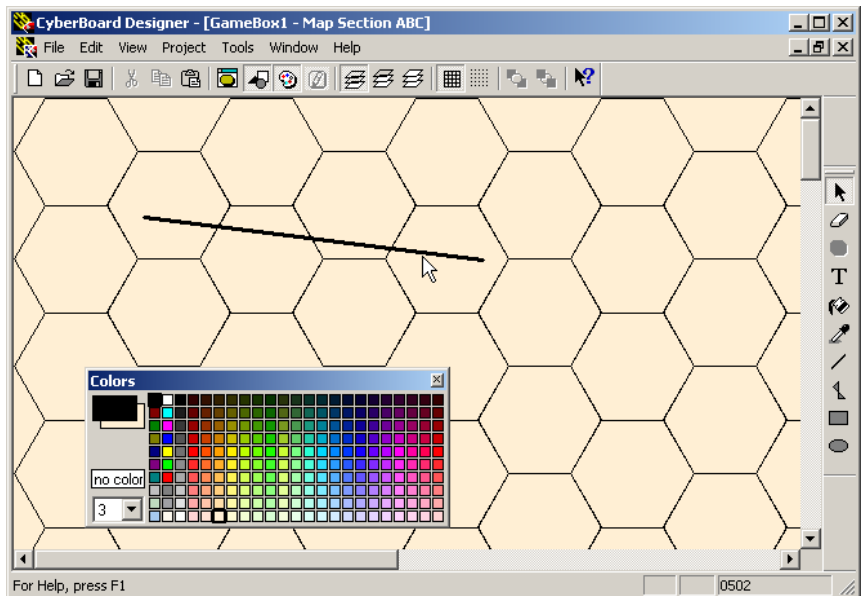
Drawing on the Board Part II

There are four tools for drawing on a game board directly. It is important to note Line Width is determined by the pull down choice on the Color Palette. If you want to change the line width of an object later, you will need to select the object with the selection tool, and while the object is highlighted, change the value on the color palette.

1. Drawing Lines, this tool only draws straight lines.

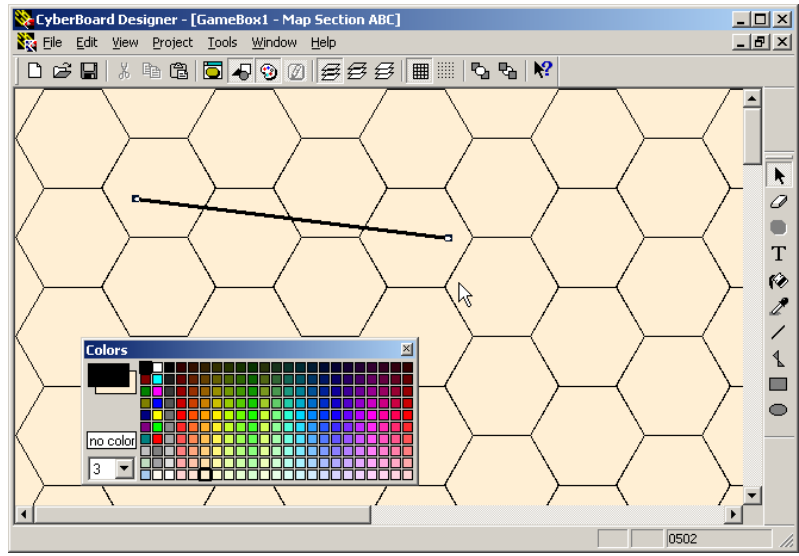


This lets you pull from one point to another point, and it fills in a line in the current working color the width currently set in the color palette. The result looks like this:



If you've put the line in the wrong place, you will have to do a little adjusting. With the selection tool you can select the line by either clicking on it with the tip of the arrow, or you can create a selection area around it by dragging a rectangle around the line.

You'll see anchor points for the line highlighted as squares at either end of the line. Get used to seeing these anchor points; they show up with other objects too and are tools for moving the objects' boundaries to change the shape or size of the object.

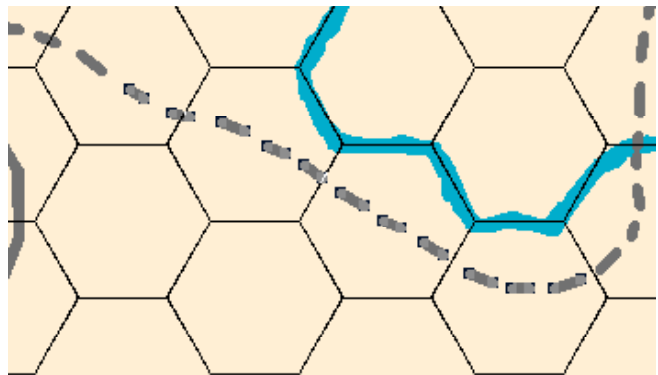


If you move the tip of the cursor arrow over one of them, the arrow will change to a cross hairs. If you click on the line when the cursor has become cross hairs, you can drag that end of the line to a new spot to anchor the line.

Also while the line is selected you can simply use the arrow keys on the keyboard to adjust the exact positioning of the line one pixel at a time. This won't change the size or angle of the line, but will move it around. This will work for any object you draw, and will become more valuable when you have a lot of objects on the board, yet must move one object just a pixel or two one direction.

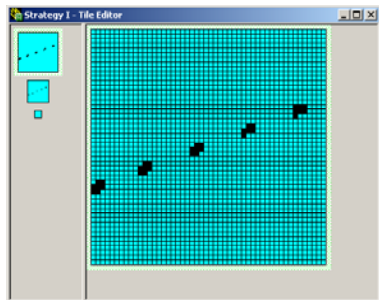
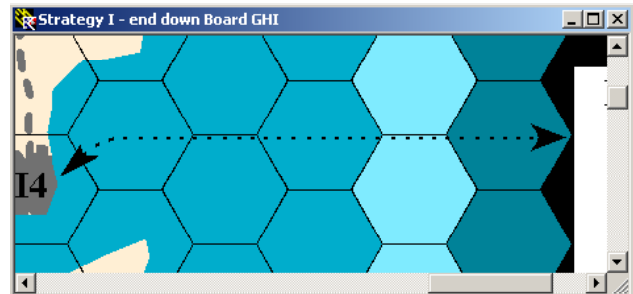
One of the critical uses of straight lines in *Strategy I* was the province borders. The straight lines were used to draw a wide black line over the hexside where a border should be, going from the point of one neighboring hex to the point of the other. Adjustment to fit using the anchor points and movement by pixel increments was necessary in places to get the alignment just right. Turning on the snap to grid helped with alignment of these lines as well.

In *Strategy I*, there are a number of roads based on dashed lines. I came up with three ways to do this. The way you see it in practice in *Strategy I* is each of the dashes is a short straight line, which I used the anchors to align the ends together so they can appear to be curved. There are no curves anywhere in them.



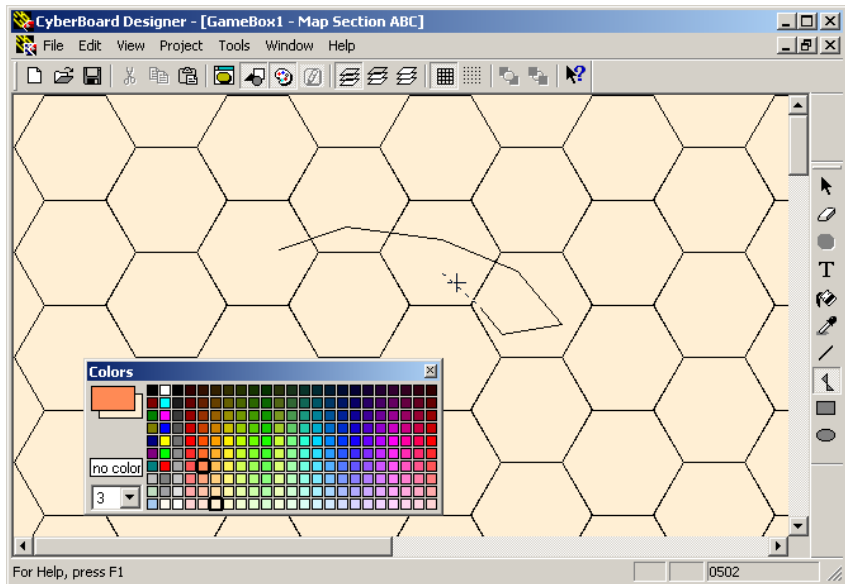
Another method I devised and decided against was to draw the line using the polygon tool, and then draw breaks in the line over the solid line using the color for the background terrain behind the road to make it look like a dashed line. This tends to look awkward because overlaying the line with background color doesn't quite mesh well with the appearance of the road. It also leaves a lot of almost invisible objects to select in error.

One other method occurred to me later. That was to devise a set of short line tile images to lay out for the road's dashes. The problem is this would have required a number of tile images for the turns and curves. Also, since the bottom tile layer would be one solid color, the dashed line would not show up properly on the smallest scale board.

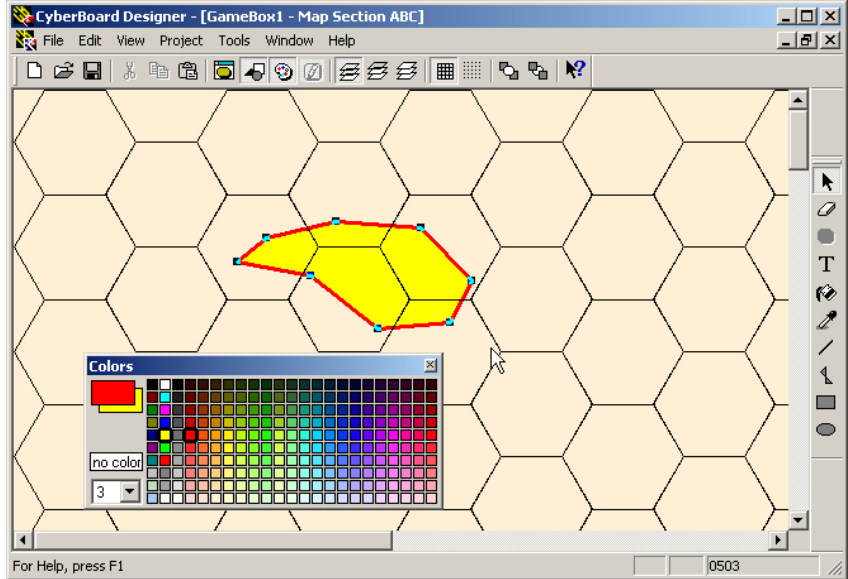


But this did work out fine for the arrow lines to the port boxes in *Strategy I*. All that was necessary once the tiles were created was to lay them together so the line looked like a steady dashed line in the graphics.

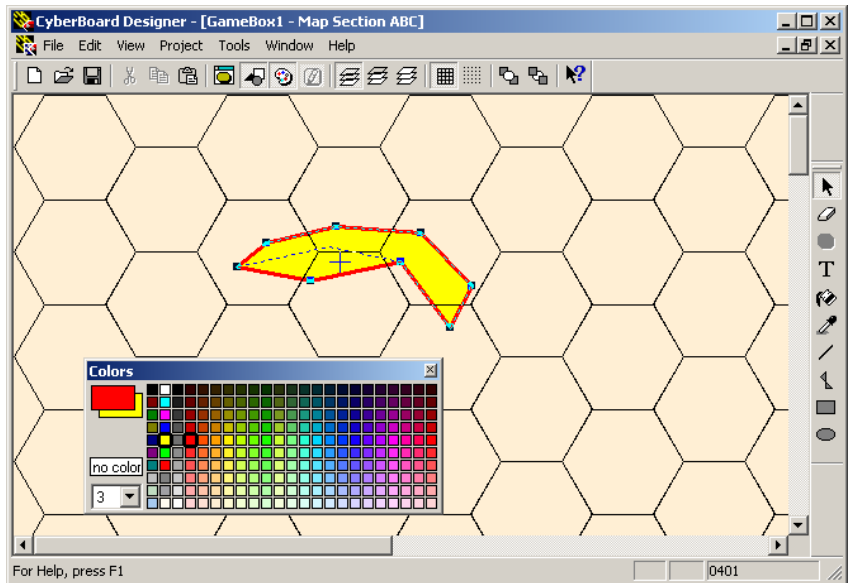
2. Straight lines are nice, but they rarely serve well for other purposes. Terrain requiring curves such as rivers, roads, or coastlines for instance. If you've noticed, some gameboxes use straight lines for roads, and some manage curved roads. For this purpose, the Polygon Drawing tool serves the job. My artistic skills are quite lacking on drawing lines this way, but there are some tricks that provide nice curves:



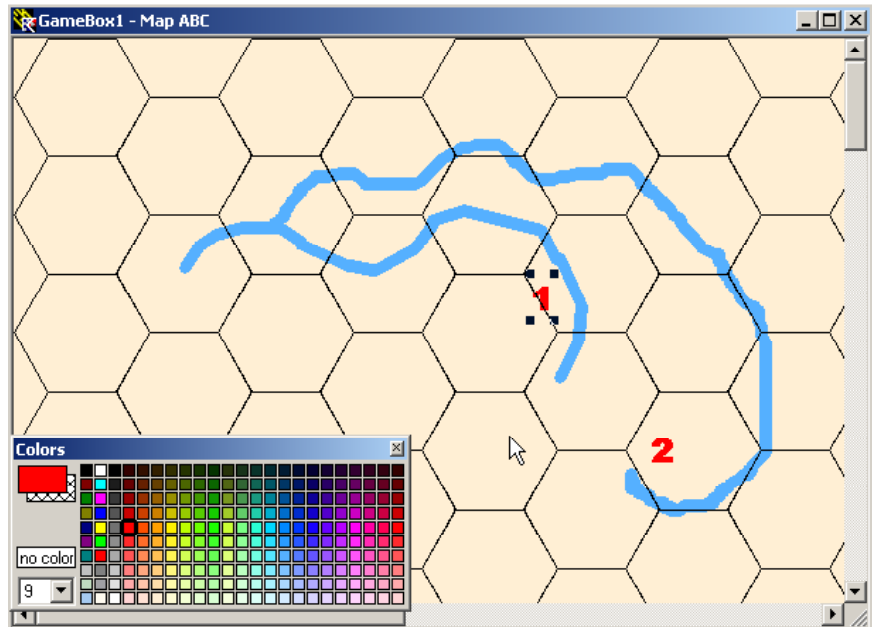
Be aware the polygon tool expects just that, polygons. So if you make a big sweeping object, the editor wants to fill it in. The Polygon completes when you meet the starting point of your polygon, or when you double click, or when you hit the enter key to signal you're finished with the polygon.



You may also notice the grid lines show through on the base layer of the board. This allows you to add terrain features that do not conceal those grid lines. The polygon tool also gives you anchors at any point along the polygon that allows you to adjust the shape, so long as you have those little square anchors to move around.

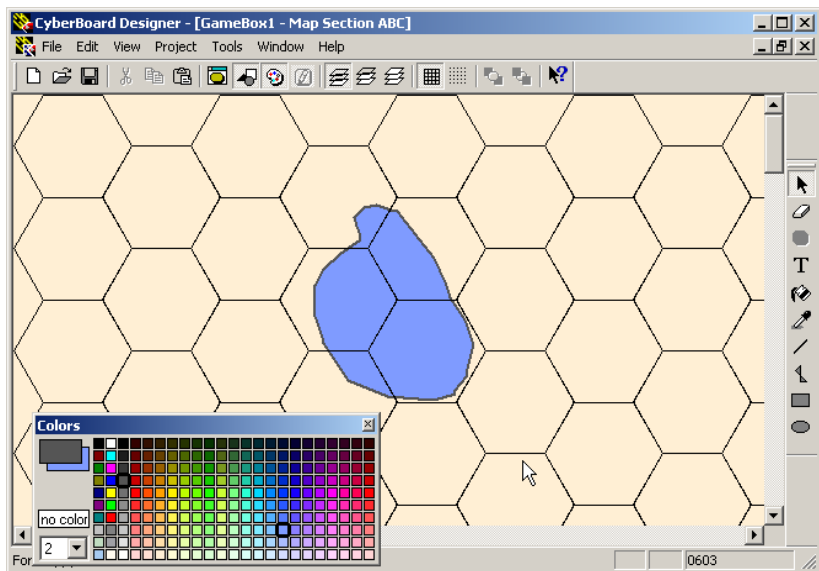


- a. Okay, to get this to be a road, or a River, we have to narrow it down to one, unfilled line. Right click on the *no color* box. Then start to draw using the polygon tool. When you finish drawing the line you want, double click or else hit the enter key.



River segment 1 was drawn by clicking at various points along the way to the end point, and hitting enter. Holding the left mouse key down along the entire path of the line is how I drew segment 2. Choice 2 looks ragged because my hand simply is not as steady as necessary to draw a good line. One way I've found to smooth out some of the curves in these lines is to draw with a very thin line setting, then increase the width in pixels afterwards.

- b. When doing a lake or coastline, it may be worth while to actually have the current color be solid black, or some gray shade, and the fill color the blue we want.

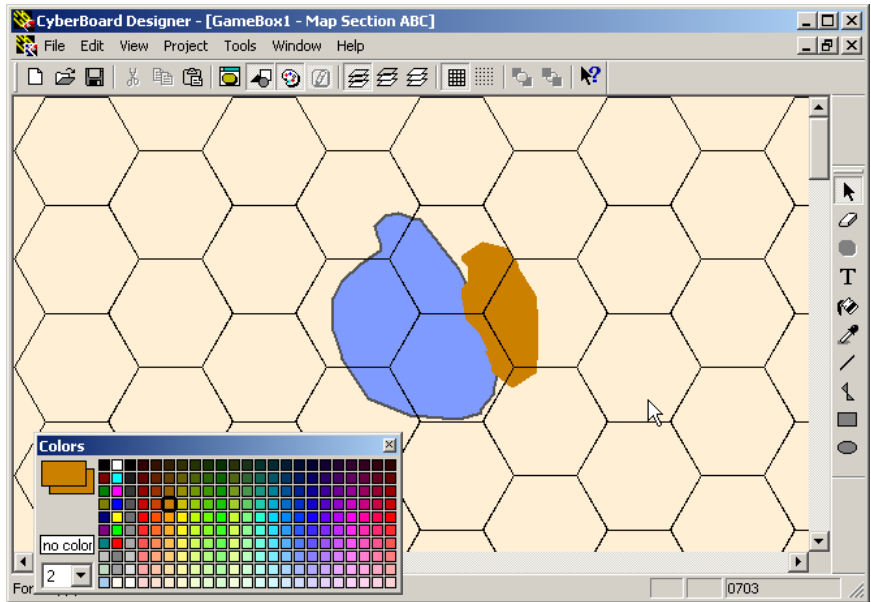


This gives a clearer indication of the shoreline, the coast. It does require more care in drawing 'curves' using a series of straight lines. It will allow more clarity in the distinction between coastline making a bay area, and river.

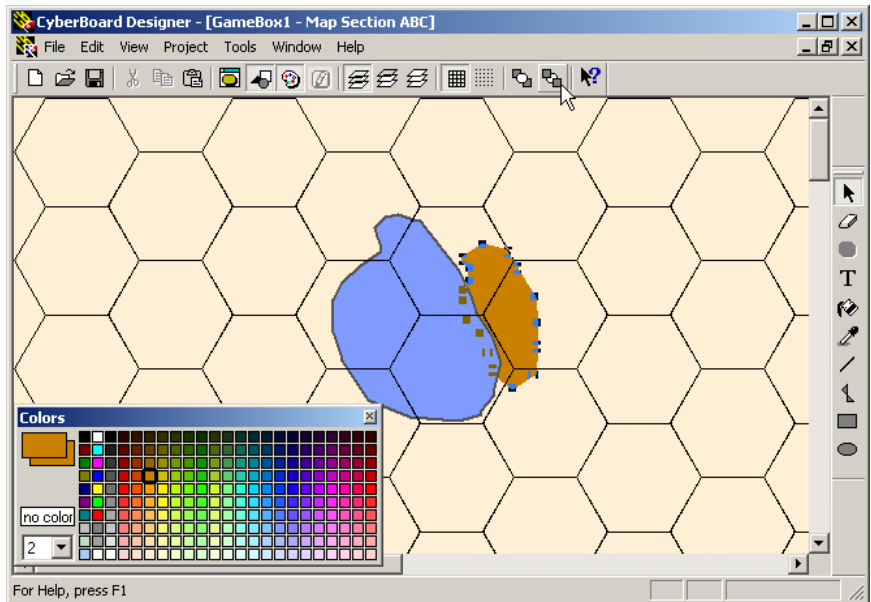
We don't want to be using the trick of widening the lines to smooth the curves for this. It will make the coastline look very odd. I've not done the outline object in darker colors

with *Strategy I*'s coastlines, and probably should have, for greater clarity. It is something I may go back and do some day to improve the appearance of the board.

- c. The polygon tool can be used for a number of objects you want in the terrain. The coastlines, the rivers, the roadways, and the mountain or rough terrain lines are good examples in *Strategy I*. The mountains are simply a shade of brown in *Strategy I*.



This also helps to display how objects overlap each other. The mountains are on top of the lake I've drawn. In this case, I'd rather the lake was on top. Now is the time to ensure it is on top, by selecting the mountain and then clicking the *send to the back* button, on the option bar above the window; or selecting the lake and clicking the *bring to the top* button, also on the option bar above.



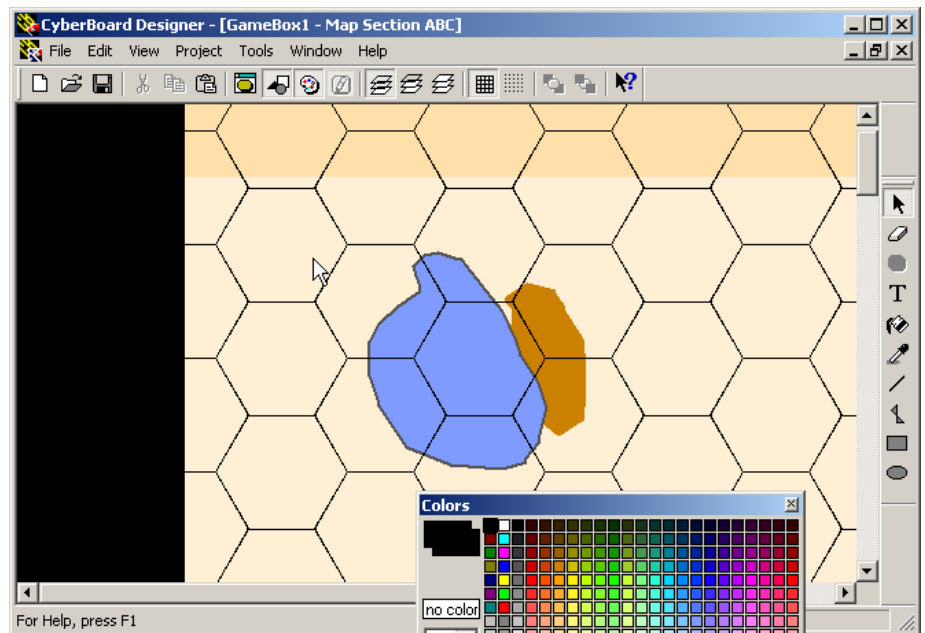
The result will be that the terrain I want on top will overlap the terrain I believe belongs on the bottom. If you look at the *Strategy I* gamebox, you will see I've used this along the coast lines, to draw such things as the Cities, or the Provincial Borders, then covered them up with the coastline, so it appears these things end right at the water's edge.

3. The rectangle fill object is useful for a number of things. Primarily in *Strategy I*, it's used to create the borders around the map edges (I also considered making the Port Boxes this way, but

since I wanted them all perfectly uniform, I ended up instead making them a solid white tile image). I deliberately added a couple extra hexes around the edge to allow for the Map Borders that will accommodate the Port City Holding Boxes, the Turn record track, and anything else that appears to belong there. I also did not wish to have the hex grid showing through the Map Border.

If I drew the Map Border on the top layer, it would block out the hex grid, but also would put more objects on the top layer, where the final tweaking work for the gamebox would occur. It gets easier to slip up and select the wrong object if there's many there you can touch. When you are working on the top layer, you cannot select objects from the bottom layer, so I've found it useful to put as much as I safely can on the base layer of the board.

You can see from the polygon objects in the above pictures the grid line shows through on the base layer. I had to work out some mechanism with the borders to keep the grid lines from showing through. My initial intent was to make the border a muted brown color, but the grid lines of the hexes showing through made that seem impossible. I finally realized (with the help of Skip Franklin) I could either change the color of the grid lines to the same color I was making the border, or the border to the same color as the grid lines.



As you can see, the tan color shows the grid lines right through it. If I'd made the grid lines the same tan color, they would vanish at the edge of that object. As it is, they vanish into the Black boundary I've put on the left side of the board.

4. The Oval drawing tool may be useful, but I have not had call to use it in *Strategy I*, nor any other Gamebox yet. I'm not quite sure what terrain I'd draw as circles, however I can think of some games where the map board was area movement based and used circles with lines between them to display the areas.

Drawing Free Hand Curved Lines

Free hand lines are discussed elsewhere in this document, however this section is here for those persons who go to the table of contents and struggle to find the explanation. As mentioned, this is one of the most frequently asked about features of Cyberboard Designer, and least easy to learn

about. I'm determined to make it easier on gameboard designers to figure out how to do so, can you tell? This determination comes from being uninformed myself despite having many hours of working with the Polygon Tool for drawing on game boards.

Listen folk, you *can* draw free hand lines in Cyberboard. I *was* doing it by drawing the line out with the Polygon tool and then retracing the line back in order to get a curved line. This is totally unnecessary.

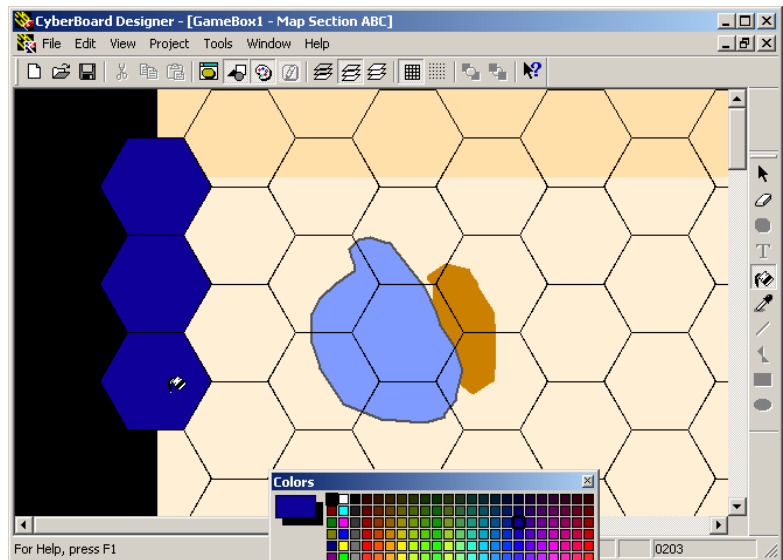
Click the right mouse button on the *no color* button on the color palette, select the polygon tool, draw the line, then either double click at the end of the line, or hit enter. You will see it now behaves as a free hand line drawing tool instead of the polygon fill tool.

For additional reference and discussion, see item (8) [on page 28](#) (and the discussion of *no color* on the color palette just above) in the discussion of the Drawing Tools Palette part of Drawing on the Board Part I, or see item (a) [on page 33](#) in the section on drawing roads and rivers in Drawing on the Board Part II. If I haven't mentioned this enough yet, it's not from want of trying.

The Cell Layer

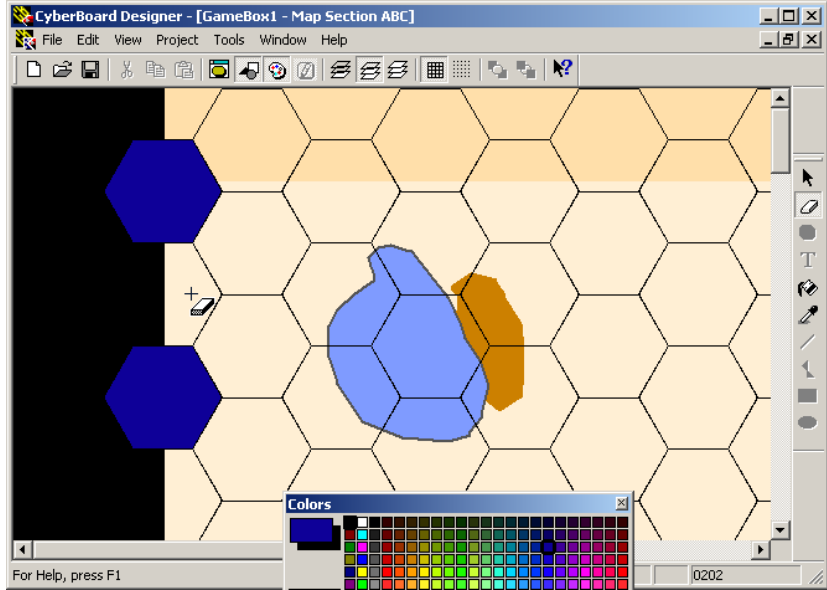
On the Cell Layer, there are only four tools available to work with. Anything you put in the Cell Layer will conceal whatever is in the Base Layer beneath it. There is an exception to this, if you set the board to allow transparent tiles in the Cell Layer, then objects that are Transparent in spots will allow the terrain underneath to show through. Principally though this layer blocks the underlying terrain and should be used for hexes which will have nothing under them on the bottom Layer. I've used this layer for the High and Intermediate Sea hexes, and to lay out narrow channel hexes for the naval part of *Strategy I*. There are other ways to use this however.

1. Simple color, using the fill tool:



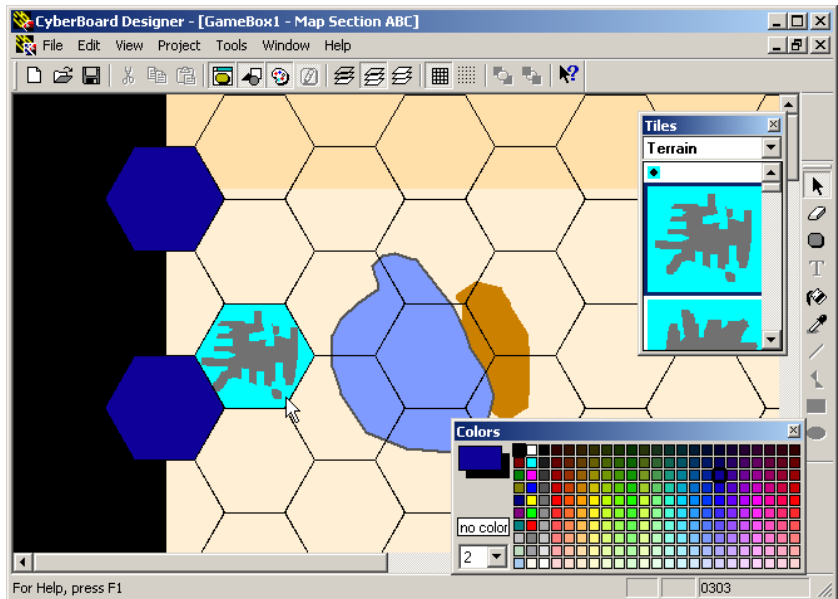
As you can see, I'm filling in the hex grid with dark blue, overlapping the black border and covering the clear terrain there. If I go back to editing the Base Layer, I won't see these Dark Blue Cells, until I once again select the Cell Layer, or the Top Layer. But nothing under these Dark Blue Cells on the Base Layer will show through.

2. If you decide you need to clear out a cell, instead of coloring it with a new color, this is where the eraser finally comes in handy. This clears away anything you've put in the cell so far. As far as I know, the eraser tool has no other use.



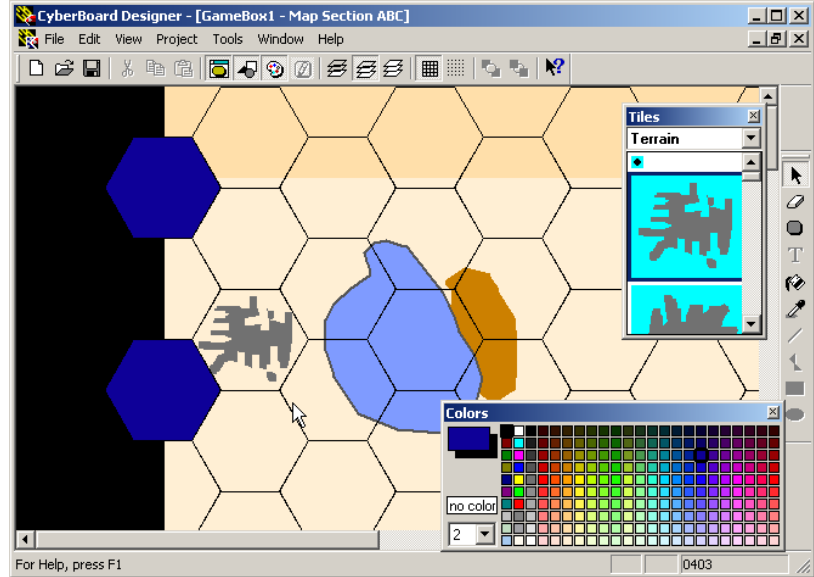
3. Last of all, on the Cell Layer, you can place a tile you've created into a cell.

This is an example of a *transparent color* causing problems. The aqua/turquoise color is in fact the *transparent color*. As you can see from the picture, the terrain behind the transparent part of the tile is not showing through. This is a minor annoyance, and correctible.



If you go back to the board properties window and click the check box that says *Enable Transparent Tiles in Cells* the result will look more like this.

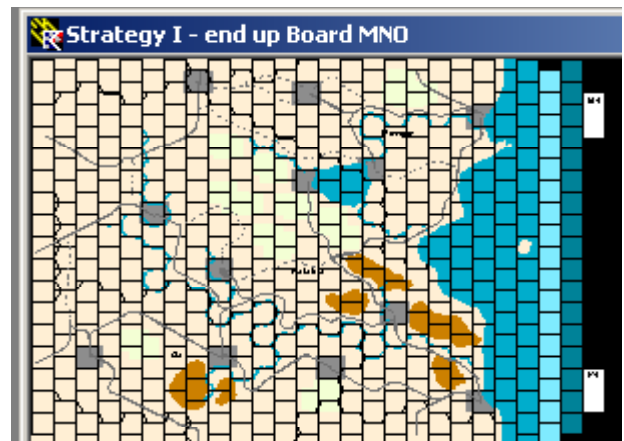
This is more practical than having all the terrain on the base layer, but if the coastlines are going on the base layer and the city is to be partially hidden by sea for the coast, you'll still have to stick this terrain feature on the base layer.



Philosophically, *there is no reason all the terrain cannot be tiles which get placed on the Cell Layer*. I prefer to do it the way I've been describing. A gamebox designer could do every conceivable combination of terrain as a tile piece and place it on the cell layer, provided he managed to create tiles to match up with the tiles in the hexes adjacent.

There is a problem though in doing this tile approach on the Cell Layer. The Small Scale tile image is always one solid color. That means you get a blotch effect of squares when the Small Scale is displayed for tiles. This hardly matters for the deep blue or the light blue of High Seas or Intermediate Seas in the picture below. But the City tiles are evident in the picture below from the gray squares. I put the cities on the bottom layer though, so the coastline water objects overlay them and cut off their square blotchiness along the coast.

The other issue of using just tiles on the Cell Layer is if you draw carefully done tiles with roads or terrain with detail, because the small scale tile has to be solid, the small scale map won't show the roads or detailed terrain. There is a trick you can use to make those roads visible though. Make the small scale of the tile the transparent color, and hand draw the road in on the Base Layer underneath the Cell. The hand drawn road won't show except on the small-scale map because the Cell Layer Tile will conceal it.



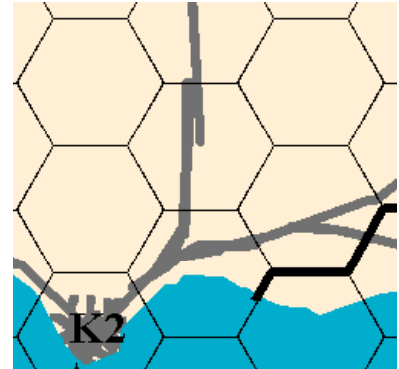
Ultimately this is a stylistic decision on the part of the gamebox designer and he should do what he's more comfortable with. If you are planning to update *Strategy I* though, the terrain is drawn in on various levels. It is not tiles in the Cell Layer with few exceptions.

Geomorphic Board Cell Layer Melding Technique

Boards meant to be geomorphic have hexes on at least one side that overlap half way. This means half the image comes from one board and half from the other when the meld occurs. The meld is done in CB Play when you match the boards up to form a complete board, but to draw the boards, you have to make them in the Design program and test them in the Play program. This only matters around the edges of the boards.

Dale's help information on this reads, "When CyberBoard "stitches" together boards, the half cells that join two boards along the grain are graphically merged by taking the image of the two halves of those cells and creating a special joining cell (you really don't need to know this but it's kind of cool to see)." I hate to try correcting Dale's explanation, but that does not appear to be how it's working out.

My experience was more like the two hexes overlapped each other. As long as the terrain matched in both hexes, everything was cool. If they don't match, it looks a touch awkward. I've not corrected all my awkward melds. I offer the example to the right as an example.

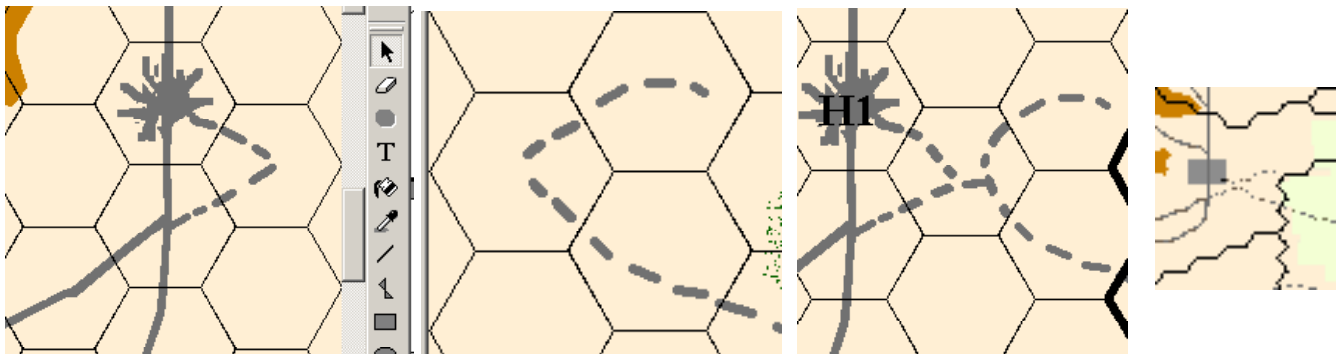


Clearly the roads don't match up. Clearly the meld is in fact taking the entire image from both maps and overlapping them together. You get a few choices to make this meld work out in a seamless manner. One is to draw the terrain perfectly. You can see how perfect my drawing ability is in the image above.

Another choice is to create tiles for those hexes containing complex terrain you can't make seamless without a massive struggle. I did this for a couple of the terrain hexes containing complex little road intersections crossing those seams. I did try drawing those connections first, believe me when I tell you it was truly a horror to behold. This is an example of the tile image I created to cover one of those seam hexes:



As I mentioned earlier, the small scale image of the tile is one solid color. You cannot represent a road with a solid color, so I set the small scale tile image to the *transparent color*. The tile hides anything on the bottom layer in the full and half scale, but in the small scale, the base layer graphics show through. This is what I drew on the base level graphics for the two boards and the results:

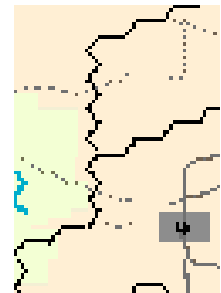


On the two left images is the Base Layer for the two boards to be melded and the third snapshot is the full scale map as it appears with the tile image on the Cell Layer for both boards. The small image to the

far right is how the small scale image looks because I drew in the road in the cell hidden on the other layers by the Tile image. The image of the roads isn't perfect, but at that scale, it doesn't need to be.

To the right is a picture of what it will look like without the base layer drawing to display road intersections under it for the meld of the two boards.

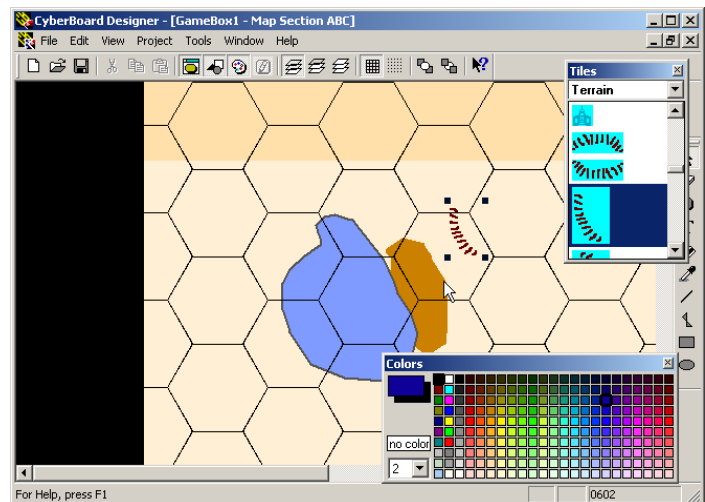
The break in the road net becomes visible, the gap breaking up the appearance of the road net. Not exactly the best reproduction of the map if pieces have gaps in them.



Terrain Tiles on the Board

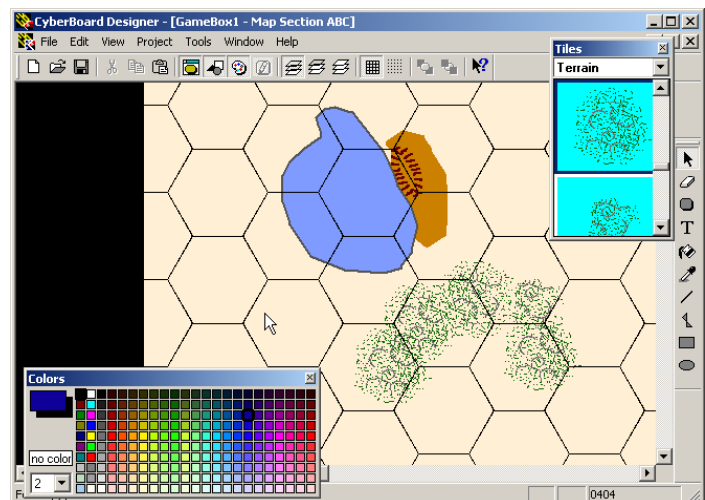
Having just pointed out we can put terrain in tiles and put them on the board, I'm going back to the Base Layer a moment to do just that.

What you see in this picture is the addition of half a 'peak' hexside from the terrain tiles. This is in part why I like doing some of the terrain at each level. The pieces can overlay each other and be outside their own hex to make the total terrain appearance acceptable. A little adjustment and another half of the Peak Hexside, and those mountains will have an impassible ridge.



In the tiles tray, you can see I've done some other terrain in preparation. The 'woods' spreads all over the place in *Strategy I* without really filling any given hex most of the time. I felt it was acceptable to take some woods terrain like speckling and just move it in place on the board, covering hex sides and filling in parts of the hexes, to give a sense of rambling edges to the woods. This too I dropped in place on the base layer of the map.

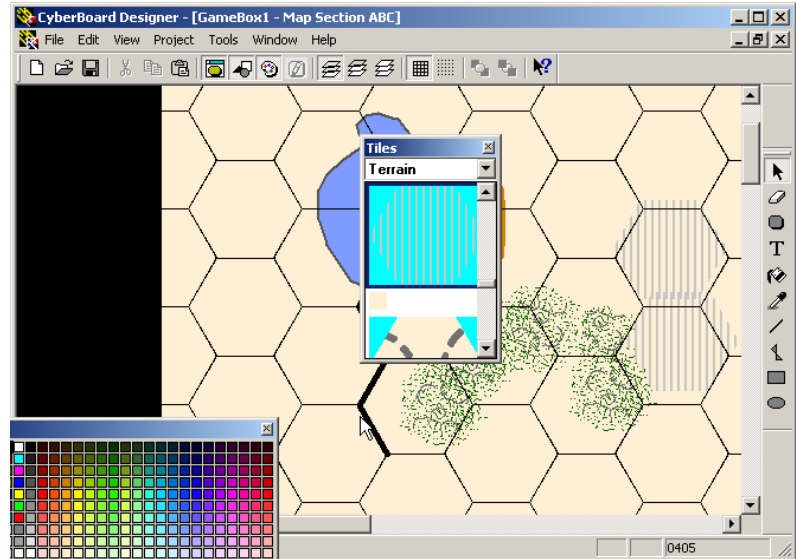
As you can see, it gives a decent appearance this way, not simply centering in a given hexagon.



Any number of terrain features can be created this way, swamp for instance, bogage, cultivated areas, and so on. There's actually 5-7 woods/forest terrain tiles placed on this board, and yet it looks as if they've been spray painted in place.

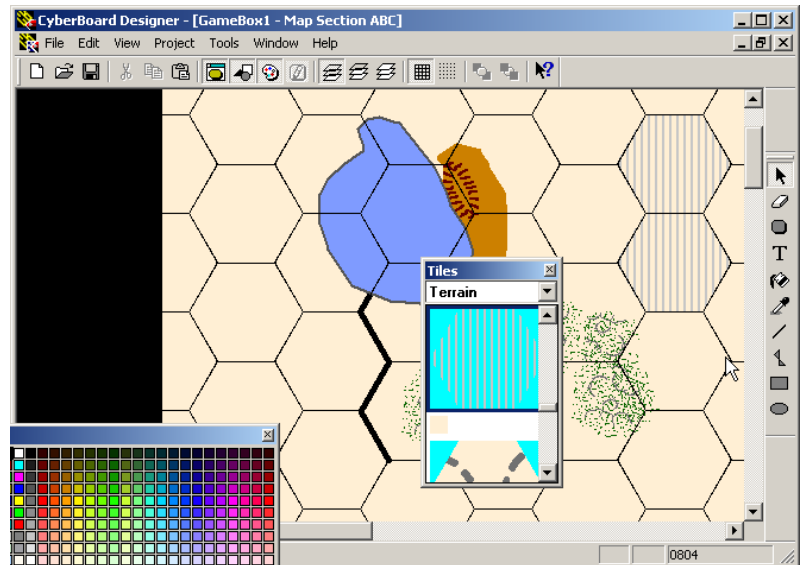
One of the terrain features I created as a tile was the Badlands/Desert terrain. This happened because I wanted to come close to matching the original appearance on the board of straight hazy lines that made up the desert. This attribute on the original board was probably a printing convenience that made it easier to register the color overlay for the particular color in that step of printing the board. I didn't have the convenience of a printing shop to do this for me.

Just drawing the gray lines on the map would have taken forever and probably would have ended up crooked. Yet I needed the lines to match up accurately from hex to hex. The problem with tiles was I could not put them in the cell layer, and have coastlines crossing them that way. There also needed to be a curved outline on the board to demark the point clear terrain picked up. They'd be on top of the coastlines, or else the coastlines would not have the hex grid showing through properly unless I turned on the board property for drawing the grid lines on top. Also there was the chance the coastlines would be easily moved by accident while finishing up the top layer.



I struggled with placing them in their hexes at first to line them up adjacent to each other with the mouse cursor. By the way, this is how I learned about adjusting the positioning of objects on the board.

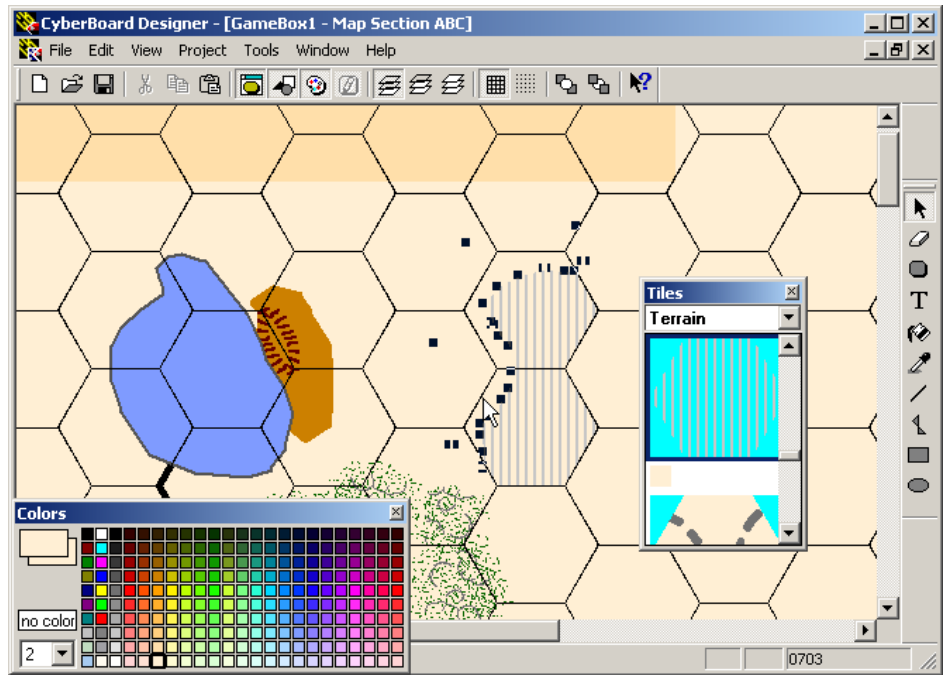
As you can see, lining them up was a challenge. Well, remember in editing the game boards you can use the arrow keys on the keyboard to adjust any object pixel at a time. Select the objects one at a time and adjust using the arrows until you get them lined up where you want them in the hexagon. By this means it's relatively simple to get most objects lined up pretty precisely in Cyberboard.



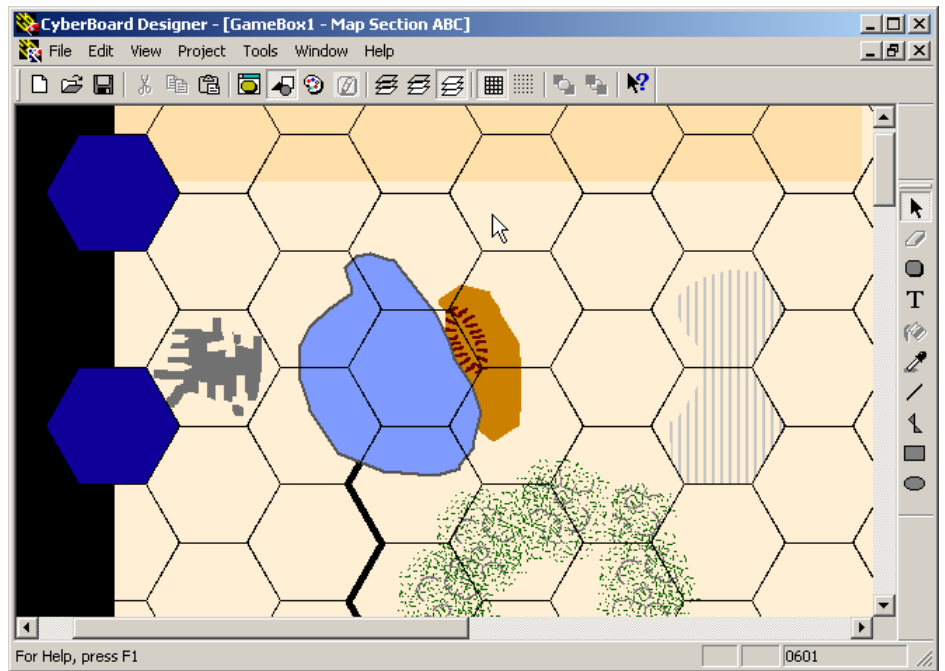
If you have a group of objects requiring adjusting together, you *can* select them all by either enclosing

them in a selection box (drag the arrow cursor), or you can hold the shift key and click on the objects you want to include until you have them all, and still use the keyboard arrows to adjust them as a group.

Of course there is a boundary to the Badland/Desert that resembles a coastline edge. So I simply took the same color as the clear terrain around the Badland/Desert and did a coastline like curve around it.



You can see the outline of the 'clear terrain' object laying on top of the Badlands/Desert. Elsewhere on top of the other clear terrain, it fits right in. The final result looks more like this:

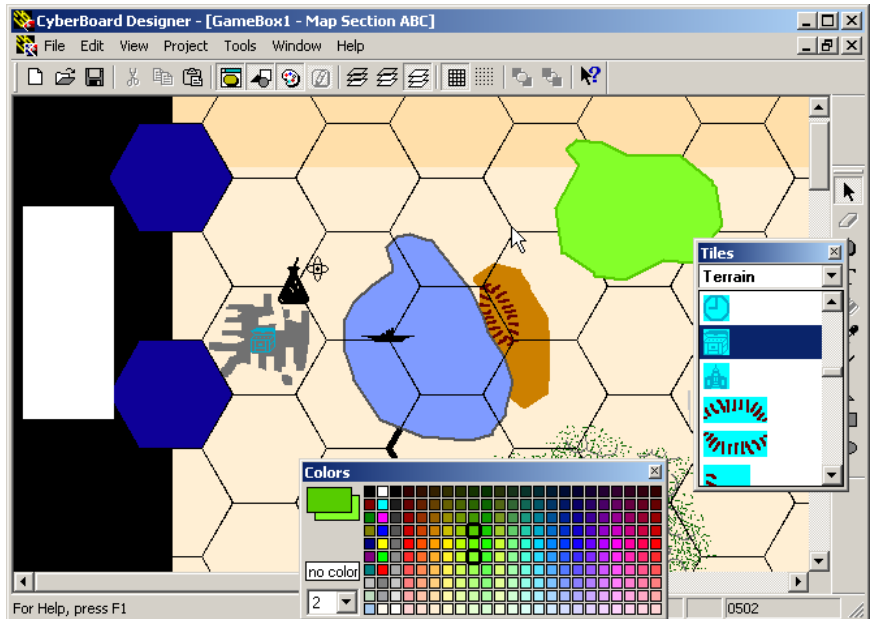


Almost any terrain can have edges smoothed into curves in this manner, this even works for the woods terrain if you want to make it uniquely shaped. This is how coastlines are drawn as well in *Strategy I*. The polygon tool is selected and set with both colors as the coastal sea color, and then I drew the curves of the coastline over the clear terrain color making up the background color on the Base Layer.

The Top Board Layer

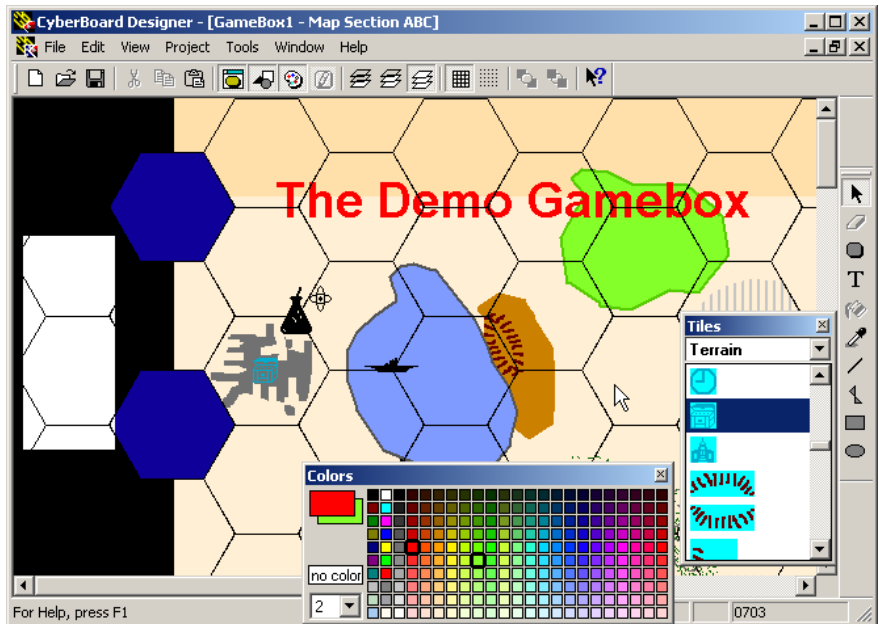
The top layer of the board can have any kind of object you could put on the Base Layer. However as you may note, the objects on this layer will blot out any object or fill on the two layers below:

This also includes the hex grid unless you specifically make the hex grid show through. Setting that option is in the board properties dialogue. You may not wish to do so, because it will show through all objects, unless you specifically set the particular object to be drawn above the Grid.



To do so, you can select an object, right click on it, and select the option on the pop up menu for *Draw Objects Above Grid* to get specific objects on top of the grid on the top level. But turning on the grid borders to draw on top looks like the image to the right.

You do this by selecting the board's properties and selecting the check box for *Draw Cell Border Lines Over Top*. Doing so ensures the grid lines will show through even the text you may wish to place on the top layer. It is pretty unpleasant to have those grid lines showing through for the board's cells in the game's name, in a turn track, or in a chart you decided to put on the board to keep from having to switch from board to board. There is a hazard of creating a very confusing environment to draw in when you set the Cell Border Lines to draw - on top, then subsequently draw objects above the grid. I draw as much on the Base Layer as possible so I don't have to work through which objects belong above and below the grid on the Top Layer.



It's a style issue to draw the cell borderlines on top or not. Such a decision is entirely up to the individual game designer. I ran into enough problems accidentally selecting and moving objects unintentionally when doing so, I simply don't do it.

Scanning Maps

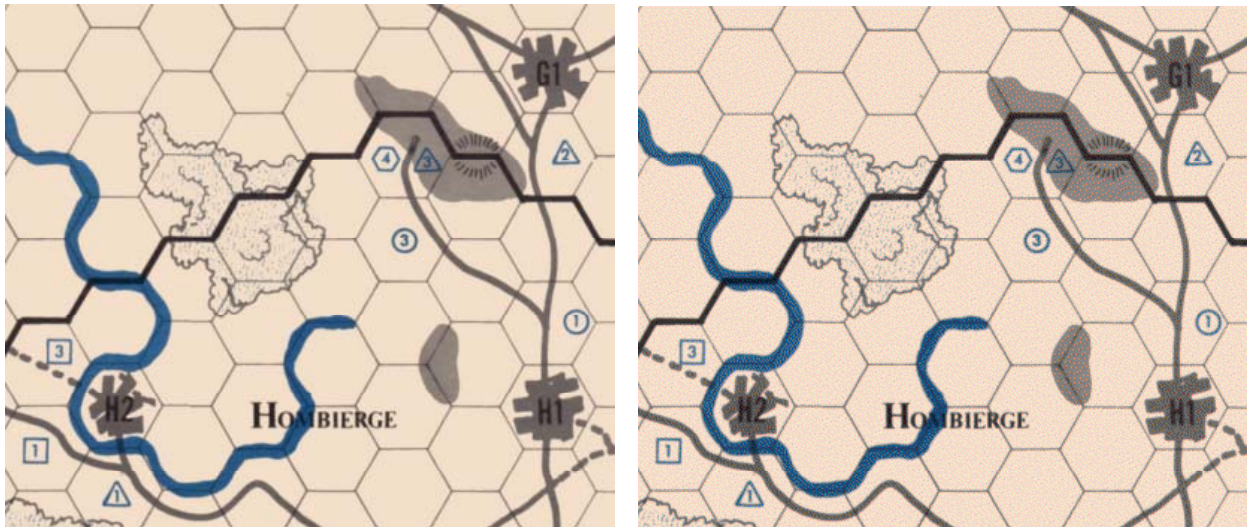
For a few reasons, I recommend against putting scanned maps into a Cyberboard Gamebox. But still, someone will want to do it and want to know how. Keep in mind this negative reaction is my own opinion, scanning the maps may in fact be what you want to do. First the reasons against it:

- 1) The legal one first; using what is in effect a photo of the original board you actually may be trodding on copyright. Hard to say, given we're trying to stay in the fair use category. I suggest you go look into the laws on copyright (see <http://groups.yahoo.com/group/CyberboardML/files/CB%20and%20Copyright>, sic, for a short and thoughtful treatment on the topic by Chris Fawcett), though the simple answer is simply not to distribute the gamebox if you scan the map and include it.
- 2) At this time, the palette is limited to 256 colors, and it works out okay if you have an application capable of dithering the scanned image with the palette to give the appearance of the right colors, but it's not simple. A fair number of people have tried and been unable to figure out how to do the conversion.
- 3) Making Cell boundaries match up with the scanned hexes is never simple. The simplest solution is to turn off the feature displaying cell numbering and cell border display. Also leave the snap grid in the scenarios turned off, and you can then put the counters anywhere on the board anyway.
- 4) Scanned images make a gamebox very large. The increase in size happens because bitmaps are not readily compressible any further than they were when they were pasted into the gamebox.
- 5) Finally, in *my opinion* the hand done boards look better than the scanned images anyway.

Truthfully, to shortcut the effort with *Strategy I*, I did try to scan the map into sections to use. Chris Fawcett's comment on my attempt was to say he didn't know I was going to cheat that way. Grump, grump, grump... mutter. Okay, I gave up on it anyway (Chris was yanking my leg I'm sure).

There is one advantage to scanning boards for CB which may prove effective for you, without leaving the scanned image in the gamebox. You may wish to load it up on the Base Layer to use as a tracing tool to draw the board above it. I've not tried this, but suspect it would work out well.

Even with that thought in mind, the scans of *Strategy I* did not work out well. The failure came because the geomorphic quality was lost through distortions that happen when scanning. Also the original scans, though not bad, required a lot of cleaning up. I do still have the scans. I'm not going to discard them. But they just plain did not work out.



The Picture on the left is the original scan (with immense graphic cleanup); the one on the right is the same scan after conversion to the CB color palette. It is hard to see in this picture, but it is a wee bit grainier because of the dithering done to give similar colors. The fact the grainy nature is so slight came about because the clean up effort was pretty thorough. This was done with Picture Publisher version 7a, which has under its 'image' menu, an option for convert to a different palette. The palette used is the one from CB I'd created by taking a map with every color dropped into the Cell Layer, and saved to bitmap from inside CB Player. I then took the bitmap into Picture Publisher and sampled the colors into a local palette there, to save for use in converting. The palette I created is at the CyberboardML yahoo group site (URL below), in the utilities folder under the 'files' for the group.

However, if you just take an image you've scanned without any conversion to the CB palette, load it into the gamebox as a bitmap directly, the image can come out like picture to the right.

It may look okay in places, but the section of Intermediate Sea hexes gives away the blotching effect resulting from CB doing the color conversion. At half scale it looks significantly worse. If you do manage to create a map image from a scan anyway, you can easily import it into Cyberboard... if you really must.



Cyberboard will ONLY take windows bitmap files at this time for loading images. So once you've used your scanner to capture an image of the map, and have knitted all the pieces from your scans together, you need to start by doing the following:

1. Convert the image to the Cyberboard Palette. The CyberboardML group at Yahoo.com (<http://groups.yahoo.com/group/CyberboardML/>) has a handful of Cyberboard palette files stored in the 'files' area under the 'utilities' folder for various different graphics applications. These include:
 - a. Picture Publisher
 - b. Corel Draw 8
 - c. Paint Shop Pro
 - d. Photoshop

I'm not giving instruction on how to use the Graphics Applications to do the conversion, since I only have one of the above tools and have already explained how I converted the image using Picture Publisher. I assume if you have one of the above tools, you should already have some idea how to use it.

2. Open the board to the layer you want any image load to be placed. I strongly suggest the Base Layer since you may wish to add additional graphics on top of the image.
3. Under the Edit menu, there is an option for *Paste Bitmap from File*, select that. Or right click on the board with your mouse and select *Paste Bitmap from File* from the pop up menu. Select your file and it will be loaded into the board.
4. You may have to repeat the process of loading the Bitmap and resizing the board and hexes for the board a few times to make this work. Also resizing the bitmap's resolution may have an impact on the 'fit' to the cell grid.

Scanned images often look blurry this way, but if the conversion to the CB Palette is done decently, the image at least won't look like it is developing skin cancer.

Boards Created by Other Applications

Boards can be created in other applications, graphic drawing tools, or spreadsheets. This was a critically useful mechanism for creating the tables and charts in *Strategy I*. I have Skip Franklin to thank for the tip on how to do this. If you open up the *Strategy I* gamebox and go through the boards just intended as play aids, you will see just how useful it was.

The play aid charts were created in Microsoft Excel (picture to right), which does a pretty good job of producing nice even lines and good text graphics as well. This mechanism also permitted the addition of specific colors to give a clean appearance to the tables so errant lines outside the charts did not mangle the appearance.

Unit Type	Food	Fuel	Heavy Metal	Light Metal	Tax Credits	Production Factors	Turns to Produce
Armor Corps	5	3	6	5	5*	8	6
Armor Division	1	1	3	2	2	3	3
Mechanized Infantry Corps	4	3	2	2	4	7	4
Mechanized Infantry	1	0	1	1	1	2	3

Putting the chart together in Excel provided application based centering of text, uniform cell sizes without having to stick to the exact same cell size throughout the entire chart, and allowed for various colors as background providing demarcation between rows and columns.

Once the table is created in Excel, you simply select those cells that make up the chart by clicking on the first cell you want to use in the upper left hand corner, then holding the shift key, click the cell in the bottom right corner, thus selecting all the cells. The pull down Edit menu selection for Copy or Control-C puts the image on the clipboard. Once in CB, you paste the image from the clipboard with either the Paste function from the Edit menu, or Control-V.

Just like bitmaps you load from file, this image rightly belongs on the Base Layer so you can place other objects on top of it. Of course, the pretty graphic counters that make clear what units go with each row are not present in Excel... but you can add those now in CB Design. You can drop in any tile image as part of the board after the main chart is in place.

Another special advantage of using other applications to create an image for the board is that you can use any Font you have on your system. The image is effectively a Bitmap once placed into the board, never causing CB to look up a font file.

The more finished result in CB for the Unit Production Chart looks like this.

Unit Type	Food	Fuel	Heavy Metal	Light Metal	Tax Credits	Production Factors	Turns to Produce
7-6 Armor Corps	5	3	6	5	5*	8	6
2-6 Armor Division	1	1	3	2	2	3	3
5-6 Mechanized Infantry Corps	4	3	2	2	4	7	4
1-6 Mechanized Infantry Division	1	0	1	1	1	2	3
3-5 Infantry Corps	4	1	1	0	5	6	3

Almost any chart can benefit from this mechanism, and if you want, you can place little charts you make this way onto the top layer of a board you've left room for charts on. This allows for quick production of combat results tables to place on the corners of maps. It can be used for Turn Record charts the same way, with the text properly justified for reinforcements, or even just to put date information in. This way you don't have to work pixel by pixel to get a uniform appearance in those charts.

This also can be done with an entire map using a tool like Corel Draw or any other graphics application able to generate a bitmap to load into Cyberboard.

Text on the Board

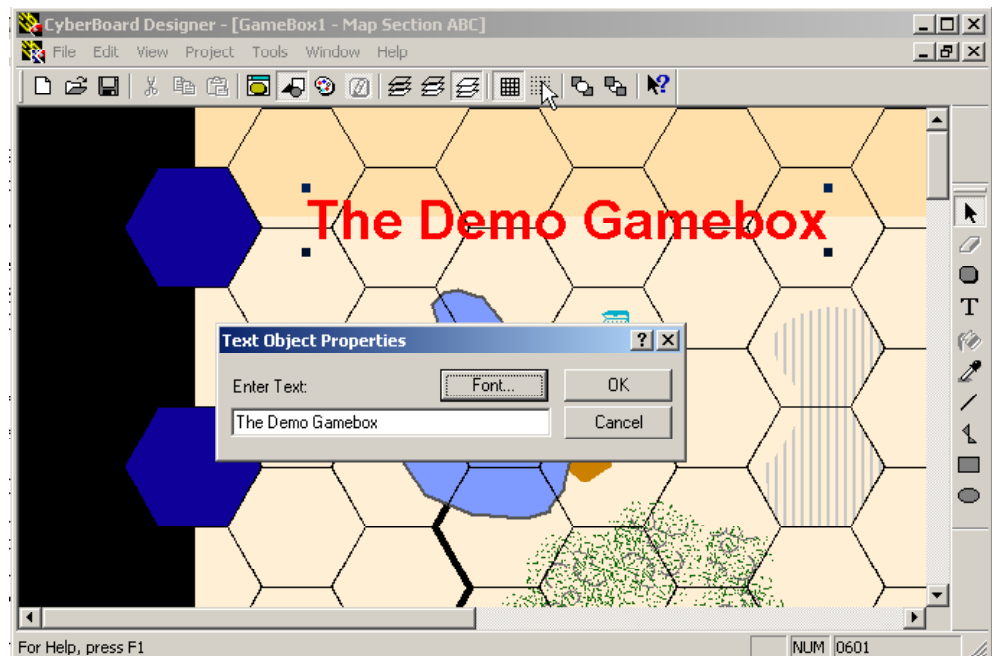
Almost every game has text on the board itself these days. Though I suppose if you count games such as *Chess* and *Go*, perhaps *Backgammon*... you will find many that don't. Needless to say, you will probably put text on any wargame you convert to Cyberboard. Even in your copy of *Strategy I*, you may wish to revert the province names back to their original names for whatever esoteric reasons. Text is pretty simple, until you want to do something fancy with it.

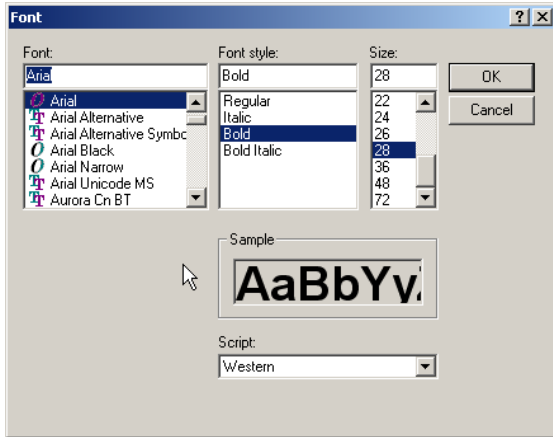
I'm using the Top Layer for the following examples, but text can go on either the Top or Base Layers. Since text needs to be legible without any other terrain obscuring it, I recommend sticking text on the Top Layer.

The choice of fonts you have available is the system wide common fonts, pretty much. You should be careful to stick with the commonly available fonts unless you're going to distribute the font you are using with the gamebox, or if it's embedded as a bitmap you're loading into Cyberboard. Otherwise when the players open the gamebox the system they are using will try to find the closest fitting font available to the one you used. It won't matter on the counters, because tiles images are kept as bit maps. But on the board, it may look very peculiar.

To find your choice of fonts, there are a couple places to set your selection of fonts.

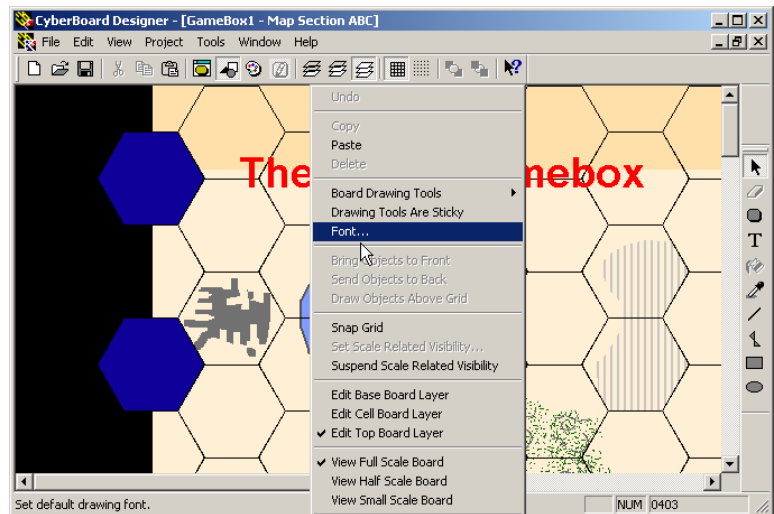
This option is from selecting a text object you placed on the board already and double clicking on it. This allows you to re-edit the text, *and* change the font:





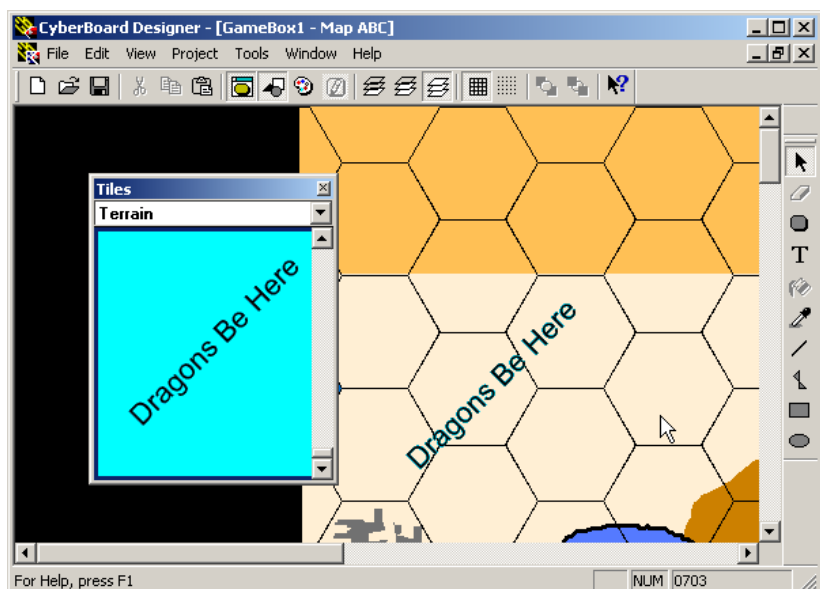
This should look familiar to you already if you've been around windows enough, so I won't bother explaining. Select your font and settings and be done with it. But this is for a text object already on the board. You can also change the color by selecting the object and then a different color off the color palette tool. But wait, there's more ways to do this...

Before you create a new text object, you can select the font from the Tools menu and set it there... and right clicking on the board itself will bring up another menu from which you can select the font in advance from:



There is a single drawback to using the text tool for putting text onto the gameboard tiles. All text is always oriented in the one way. There's no turning it to follow the angle of a River Line or a Border. There is a solution to this however. You CAN make a tile and turn the tile 90, 180, or 270 degrees to place text at other angles. The drawback to that is the limitation on the size of tiles and the angles at which tiles can be turned.

There is another option for creating text at other angles. There is a tool available from Jeff Fisher for download at <http://home.nc.rr.com/afishe/GTLTextEditor/>, which will allow you to turn text in tiles at various angles. There are a few other links there to other tools for Cyberboard I've not used. I've only experimented a little bit with Jeff's text editor, so I'm not really able to give a lot of suggestions on using it. But it can help you produce tile images with text at almost any angle, which is



extremely useful for marking odd angle terrain features. I've created an example here. Detailed use of the tool is outside the scope of this document.

Looks really nice Jeff, thanks for putting your tool out there for others to use. Apart from putting text at different angles on the Game boards, the tool allows you to throw text at other angles onto tiles for game pieces and counters. It's main purpose near as I could tell was to do text on counters. I do recommend looking into it if you're going to do much gamebox design.

With a little creativity you can get interesting lettering into the Gamebox. Because the images are just bitmaps, all you need to do is place a bitmap image of text from any application on the clipboard. With a little bit of creativity, you can make a tile image large enough to hold the bitmap and fill the background of your interim text with the *transparent color*.

The above was done with the Insert Menu, Picture, Word Art in Microsoft Word where it was copied. The text picture was pasted



into the MS Paint Program to make it into a bitmap, and then a Tile image was created large enough to hold the bitmap. The background color of the Tile image was changed to make it transparent. The Tile image was then pasted onto the Board on the Top Layer:

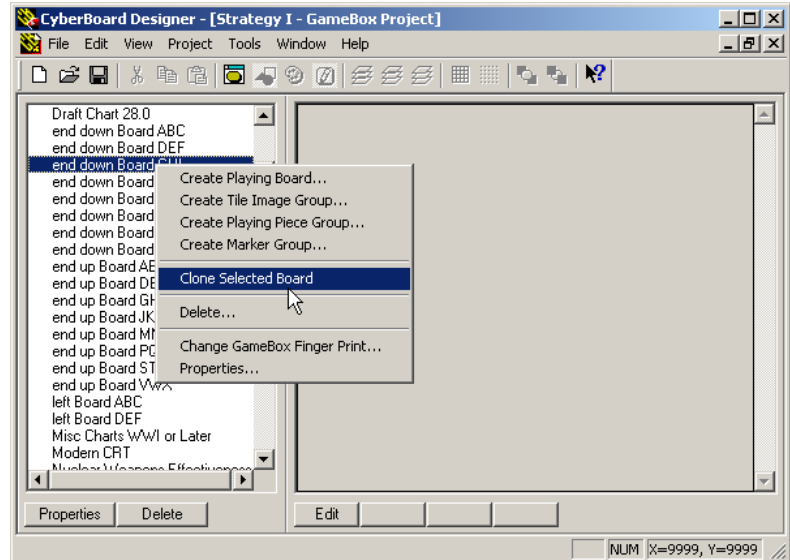
There is one other trick I know about for doing simple a fancy lettering scheme inside Cyberboard. Giving your text a three dimensional appearance is not simply a matter of selecting a font. You can give more detail to your text by creating a dropped shadow as I did with the text 'More Demo Board' without leaving Cyberboard. There is no tool per se in CB to do this; it's a simple trick of using the Text object creatively.

The above was done by making a second text object identical to the first, colored gray. Any color could do, light blue looks pretty neat too. The second text object is moved behind the first text object and then slightly offset to give the appearance the words are floating slightly above the board. This can work on Tile images too, except the shadow text will have to be placed first, then the main text. It's a neat little technique and lends a gamebox some elegance for final touches to any board you may create. I have Chris Fawcett to thank for showing me how to do this trick in his *Invasion: America* Gamebox.

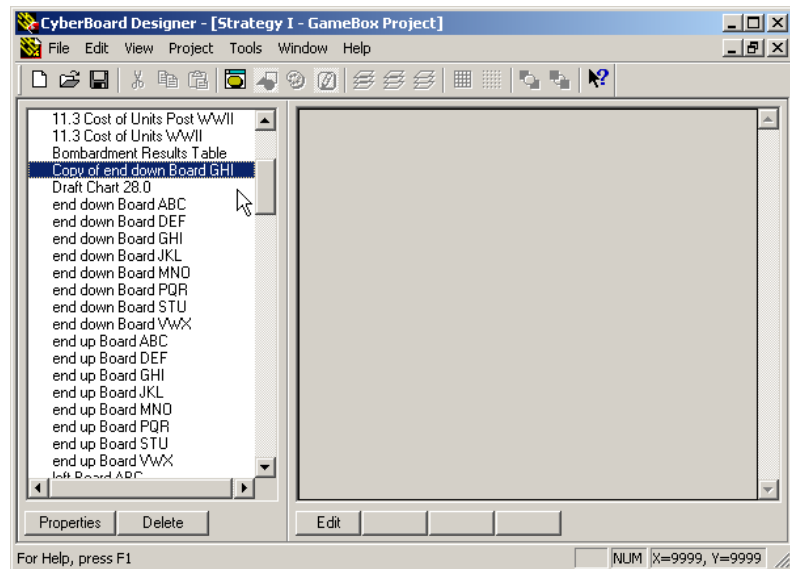
Copying Boards

There's two ways to copy a Cyberboard game board. One is to just copy the Gamebox. Since it's unlikely duplicating the Gamebox is the purpose of copying the game board, that option may just have to be forgotten and left off to oblivion.

You can however *Clone* a Gameboard within the Gamebox. To do so, select the game board you want to clone and then right click in that window. There is no menu option providing this function to the designer. Maybe Dale will put it under a menu eventually.



Cyberboard Designer will make an exact copy of the Board, and rename it with the prefix "Copy of" before the name of the board you copied. You'll have to rename the board to avoid confusion and just because if you're copying it, you really intend it to serve a new purpose.



Cloning the boards can become useful if the game has several similar boards and you want to avoid going through the properties definition for each one, or if there are only small differences from one scenario to the next. This was especially useful in *Strategy I* where I needed to make 16 boards with identical properties for the geomorphic result.

You may wish to do this for games where there are slightly changed terrain features on the boards for several different scenarios. Say for instance the quality of the roads needs to be upgraded from one scenario to a new one, or additional fortification terrain has to be added that wasn't present in the earlier scenario. Perhaps someone would care to do a version of *Invasion: America* in an imaginary time when California has fallen into the Pacific Ocean after an earthquake? The point is a board itself can be cloned within the Gamebox only.

There is **no** means at this time to save a board to file separately, enabling you to load the board into another gamebox. Tiles can be saved and re-used by saving to a file separate from the gamebox, but not game boards.

Also, there is no means to copy objects you place on any level of the boards. Though you can paste objects and move them around without too much trouble, selecting an object and subsequently copying it is not possible at this time.

Tile Image Groups

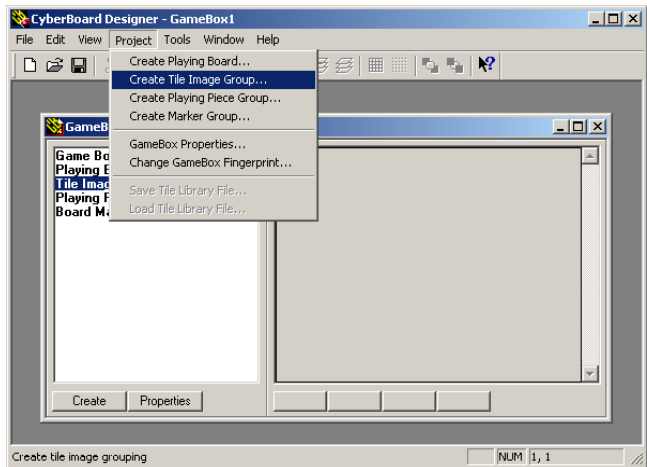
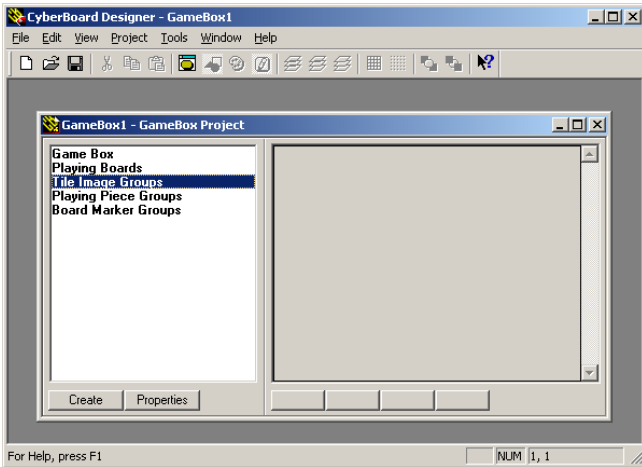
Tile images are objects, rectangles that become counters, terrain, cards and the game markers. Not all terrain will be tile images, because you can in fact draw directly onto the game boards. But some terrain it simply makes sense to create a tile image for, simply to be able to repeat the object without having to draw it by hand over and over.

There are three kinds of tiles you'll be creating for the gamebox. Okay, I lied. You'll do four for games using Cards.

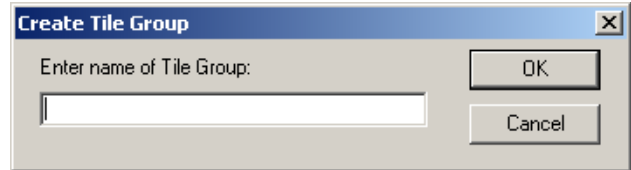
1. Terrain tiles images. These tiles will be used on the boards, on the map to provide terrain features for the game. They never appear in Player Pieces Groups, or in Board Marker Groups.
2. Counters. These are the playing pieces the players move on the board and will contain all the information to make the counters match the units in the physical game. To make it to a game, they first have to also be added into a group in the Player Pieces Group, and then in CB Player, moved into a Tray to make them available for a game itself.
3. Markers. Be aware **all** markers available in a Gamebox are available in **all** scenarios and games based on the Gamebox. This includes:
 - a. Turn Record Markers
 - b. Event Markers
 - c. Control Markers
 - d. Victory Point Markers
 - e. Magic Markers (okay, so maybe no Magic Markers)
 - f. Combat or Battle Markers
 - g. Retreat Path Markers
 - h. Any other kind of game marker that may prove numerous enough you don't want one of every kind.
4. Cards, if you're doing card games. I haven't really done cards in a gamebox, so while I can speculate on how to do this, and I will, I may err in my explanation. The usefulness of cards developed in version 2.0 of Cyberboard, with the ability to conceal the faces of the playing pieces and draw randomly from a Tray in the CB Player program.

Making Terrain with Tiles

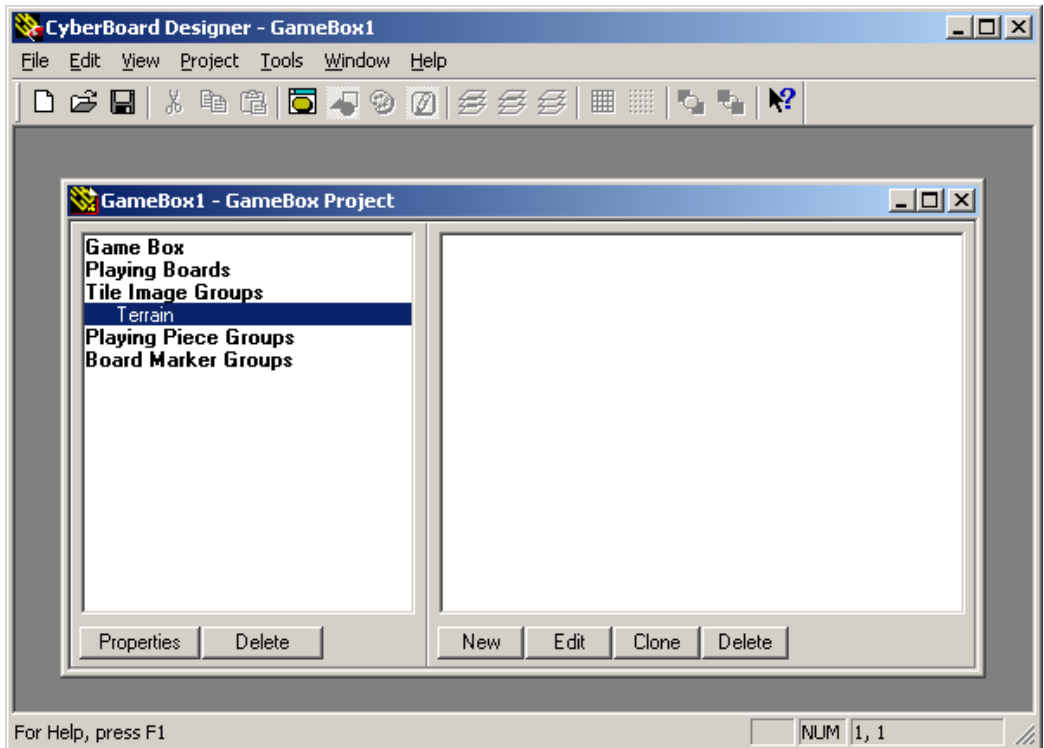
Select Tile Image Groups and press the Create button on the bottom or pull down the Project menu and select Create Tile Image Group, you can also double click on the Tile Image Groups header:



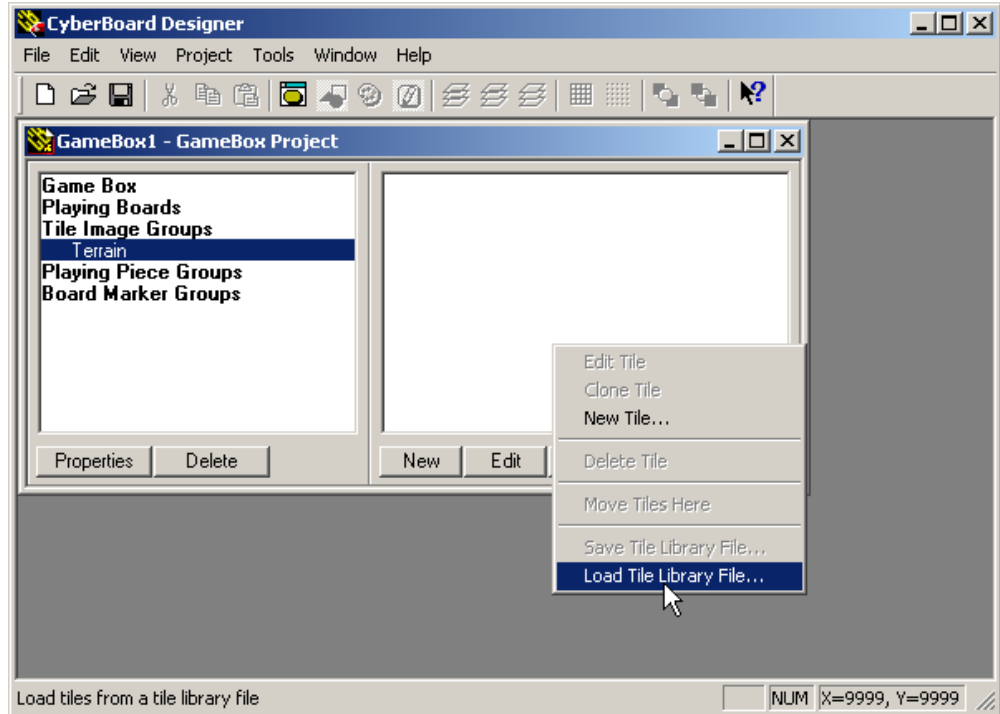
This will display a pop up window as follows:



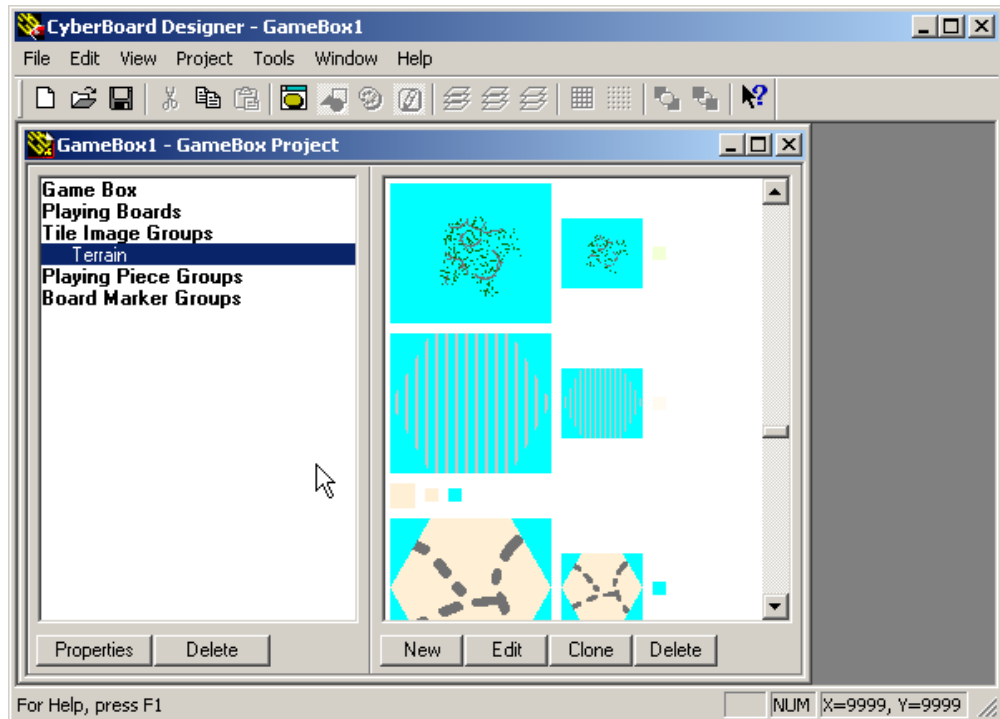
Fill in the name of the tile Group. I'll start with Terrain. You should get a new group under Tile Image Groups, and the four buttons under the right window should activate.



We don't have any tiles defined yet. So okay, I'm going to cheat, and bring a pile of images in from the *Strategy I* gamebox. You do this by getting the menu when you right click in the window to the right after you've selected the 'Terrain' tile image group. We'll create some new tile images a little later.



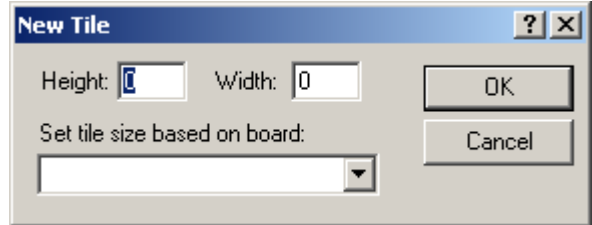
I've 'saved' a Tile Library File from another gamebox (the *Strategy I* box I've been working on) and named it terrain.gtl. A .gtl file is the Tile Library File containing definitions for a group of tiles that have been defined already. I'm going to load up the terrain.gtl and run through some items on them. I will go over this method of saving and loading tile images again later...



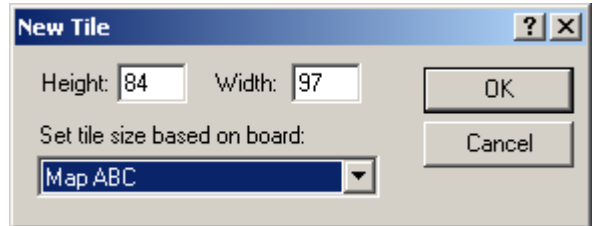
You can see I've a pile of images in this group now. It is important to see the use of the *Transparent Color* in these tiles, to allow them to be put in place either anywhere, or so they will just fit the existing hexes.

To create a new tile, select and press the New button on the bottom of the window.

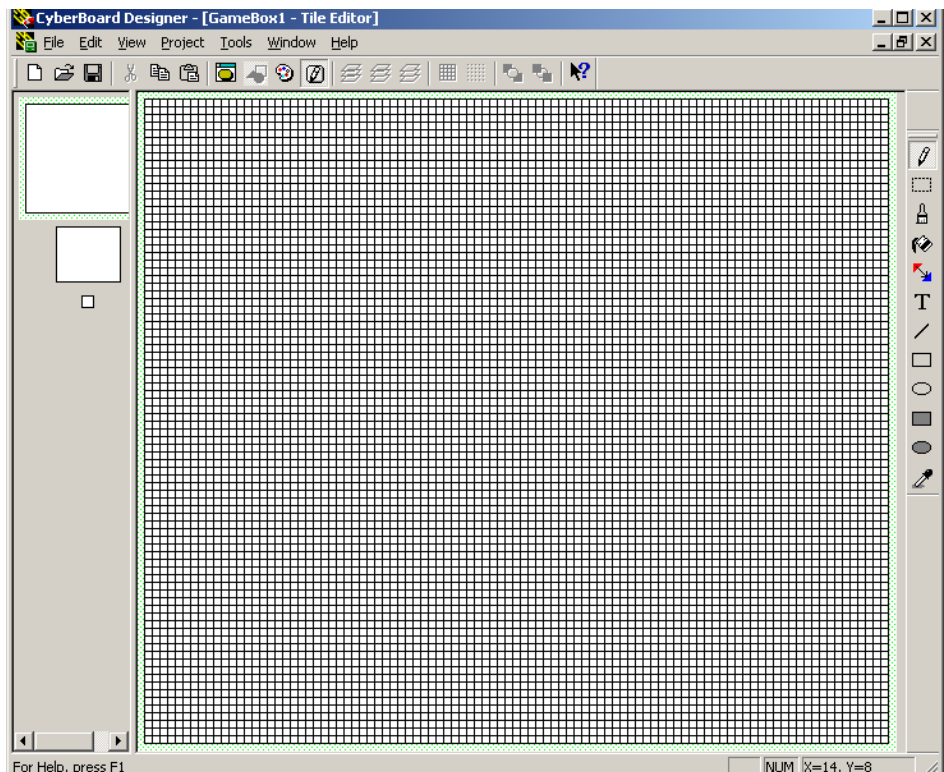
Immediately, this dialogue pops up. The height and width can be based on an existing board, or you can select your own specific size:



For making **terrain** tiles that match the hex size on the map board, it's a good idea to set the tile size according to the board. This allows you to take advantage of the useful 'Mask' feature CB has built into its tile editor.



Every pixel is displayed in the Tile Editor. This is pretty big looking for even the sample board's large hexes. You will find there are terrain elements that don't require a full hex tile. For those, you will find making the tile no larger than the object you are drawing saves you a lot of effort and visual difficulty. I've got some 'Bridge' terrain to cross river hex sides in the Gamebox for *Ardennes Offensive* so it was only as large as it had to be.



Off to the right is the tool palette. This set of tools is similar to what we used on the board editing. There are differences however. On the left there are three images (presently all white like our pixel representation). These are the Full Scale version of this tile, the Half Scale version of this tile, and the Small Scale version as well. The Small Scale will have no detail since it can only be one color. Generally, you will set it to the *Transparent Color* unless the tile is a counter, in which case we'll put the main color of that player's counters on the Small Scale version so their presence on the board can be seen.



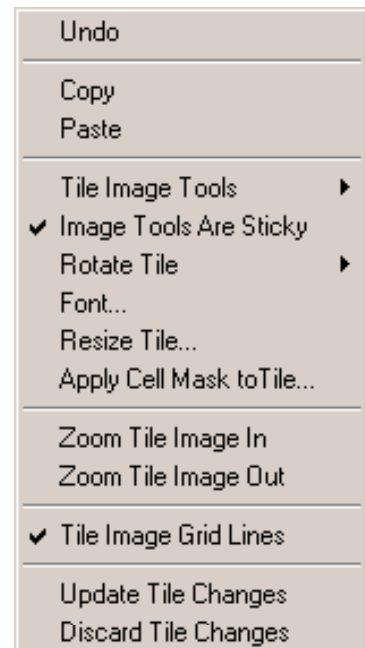
The tools we have for editing the tile are:

1. The pixel pencil (Which allows you to set the color of individual pixels)
2. Selection box (which permits you to select a rectangle of pixels for copy, cut, or to just move.)
3. Paint Brush (which paints in the size/width presently set in the color palette)
4. Fill tool (spilling ink jar, which will do ‘fills’ of the current color on the color you point to with the tip of the spilling ‘paint’, changing the color you point to within the fill boundaries)
5. Color change tool (the red – blue arrow headed line, which will change **all** of the color you point at on this tile to the current color)
6. The text tool
7. Line tool (uses the width and color as set in the color palette)
8. A Box tool (draws a rectangle with lines the width and color of the selection as set in the color palette)
9. An Oval tool (draws an oval with lines the width and color of the selection as set in the color palette)
10. A Filled Box tool (draws the rectangle as above, but fills with the fill color selected as set in the color palette)
11. A Filled Oval tool (draws an oval as above only fills it with the fill color selected as set in the color palette)
12. A color sampling eyedropper. This will let you select the color from a current pixel the dropper is pointed to on the tile in the present editing session. Be aware this will get any color in the window with the pixels... even the black lines between the pixels if you carelessly point there with it.

These tools work pretty much as expected for graphics. I’m not going to teach you to draw, but I will give some pointers on the use of tiles here. You should be able to work out the drawing techniques on your own. Remember the principle of keeping things simple though. Complex detail creates a lot of busy appearance and distracts the eye. This is why the *Strategy I* forest tiles for instance are not terribly complicated.

If you right click with the mouse in the Tile Editor window, you will get the pop-up menu to the right.

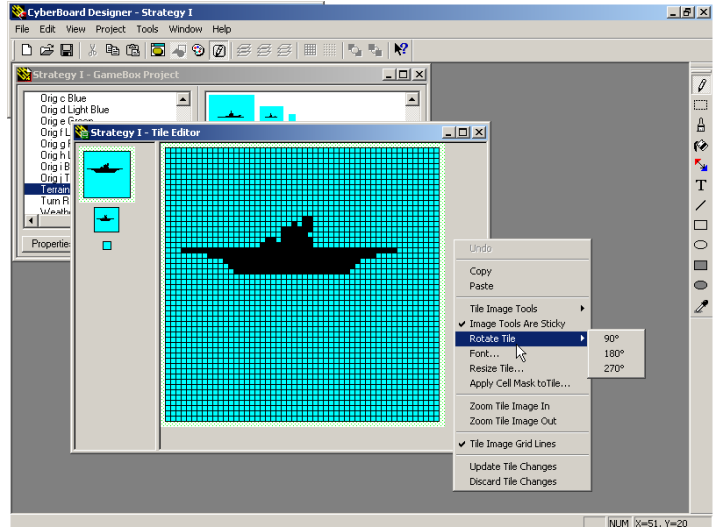
A couple things in here need to be pointed out. The choice *Update Tile Changes* will immediately save any changes made so far to a Tile image. The choice *Discard Tile Changes* will close the Tile Editor without making any changes to the current Tile. This does not delete a cloned Tile Image, but reverts to the originally copied image, in the new copy of the image. The *Undo* option will in most cases undo your last action. But it can only undo one action. There is no redo function, so if you undo some edit action you’d performed, it’s gone for good.



The *Tile Image Grid Lines* check option allows you to turn on and off the grid lines on the Tile Edit window. I've always had trouble finding the pixels if the grids are not there. But if the grids are there, the tool for sampling the color will pick up the black of the grid lines if you point at them in error.

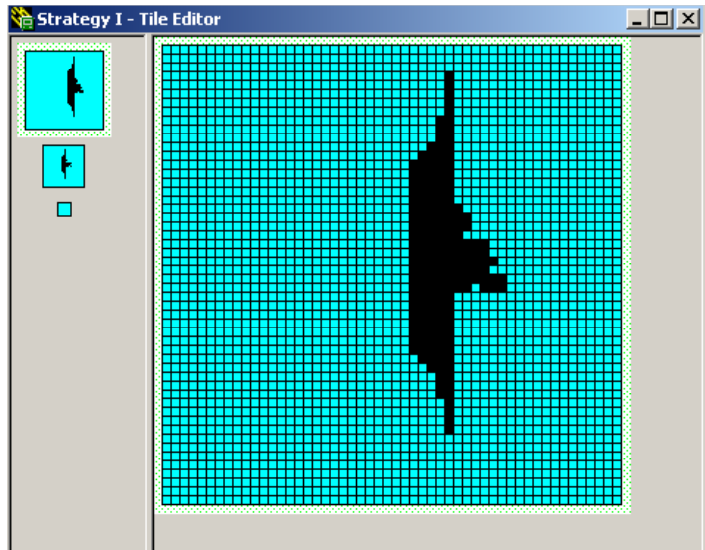
Rotation of Tile Images

Something you may want to check out is the pop up menu when you right click on the Tile Editor window. There's a couple choices there you won't find elsewhere. You can rotate the tile in increments of 90 degrees. This is useful for writing unit designations sideways on the counters you are making.



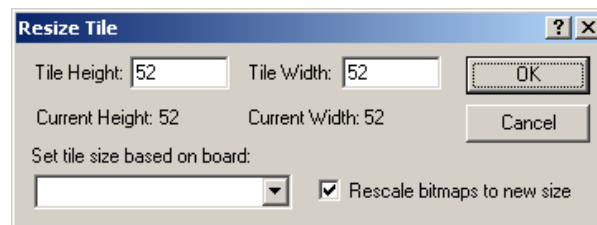
So if you rotate the image 90 degrees, you get this result:

A terrible thing to do with an aircraft carrier. But if you want now, you can use the text tool to put a unit designation on the side. Then rotate it another 270 degrees to the original orientation and have the unit designation displaying sideways.



Resizing Tile Images

Another of the options is to resize the tile. After getting started, doing some small terrain feature for a 'what if' effort, the actual graphic ends up smaller than expected it's entirely reasonable to shrink the tile image. If you choose to resize the Tile image, you will get the pop up dialogue to the right.



The *Rescale bitmaps to new size* option will **attempt** to get your image close to the same in whatever new size you create. You will find this doesn't really work terribly well, but it does give you something of an outline to work with while drawing that new sized Tile image. If you don't rescale the bitmap, the bits kept are those on the upper left hand corner of the Tile image. When you make the Tile image larger, the entire image will be in the upper left hand corner.

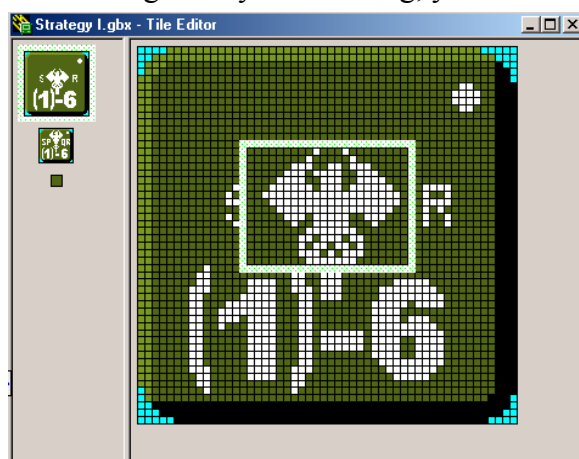
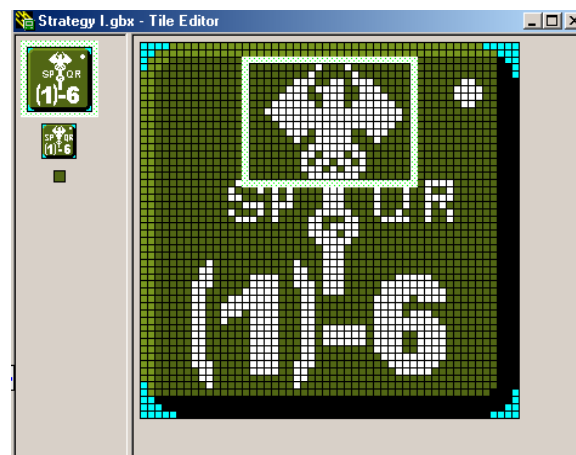
You will get this option whenever you paste bitmaps into tiles. I've found you can copy pieces of a Tile image from one to another, very effectively, using the select tool to copy, then pasting and moving the newly pasted tiny bitmap around with the 'move' cursor over the bitmap.

Copying & Pasting on Tile Images

One difference doing your drawing on a Tile image has from a board is you can copy bits from the Tile image, either the complete image, or just parts. Using the selection tool, the box on the tool palette, you can enclose pixels to select them.

As an example, I've selected the Eagle on the head of the staff in the Roman Era Leader unit to the right.

After you've selected an area, the mouse cursor will form a four way arrowhead cursor if it is over the selected region. By left clicking, you can drag this

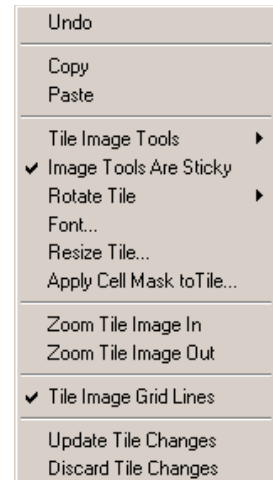
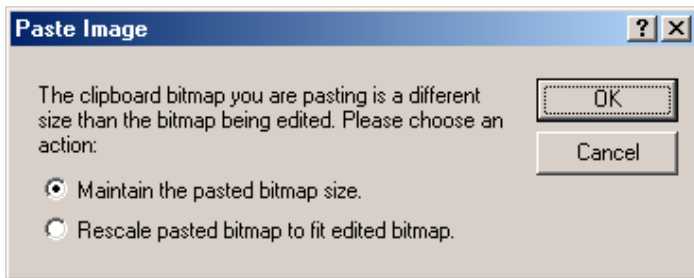


window of pixels around the Tile image freely as you want, leaving them anywhere on the counter you want:

Of course, the most useful purpose in doing this is to center your drawing on the Tile image better than your original drawing. If you right click on the tile editor at this point, you will get a pop up menu:

Selecting copy at with a selection made, or pressing control-C, will copy the selected pixels as a bitmap to the clipboard. If no selection has been made, the entire tile image will be copied to the clipboard. Note the *Zoom Tile Image In* and the *Zoom Tile Image Out* option on the pop up menu. You can also zoom to a larger version of the Tile Editor if you have trouble making out the pixels for your selections, or for any other function in the Tile Editor.

You can paste the clipboard bitmap anywhere you could paste otherwise, even the Game Boards. It is easier to just put a Tile on the board than to copy and paste it there. But if you try to paste the clipboard image to a smaller Tile image you will get the following popup dialogue.



If you maintain the pasted bitmap size you will lose detail off the edges of the Tile image you are pasting to. If you rescale the bitmap to fit the edited bitmap, you will see some distortion of the pasted image. Cyberboard Designer does it's best to retain the picture, but this is a bitmap,

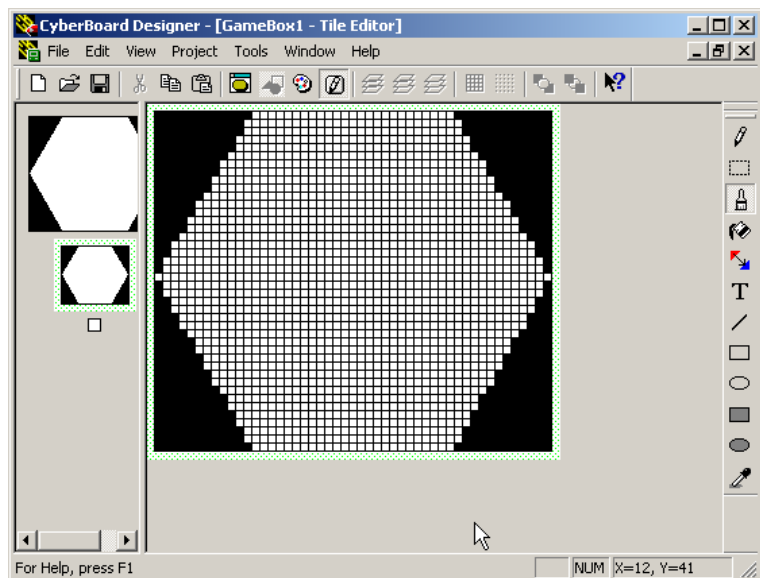
already a very fine grain of the image you are transplanting.

The Tile Editor always pastes to the upper left hand corner of the tile being edited. The pasted image needs to be moved with the mouse drag to where it is desired on the tile.

Cell Masks on Tile Images

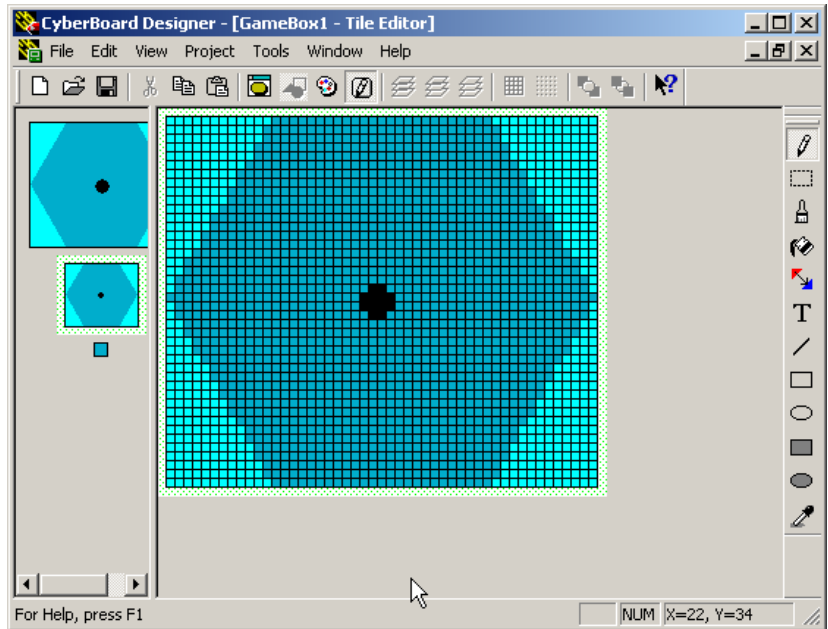
One thing you can do to create uniform sized terrain tiles to match the hexes is pull down the *Apply Cell Mask to Tile* menu choice from the Tools menu. This will black out any part of the tile that would be outside the Cell of the selected board. Any other pixels left are spaces you can draw in and be sure will be in the hex of that board.

After you've finished drawing your particular image in the area of the hex within the tile, you then change the black mask to the *Transparent Color* and you have a hexagon that fits into the cells on the map perfectly. Some people use this mechanism to create all terrain types so that all they need do is fill in the cell layer with terrain, and then add text on the top layer. Another reason for doing this is to center terrain in the hex effectively. An example from *Strategy I* is the Narrow Channels hex terrain. I started by creating a 'Dot' terrain to put in



the middle of the coastal sea hexes containing Narrow Channels. But I found I could not place the dot in the center of the hexagon accurately without a lot of adjustment. So instead, I created a hex tile for it.

To the right is the narrow channel hex after I placed the dot once with care in the middle of the tile, set the rest of the 'hex' color to coastal sea color, and set the mask sections to the *transparent color*. This ensured the 'dot' designating this as a narrow channel was in the same place in every narrow channel hex. Once the tile was created, I was able to drop it easily into the hex cells in the Cell Layer where narrow channels belonged. In theory, there should be no terrain features behind any of the narrow channel hexes on the Base Layer.

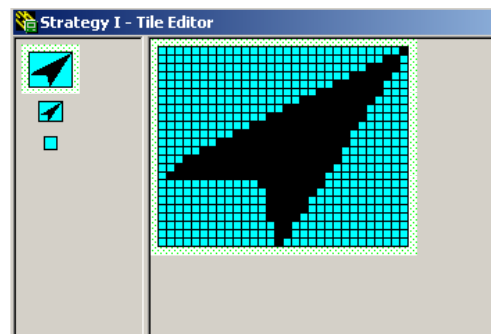


Terrain tiles are going to be fixed in place in the game. There are some exceptions for this you can set up for scenarios. But generally once you've put a terrain tile on a board, or any other tile for that matter since when editing the board they are all the same, they are fixed in place when you get to the CB Player program.

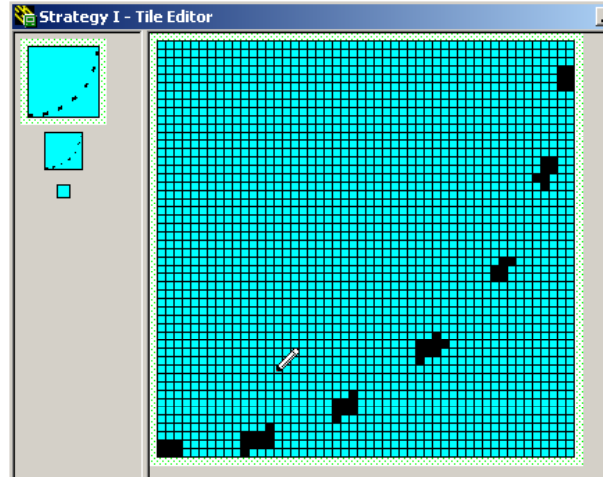
Repeated Terrain Features as Tile Images

The most common use of Tiles Images for terrain is to avoid frequent repetition of drawing work. It is important when the terrain tile is going to overlay other terrain to make any part of the tile you don't want to display the *transparent color*. Here are a few examples from *Strategy I* of frequently repeated terrain it made sense to create and use:

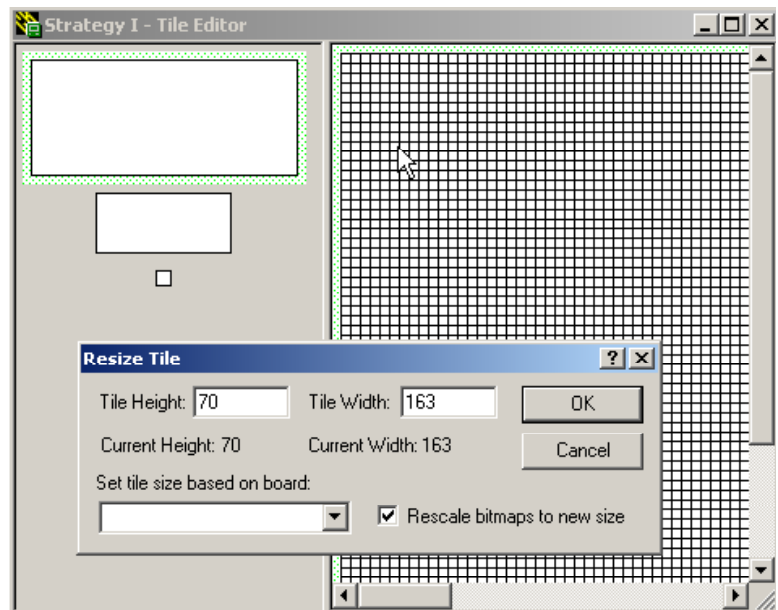
1. Arrowheads for the port box connecting lines.



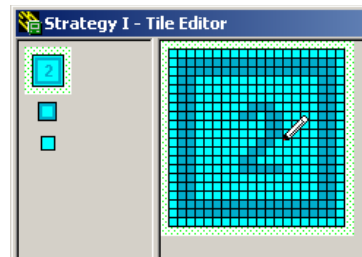
2. Dashed lines for the port box lines



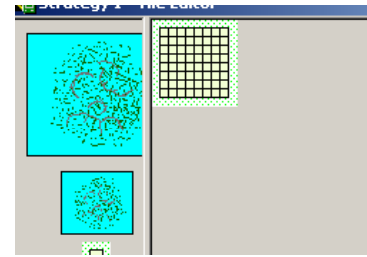
3. The Port Boxes themselves are just large white tiles, which are placed on the black border of the map. Text identifying which Port the box is associated with gets added last on top of the Port box on the Top Layer.



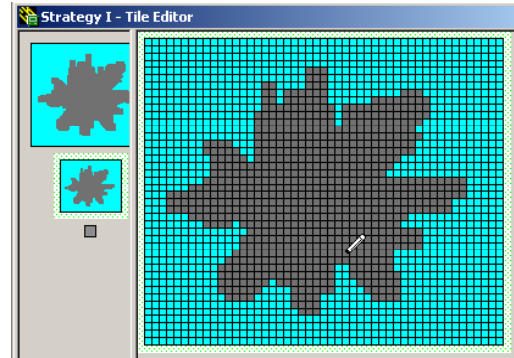
4. Resource centers, as represented by the small turquoise squares, triangles, circles and hexagons.



5. Forest, the speckled look of the woods came out better as tiles than a block of green drawn on the board would have looked. Because the Small Scale image is one solid color, a very light green color was chosen to fill in at this scale so it would show up in the Small Scale map.



6. Cities: I came up with a bunch of different shapes so they didn't all look identical, but reused shapes anyway. I know this one looks like an inkblot. So do the rest really. But this one is actually pretty close to the original map style for cities. I thought about doing them differently, which is evident if you look at the terrain tiles left unused in the Gamebox.



Again, note the small scale is set to one solid color. That means when it shows up on the small-scale board, it will turn up as a square blotch of that color. That particular blotching effect is another reason to actually draw the map board instead of filling in the terrain with tiles on the Cell Layer alone. Also the City designation in *Strategy I* is a text field placed on the very Top Layer after everything else is in place.

7. Narrow Channel Hexes. See the section above on using Cell Masks.
8. Badlands/Desert hexes.



You can see a Cell Mask was applied here, and I've only included the bitmap of the terrain itself as a picture here this time. Since the transparent color would vanish, all you'd see is a group of parallel lines in a hexagonal shape. This is terrain tile could be placed in the Cell Layer, except nothing underneath would show through without setting the transparent tiles permitted property on the Cell Layer of the board... and you could not mask off for the edge of the terrain except on the Top Layer.

There is a limitation of 512 x 512 pixels for the size of tile images. The total number of tiles you can have in a gamebox is determined according to Dale, by the index, which is based on a 16 bit number. That means the upwards bound of 65535 is the maximum number of tiles. It is highly unlikely you will create a gamebox with that many tile images.

Counter Tiles

The counters are the playing pieces in the game. There is no requirement in Cyberboard to fit counters into the cells, indeed there are a few naval games where the counters are supposed to extend over multiple hexes. In fact, there are (optional) counters for the old SPI game *Bastogne*

that cover 7 hexes for full size divisions, and fortress counters in some of the SPI *Prestags* games that also cover 7 hexes. The tricky part becomes rotating the counters when facing may be important.

Strictly speaking, counters are not created in the CB Designer, but the Tile images for them are. As I've said elsewhere, the process is to create images in the Tile image Group. The next step is to create Player Piece Groups containing the front and back of any pieces or would be 'counters'. The step after that is in the CB Player program when creating scenarios to create Playing Piece Trays. During the process of creating the trays you will move the 'counters' from the Player Piece Groups into the Tray. In turn, that provides the counters and playing pieces used in the game. Even if an image exists in the Gamebox, it may not be in a Player Piece Group to add to a scenario. And even if a piece exists in a Player Piece Group, the scenario need not contain it either. I still tend to call them counters in the Tile Image Groups.

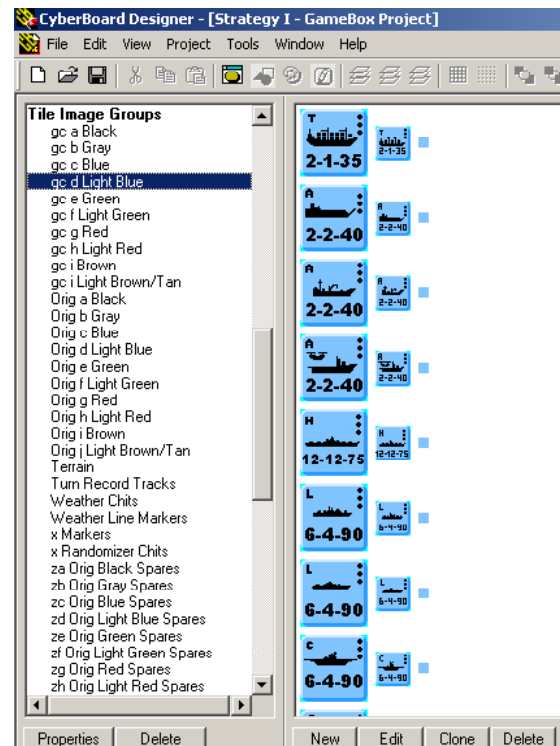
There are a few simple steps to creating the counters for any game. Organizing how you create the counters can help save you time and effort reproducing the same images only with different colors. This was a particular problem in *Strategy I*. The game has eight color sets of counters to begin with, and I added two extra from my own personal whim.

1. Organizing the tiles by player or side.

You will want to work out separate Tile Image Groups for each player. There may be multiple colors for one player's counters in the game you are working on. For instance, in AH *Advanced Third Reich* you may wish to group tiles by Allied, Soviet, and Axis. Of course, you may also want to organize by individual countries, British, Soviet, US, German, Italian, etc..

You should start by creating the Tile Image Group by name. And in each group you **may** wish to create One New Blank Counter with the color scheme for that particular counter group. This will become useful because you can clone the blank counter, add graphics, or other details to the clone without having to redraw the entire counter for each unique unit in the game.

If you look at the *Strategy I* gamebox you will see the following under the Tile Image Groups...



There's a long list of tile groups in the Tile images Groups. I've named those counters roughly matching *Strategy I*'s original counter design to a standard pattern; 'Orig a Black', 'Orig b Gray', etc. The Tile Image Groups names in this window are in alphabetical order, no matter what order you create them in. In order to keep the associated counter groups together, I used the prefix of 'Orig'.

In order to put them in color order by the pattern I was working on them, I added in 'a', 'b', 'c', etc. so they'd stay in the same order. This separated them from my personal counter designs (labeled with "gc"), and the Terrain tile image group, and any other groups I created. This will help later

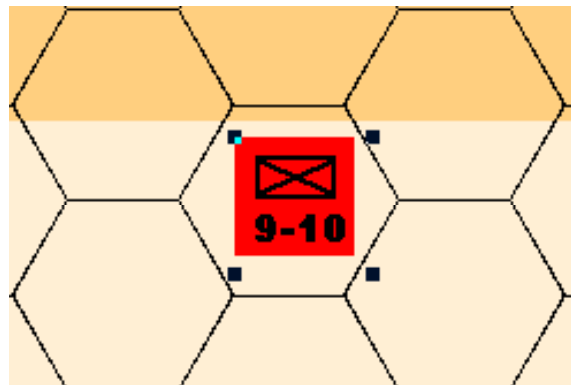
when creating Playing Piece Groups. It could have been countries for A3R, doing it so the countries would stay together, naming it “country a Germany”, “country b Italy”, “country c Britain”, “country d USSR”, “country e USA”, etc. I just wanted some standard to organize it visually so when it comes time to perform the next step, it would be easier to visually locate the tile image groups I wanted.

2. Organizing by color. You will find it easier in the long run to keep one color scheme for *each* counter Tile Image Group. So if one country has some additional specialized color grouping in a game, such as a separation for USA rangers and other special ops units from the regular army units, it’s worth creating another tile image group to work that color. Naming conventions are your own, so make sure you can understand the name you use and are able to locate the counters you’re looking for.
3. Standardizing counter graphics is important. Unless you like the scut work of repetitively creating the same graphic image over and over, you will want to work out all the graphic symbols before you add any numerics, such as combat and movement values, or historical designation information. I created all of the ‘black’ counter group first, then saved all of them as a Tile Image Library (.gtl file), and then loaded it into each of the other colors. I then went through each counter changing the colors on the counter. This was dramatically easier even than copying and pasting from the earlier counters to the newer ones. I hope at some point Dale will add a group wide color change tool, so you don’t have to do this one counter at a time.
4. Making counters still requires a one at a time process. Each unique counter that must be created must have a Tile Image. If the game you are working on just has generic counters that can be duplicated without changes, the section that is done in will be the Playing Pieces Groups. If you want historic designations on every counter, you will have to create an image for each counter.

Creating Counter Tiles

The size of the counters will depend on the size of your hexes or cells on the playing board they will be placed on. For *Strategy I*, the hexes are 84 pixels high by 97 pixels wide with the flat edge up. I started with the counter size I wanted, but if I hadn’t, an 84x97 pixel counter will stick out the corners of the hexes and be hard to manipulate around the board. Not only will they not stack nicely, but even without stacks, they would cover the terrain and overlap each other. A square of about 60x60 pixels will fit into that hex without overlapping.

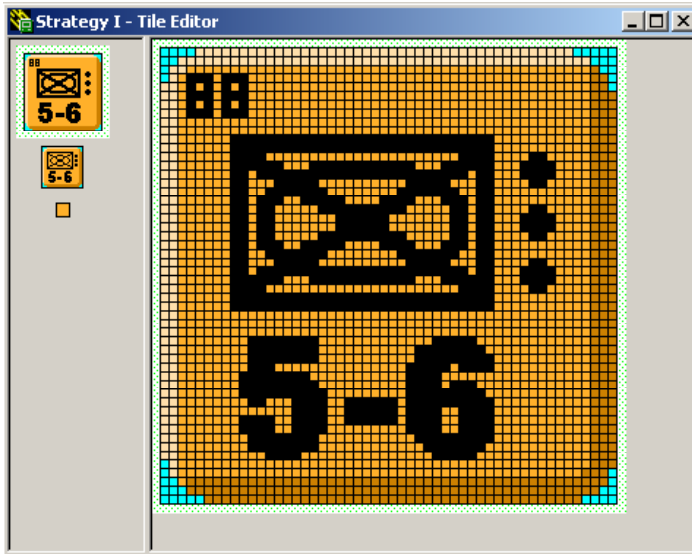
I like to be able to see stacks and terrain both in a hex. So even though a square of about 60x60 pixels will fit in the 84x97 pixel hex without overlapping into the neighboring hexes, I still wanted the counters a little smaller. In *Strategy I* the counter size is actually 52x52 pixels because I selected that size before working out the map hex size. You’ll have to experiment with your tile size for counters to go with your map, but once you settle on a counter size, you’ll be done with that.



Still, here we are with a counter that fits the hex and it lacks something. It almost looks flat as if it is part of the terrain. One thing you may wish to have is a three dimensional quality to the counters since the goal is to give the appearance of playing pieces on the board, not simply additional terrain features covering a hex.

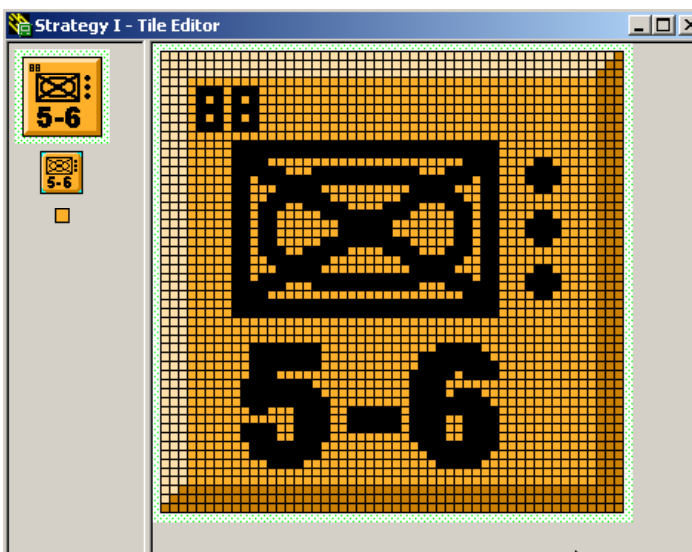


The above counters from the *Strategy I* gamebox have a slight three-dimensional quality to them. This comes about from the edge coloring on the counters themselves.



The picture to the left shows a typical *Strategy I* counter in the tile editor so the pixels are visible. By selecting a slightly darker shade of the main color for the counter to use on the bottom and right edges, an appearance of a dropped shadow has appeared. By using a slightly lighter shade on the top and left edges, the sense a source of light is in that direction accents the three-dimensional edging even more.

I've also rounded the corners off with the transparent color so the counter appears 'punched out' as if it came out of a cardboard counter tree. *This rounded corner trick is stylistic and is not necessary.* Also, the three-line depth of shadow on one side and two-line highlight on the other edge is uniquely stylistic as well. It also doesn't matter if you do the dark/light shading at different corners.

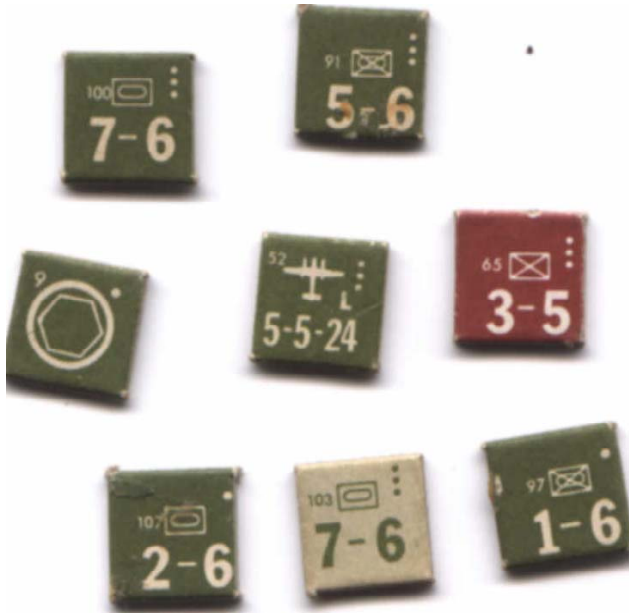


You can get about the same effect without the rounding or the odd-even shading. This gives a square almost pyramid like appearance to the counters. It does look sharp though. I have mixed feelings about the rounded corners, and suspect it really isn't important. I prefer the way rounded corners look when you stack the counters in the Player application.



Scanning Counters

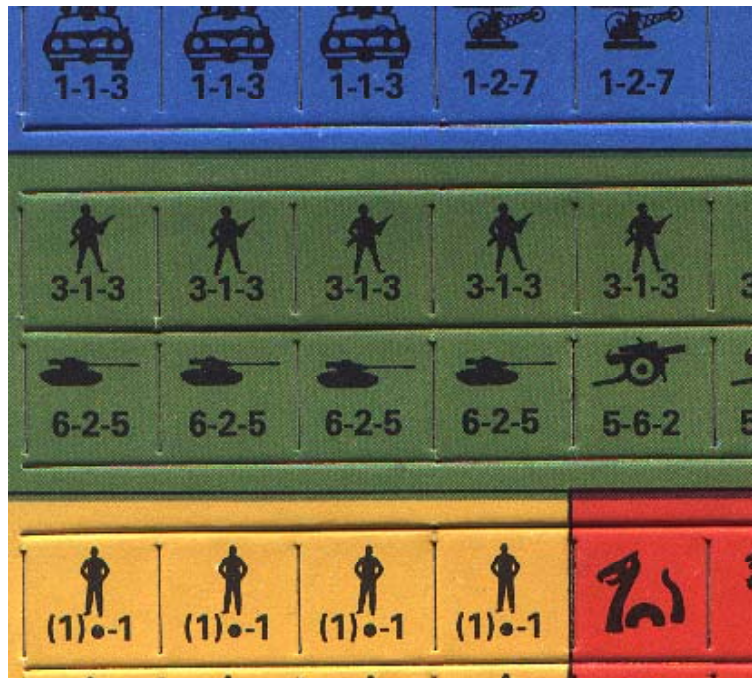
By the way, like the boards, you can scan counters. The usual warning about directly copying original artwork applies mind you. But even if you want to do the counters that way, the copy of the game you have may suffer a bit from wear and tear. Time takes more of a toll on counters than imagined. Sometimes without scanning you can reproduce a piece that's missing from your set too. Anyway, here's a picture of a group of the counters from my *Strategy I* set in their present condition...



Yuck, they look pretty poor at this point. I'd have to take a lot of time to clean them up and center the images well, not to mention doing the color conversion to make them look acceptable. The hand drawn image looks nice and clean by comparison. Remember this is all going to display on a screen for the players, the image visibility has to work with the average computer's graphics capability. Some people have high quality graphics cards and monitors so they can play various computer based games, but the gamebox designer shouldn't count on it. This set of counters looks pretty iffy for scanning and conversion.

Now, if you have an unpunched counter tree to work with on scanning, you can start with something like this (from *The Creature That Ate Sheboygan!*):

You can see it will still take color conversion and some graphic cleanup, from the speckling of the print job on the counter sheet. At a minimum though you could use the scan for silhouette guidelines if you are trying to replicate the counters.



Copying Tile Images

In any game, you're going to have a lot of counters to create. Often the best thing is creating all the most common elements of the counters and copying those parts. Then in the Tile Editor filling in the unique parts individually on each counter. You really need to be able to replicate counters so you don't have to redo every detail on every single counter.

In *Strategy I* there are 120 counters (counting the unit designation on the counter, which isn't *really* necessary, but I did it anyway) for each of the original 8 colors. I did 10 colors though. I came up with another 137 (so far) or so unique counters per color for the various different eras. There are also 40 randomizer chits, 25 mines, and a plethora of game markers. That brings the total game counters and markers to something around 3000, give or take a few hundred.

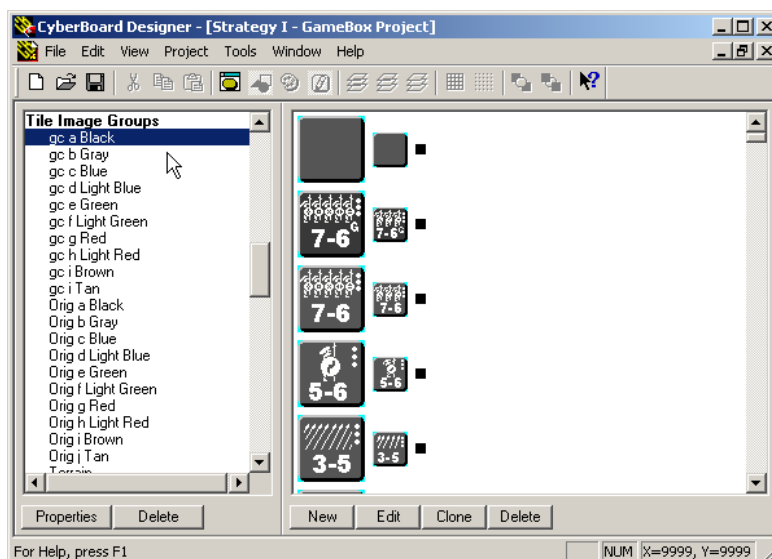
That's a lot of counters to create on an individual basis. It's important to find ways to minimize the actual workload to produce those game pieces. As it turns out, there are two ways to copy all three scales of tile images once you have completed a tile.

You can clone it. Simply select the tile image group you're going to copy the image in. Then in the window on the right select the tile you're going to clone. Then click on the *Clone* button. A tile editor window will pop up, with a copy of the original tile. If you close the window, the clone will be at the bottom of the list for this Tile Image Group. This is fine if you are working solely in one Tile Image Group. It won't help you with bulk copying to other Tile Image Groups.

I've made reference a few times to a mechanism to make it easier to copy existing tile images from one group to another. Cyberboard can be made to save the tile images from a group to a file with the extension .gtl. This can be useful in a few ways. Principally, I used it to save a copy of all the 'Black' counter Tile Image Group and then load the copies into the other color Tile Image Groups. I selected *all* the images in that group and pressed the edit button, opening all of them for edit at once. Then I stepped through the counters one at a time with the editor and changed the color of the counter and it's shading, producing the new color's counter set without having to create new counters. It also saved me from having to open the black counter, copy, select the new counter, paste and repeat for all the counters to generate the new color's initial counters.

To do this, select a counter Tile Image Group...

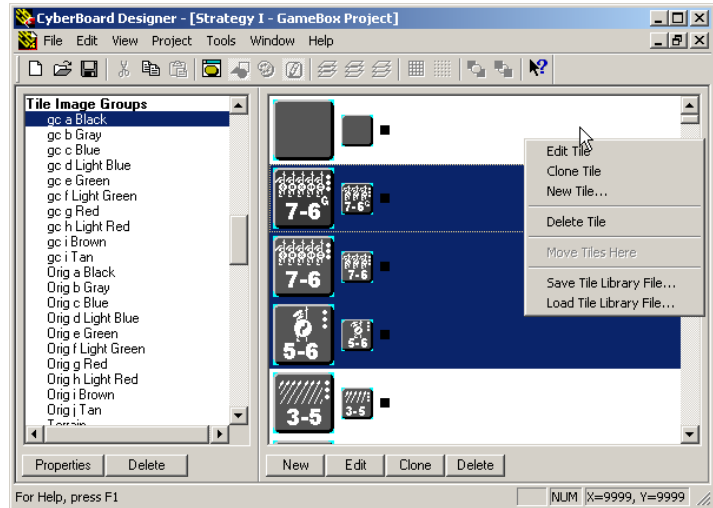
Then select the counter images in the right window you wish to save to the Tile File Library (.gtl). You can do this in the usual windows way, select one, then hold the shift key down when you select the last one, and this will select all the tiles between the two you've clicked on. Or you can hold the control key down when you click on a tile and it will just add that one tile/counter to the list of



selected tiles. I've had it rearrange my tiles doing the selection with the control key, but that's correctable.

After you've selected the tiles you want to save, right click in the window with the tiles and a menu will pop up. One of the choices will be Save Tile File Library. This option is also available under the Project menu. Select it and it will put you through the dialogue for saving a file. The file extension needs to be .gtl so you can load the images again elsewhere.

Once a copy of the images from those counters are created, you can load them in any other Tile Image Group. Select a Tile Image Group to load them to, and right click in the window where that group's images will reside. You'll be able to select the Load Tile Library File option and work through the open file dialogue to locate the file to load.



Marker Tiles

Markers are unique since they are simply for the purposes of supporting game mechanisms, not the actual pieces the players own during a game. These are the images intended to be permanently removable from the board, or possibly because there will be an unknown number of these items required for play. They may look like a player's counters, or like terrain, or be simply unique markers that don't require ownership.

As you create Marker Tiles it is worth knowing that the following is true of markers when you get to CB Player and start to build scenarios and play games:

- 1) Markers cannot be rotated, though counters can.
- 2) Markers have only one side, period.
- 3) Markers can be locked to the board so they cannot be selected or deleted. This allows you to create terrain like markers that won't be removed by accident.

With that in mind, I can think of the following types of markers for a Gamebox:

- **Combat markers**

One thing every wargame in CB really needs is a way to display what units are participating in a given combat event. Providing small round numbered markers in visibly bright colors does this. I've created a set of round markers in red and yellow numbered from 1 to 20 for *Strategy I*. These are used when a player gets done with movement and has to resolve their battles. Any number of hexes or counters can be marked with a given combat marker in either color, to designate participation. When the battle is completed, the player merely selects the markers and deletes them. By having multiple numbers available, the player can mark off all their anticipated combats prior to resolving the first one.

- **Event or Effect markers**

These are the Out of Supply Markers, the Entrained Marker, the Damaged Markers, the Plague and Disease Markers, Turn Markers, Weather markers, and so on.

- **Control Markers**

In *Strategy I* there are markers provided for each color of player pieces to denote ownership of a given piece of terrain, such as a city. These can also be used to mark ownership of resource hexes, or anything else the players determine requires ownership is evident visually. They could be used to even create new borders between two players who have negotiated for it in some scenarios.

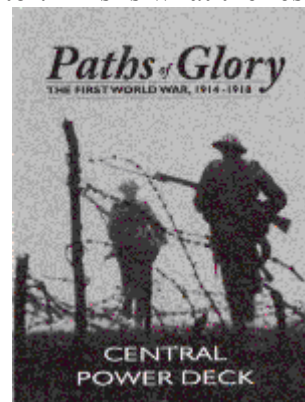
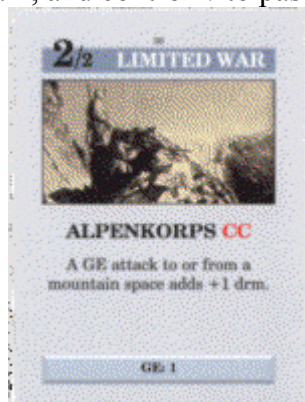
- **Special Terrain Markers**

In *Strategy I* the weather rules are only in effect in the later more modern scenarios. Rather than create map sections with the weather boundaries drawn on them and map sections without, it was more reasonable to create some lines that could be placed on the board and locked in place so the weather zones would be known. This is also true of the weather zone status box, and while I was at it, turn record charts that could be on the Gameboard. Though there's no need for it in the game itself, I also created Compass pointers, so the players can add something in for compass direction if they so desire.

Card Tiles

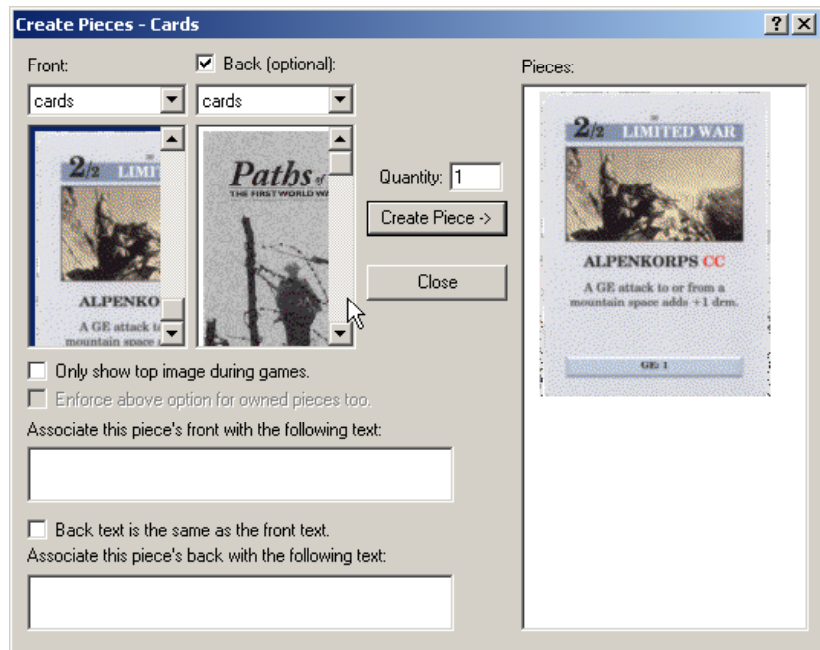
These images are similar to any other tile image only they will require a front and a back, and won't be intended to fit in the board's Cells. They may or may not be specific to a player as well. These 'cards' will eventually be held in a given player's hand in the form of a Tray created in the CB Player. The matching of front to back happens in the Player Pieces Groups. The unique quality of concealing the face of the cards is a feature the individual pieces created in the Player Pieces Groups and how the Trays are set up in CB Player's creation of scenarios. There's also an ability to randomly draw Card 'pieces' from a Tray in CB Player. Cards can have a lot more space on them than will fit in the space of a cell on the board. This means the cards allow the Designer a lot more leeway in his graphic art.

For the sake of trying to explain this, I created a card by scanning. After scanning the image in, I sized it in the graphics program for height to 200 pixels, and let it tell me what width it converted it to. It selected 151 pixels. So I created a Tile image 200 by 151 pixels in size and copied it using control-c in the graphics program, and control-v to paste it in the Tile Editor. This is what the result looks like.



By the way, notice how the color conversion treated the outcome this time around. The side that's identical on all the cards turned out pretty decent to look at, but it's more shades of gray and is also speckled up but good. These front and backs will be married in the Player Pieces Groups (I will revisit the following window in that section).

The text on these looks bad enough if I were really doing these cards, I would probably clear the section with the text and rewrite the actual text with the text tool if I was going to use the scanned image. I still would prefer to 'draw' each card's face since it would be much more legible and avoid having to clean up edges and awkward angles the scan might have positioned the card in.



The point is like any other piece, a card in the CB Designer step has a front and a back, but is a larger rectangle likely to fit the pattern of a card you'd hold physically in your hand during the game. I chose 200x151 pixels, but it easily could have been 350x264 pixels. You have to decide what looks best to you, and still can be visible when played on the board to show the card without disrupting visibility of the action on the board.

During the Player Pieces Group, you will be setting the piece to only display the top of the card. The top will be the side currently turned up. This is the front of the piece initially in the game. So the card 'face' should probably be the back of the card.

The point at which Cards really become unique is in the CB Player trays, where you define the ownership of the cards & trays (also you can make a tray randomly drawn from as well, much more like a deck of cards than a flat tray of counters). Looking at my example that means I got it backwards, the unique part of the card (the face as I said before) should have been the back and the part normally called the 'back' on a deck of cards would become the front. I leave that to the explanation in CB Player however for now.

One last point on cards; most games that include cards have a lot of individual and unique card faces. That means there will be a huge number of tiles to create for the cards. You've got your work cut out for you for instance if you're loading up the cards from *Paths of Glory*, even if you scan them. Expect a gamebox to grow pretty large and take quite a while to create when adding a deck of cards.

Player Pieces Groups

These groups are built from the tile images not intended for terrain but as counters to move on the board during the game. These groups are the part of the Gamebox the pieces for the game scenarios come from in CB Player. These groups are where counters may be added with both their front face and the back.

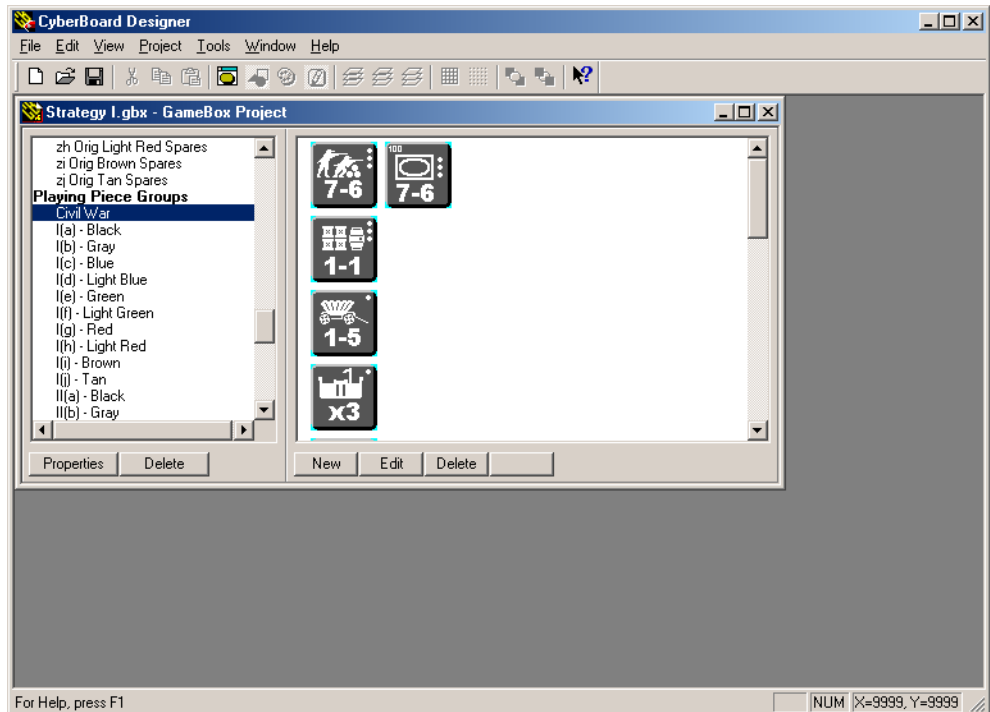
When you open CB Player to create scenarios, you'll be given the option to create Playing Piece Trays. These Player Pieces Groups are the place you will select pieces from to create the contents of those Trays. So while strictly organizing Player Pieces Groups may not be immensely critical, it is none the less important to have it possible to find the counters you want while loading up the scenario.

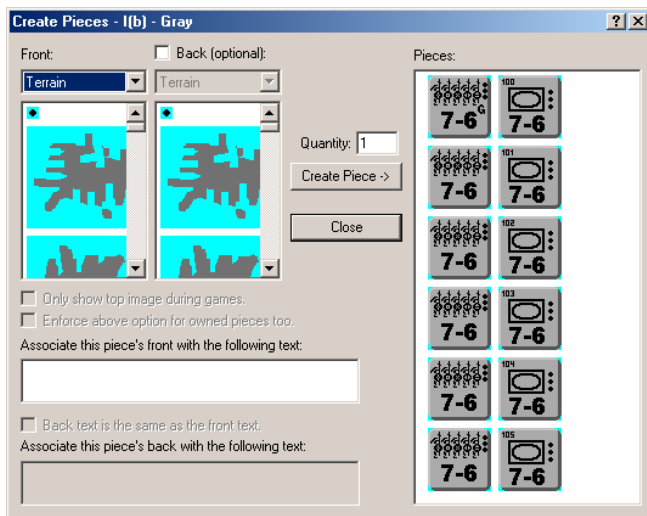
Creating Player Piece Groups

Like creating Tile Image *Groups*, creating a Player Piece Group is just a matter of giving it a name. The issue of coming up with a personally acceptable standard for the group names for a given gamebox is up to the gamebox designer's philosophical preference. Like the Tile Image Groups in the Game Box Project window, the names are all listed in alphabetic order. To group logical Piece Groups together by name, the trick of using a common prefix again becomes worth considering.



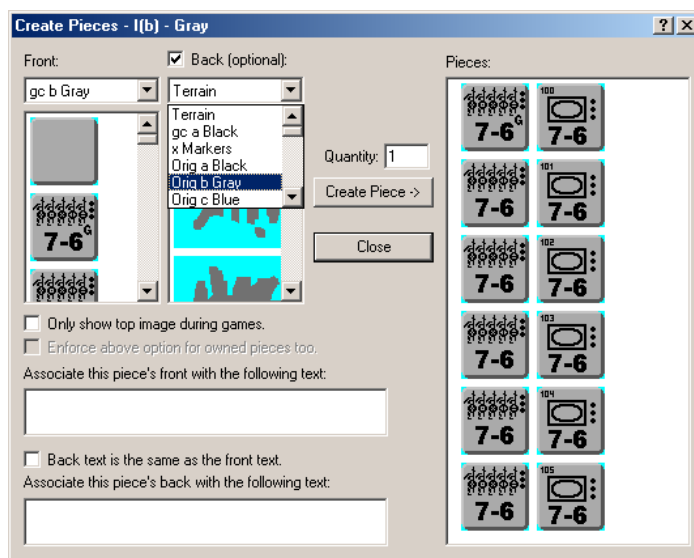
As before, just creating a Group for Pieces won't create any pieces. To do that you have to select and press the New button on the bottom of the Group window to the right. Looking at the group's window on the right, note that there are either one or two images displaying for each piece. The left image is the front; the right image is the back. Getting into the 'New' dialogue makes it clearer how this is done.





A backside to the piece is purely optional. The check box at the top turns on the right section to pick from. As is clearly visible, the pull down menu for the Tile Image Group to select images from is only activated for the back once you've checked the box. The images for the back do not have to come from the same Tile Image Group as the front.

Be aware the group names in these pull down menus display in the order they were actually created, not in alphabetical order. This is a minor problem, since once the Tile Image Group to work with is chosen any number of tiles can be created. Once the images are selected, entering a number in the Quantity field can create any number of pieces with those images. If each piece will be unique however, because of a unit designation, because it's a one of a kind card, or there's only one of that piece in the game, you'll have to push the *Create Piece* and make only the one.



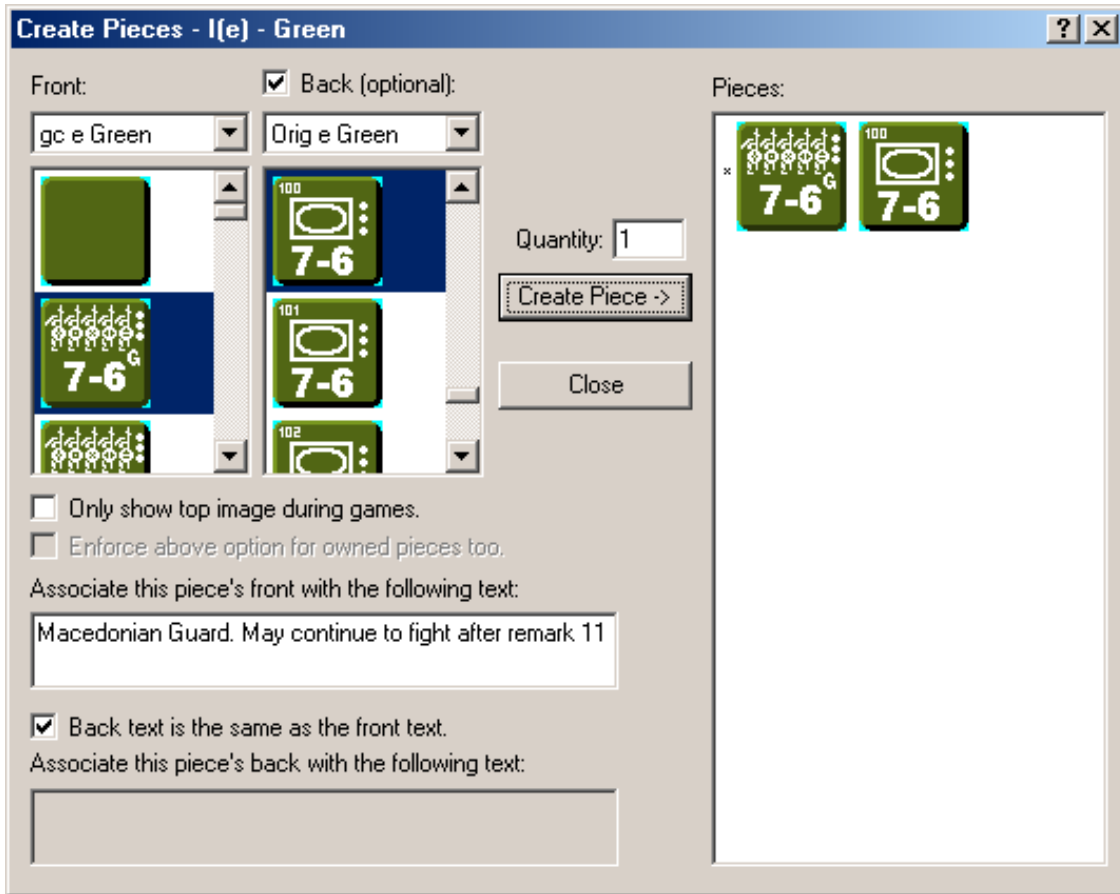
Cards as Pieces

Revisiting cards again, notice in the dialogue for creating new pieces that there is a check box for *Only show top image during games*. This is critical for Cards in particular. Setting this check mark gives the piece the aspect of not having the face of the card displayed until it is turned over. If the check mark for *Enforce above option for owned pieces too* is set, then the owning player will only see the top of the piece. If not, the owning player can be look at his cards without turning the piece over.

Individual Player Pieces have this rule set in Designer. This can be set for an entire Tray in the scenario file as well. The importance of doing it in the Designer instead of the Player application when creating the scenario is this affects how the piece is viewed on the board. The setting on a Tray in CB Player only affects the Tray.

Adding Text to Playing Pieces

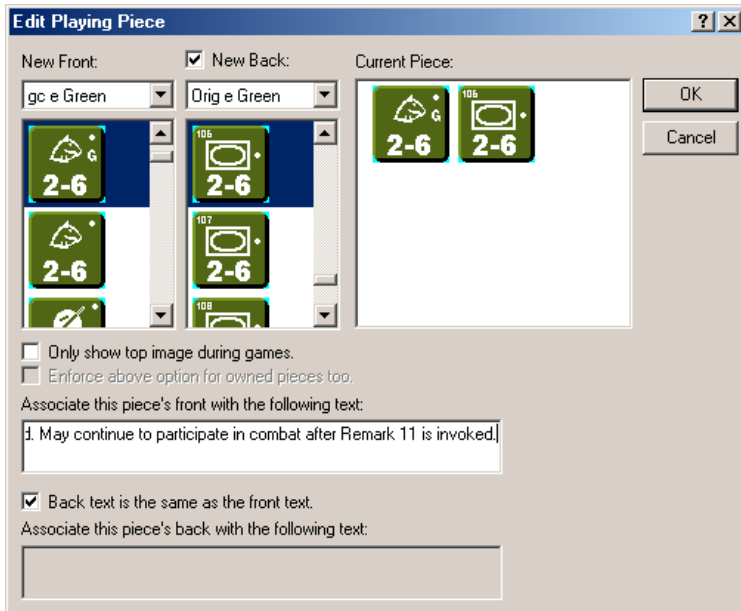
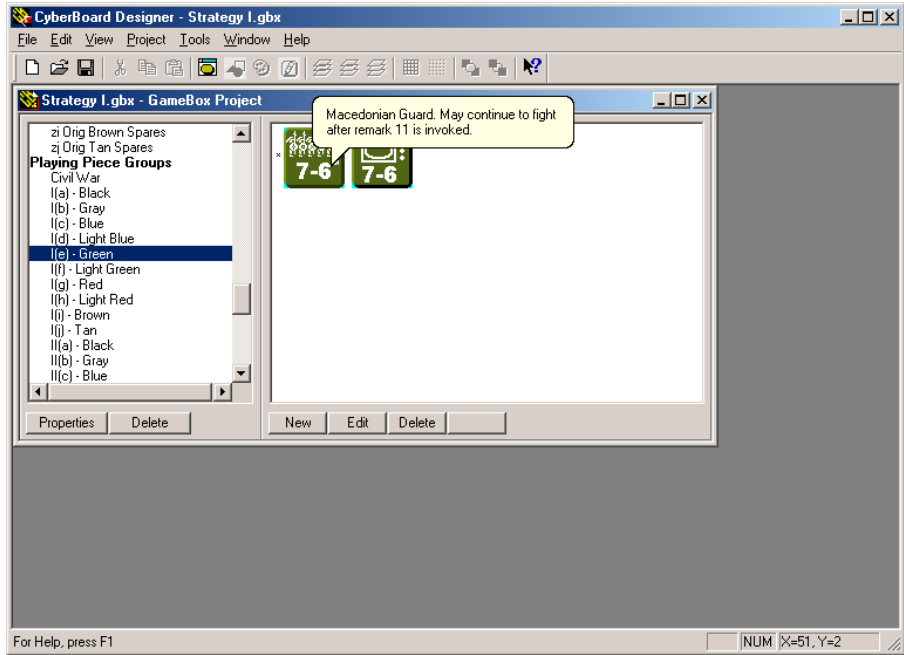
Games may now contain a large amount of information on a per piece basis. Text information can be added in Cyberboard for pieces here, or in CB Player. The text can be added when creating a scenario, during play itself, or when the piece is created. These two units in *Strategy I* are unique for one scenario. These are Guards units that special rules apply to for the duration of the scenario.



The text will display as a quote balloon when the mouse cursor is passed over the counter.

During the game the players can invoke this kind of informational detail from the playing pieces by simply moving the mouse cursor over the counters. This little game aid becomes very useful in the course of normal play, where special rule exceptions can be invoked.

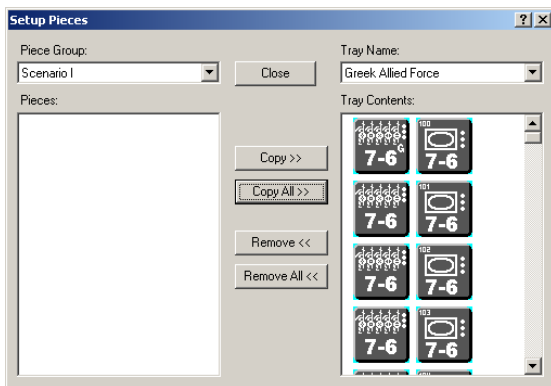
If you forget to add the text when you create the counter, simply go in and edit it. Select the piece in the group window, and press the *Edit* button at the bottom.



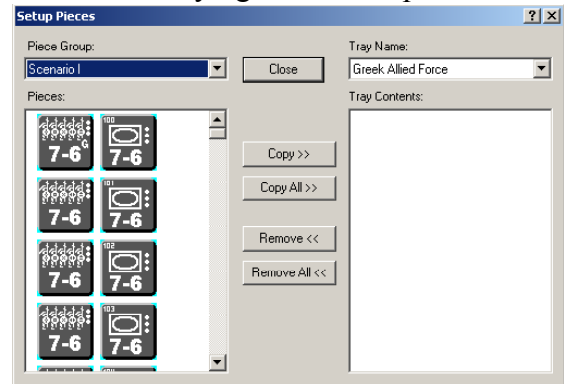
Anything that could be set during creation of the unit can be changed in the edit dialogue. If you have important differences between one side and the other, it should be apparent unselecting the check box for *Back text is same as the front text* will permit different detail to be included for the back.

Application to CB Player

When the scenarios are being created for the game, pieces in the Playing Piece Groups are the elements available to use as a resource to populate Playing Piece Trays. All counters enter Scenarios by being placed first in Playing Piece Trays. As a result, any counter in the Playing Piece Group you created can be moved into a Tray for a scenario. It's a one for one load though, so you have to create as many pieces as you need in that Tray.



(this pop up menu is in CB Player, when creating Player Piece Trays)



Once the Tray is loaded, the counter is available for use in the scenario and games created based on this scenario. Any piece not loaded into a tray for use in the scenario will not be available to the games based on the scenario.

Board Marker Groups

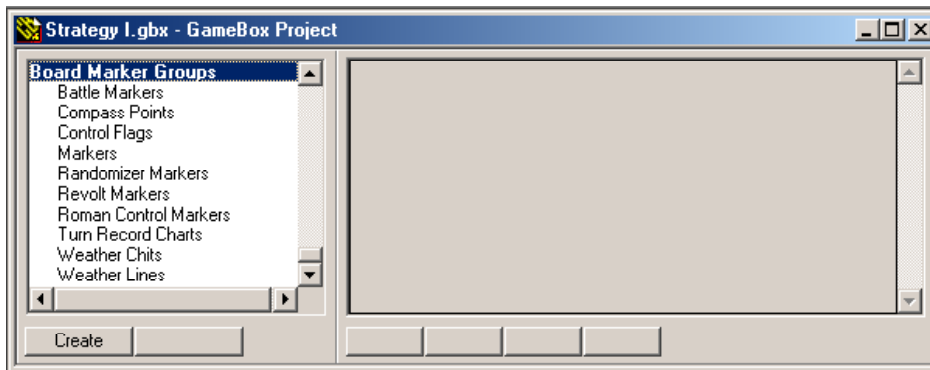
These are pieces will have only one copy in each group. Markers are special pieces having no backs, though they can be moved like any other piece. The uniqueness comes from being able to simply delete these markers from the board and the ability to have as many of any given marker as you need. You will still have access to them from the Markers tray.

Markers should be those types of counters that meet the following criteria:

1. There is no limit to the number the players may have on the board.
2. The markers should have something to do with the mechanisms of play, not be permanent pieces pushed around the board themselves. After all, they can be deleted from the board; playing pieces cannot be deleted.
3. Markers should have only one face, so there's no issue involving flipping them over.
4. Markers should not be owned, should not belong specifically to one player.
5. Markers should convey some special unique information about play or the process of the game's play.

You will find circumstances to break these rules of thumb, so don't worry if you do.

Like Player Pieces Groups, you create Board Marker Groups in an almost identical way. Only there can be only one side to a Marker. Unlike Playing Boards and Player Piece Groups, all Board Marker Groups are available always in every scenario and game that is based on the gamebox.

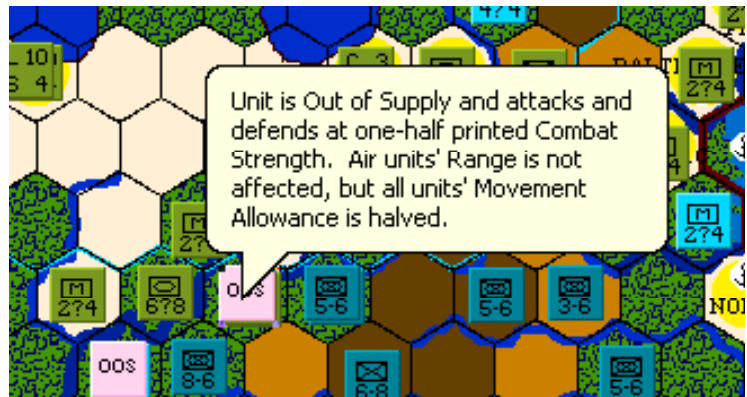


There is one aspect to organizing Board Marker Groups that may influence how you organize the groups. In the CB Player you can select *all* the markers presently on the board from a menu. *Or* you can select all markers on the board from the menu for *one specific*

group. Dividing them into organizational marker groups makes sense for this reason.

This allows you to select every combat marker with a single mouse click and still let you leave the turn record markers intact on the board unselected. It's useful to be able to select all combat markers after a combat phase and delete them in one click, rather than one at a time. Selecting *all* markers on the board will have you deleting turn markers, control markers, combat result markers (disrupted, damaged, or whatever else may be a lasting effect), supply markers, and every other marker at the same time for deletion.

Be aware you can add text to markers just as you do to counters. If possible, it's useful to put rules reminders into the marker's text, to aid in play. Chris Fawcett did a superb job of this with *Invasion: America*, so the following example comes from that game specifically.



This gives a clear example of why you would add such text to a unit. Now if there's any question of the effects of being out of supply for that unit, the out of supply marker certainly clears it up quickly.

The Cyberboard Design Menus

This section will briefly just list the pull down menus in Designer, since now, most of the functional content of the application has been covered. There are only a few menu options that have escaped discussion by now.

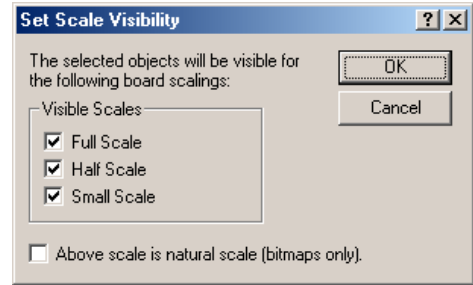
- **File Menu**

Nothing in the file menu should be new to anyone used to Windows by now. The usual options are there, *New*, *Open*, *Close*, *Save*, *Save As*, and *Exit*. Also you get the option to re-open files from the list of most recently opened files.

- **Edit Menu**

Again, the usual Windows menu options. Undo can only undo one event, don't expect more.

Move, copy, paste, and delete behave as expected. *Paste Bitmap from File* is only useful on layers of boards that permit pasting of bitmaps. It will remain grayed out if you can't use it. The board layer options switches between layers like the floating layer buttons on the toolbar across the top, and you can only use the *Board Properties* when editing boards.



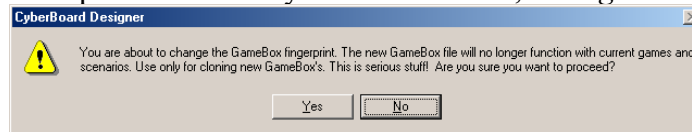
- **View Menu**

Toggle the top Tool Bar, and the bottom Status Bar here. In the Tile Editor, the zoom in and zoom out can be nice if you are having trouble with seeing the bit delimiting lines. The Tile image grid lines or the Board Cell border lines can be toggled in their respective editors. And the option for which of the three scales of the board you are looking at can be selected from here.

- **Project Menu**

The options for creating Playing Boards, Tile Image Groups, Playing Piece Groups, and Board Marker Groups can be chosen here, as well as opening the Gamebox Properties to modify the title, author and details. The Save Tile Library or Load Tile Libraries can be done from here as well, as discussed under copying tile images.

One critical new concept is found solely under this menu, *Change Gamebox Fingerprint*.



If you choose to do this, none of the existing games will work with this copy of the gamebox any longer. Do this if you substantially alter the gamebox and you know it will break existing games in progress, whether from removed pieces, or anything you can think of making a current game unplayable. Also you might do this if you are simply releasing a new edition of the gamebox and don't want to cause confusion about which version belongs with any given game in progress.

- **Tools Menu**

Because this is a long menu, I'm only going to address the items I've not already mentioned elsewhere:

1. Draw Objects above the Grid (Make a rule, find an exception immediately.)

As you may have noticed this *was* discussed earlier, but this is worth the time to reiterate: On the Top Layer of a board, if you choose to turn on the *Draw Cell Borders over the Top* option of the board, drawing objects above the grid prevents the cell borders from showing on top of the selected object. This permits some objects on the Top Layer to have grid lines for the cells on top of them, and some objects to hide the grid lines.

2. Set Scale Visibility. This lets you set the visibility for objects on a board by scale. Useful perhaps for displaying country names on the full scale and not on the half scale for instance.
3. Suspend Scale Visibility: toggles on and off scale visibility rules.
4. Drawing tools are sticky. Um. I've never noticed any real benefit from this toggle switch.

- **Window Menu**

The first section simply allows you to select the appearance of the windows in the application

and how they layer in the application's window. The next section allows you to toggle the palettes the same way the buttons for them on the toolbar along the top allows. Finally it will display a list of windows open within the application for you to select from for current work.

- **Help**

The selections under Help should be self-evident. Dale has admitted the help files are lacking at this time, so be aware the available information in **help** is sketchy and not as helpful as you may want. This may be corrected when Dale can get some help himself with writing text for the tool. This is a time consuming activity and frankly I am rather glad he has worked on the features of Cyberboard instead of trying to write documentation.

Creating Scenarios with Cyberboard Player

S*trategy I* is designed with the idea new and additional scenarios can be created by the Players. The elements of CB that uniquely support *Strategy I* scenarios are the geomorphic qualities and the ability to pick and choose the elements of the gamebox to support those modules chosen to include in the scenario.

- The Map

The maps in *Strategy I* have been done in sections. There are eight sections total to the map, so there are actually 16 in the Gamebox. This is because CB at this time does not rotate boards 180 degrees to mesh up in the geomorphic pattern. With the board turned around, you can make additional combinations of the board if you so desire.

The Board works by combining the sections together with the proper orientation. So the standard one continent version of the full board would have sections meshed together like this:

DEF-ABC
GHI-JKL
PQR-MNO
STU-VWX

The game scenarios as written use either the full continent or the transoceanic configuration. Examples exist in the current scenarios.

- The Counters

I've created a large number of silhouette-based counters to use with the eras that seemed appropriate. If you're going to create a new scenario, you may wish to either use the appropriate era's counter faces... or design your own new counters. It's a good plan to match the new designs with the original design so people who are stiff necked and insist on using the original counters can choose to use the counters as published.

- The Modules: Charts, Tables, Scenario Detail

- Multiplayer Games

Starting A Game with Cyberboard Player

Starting a game in Cyberboard is pretty simple. Open the Cyberboard Player, and select New from the File menu. Select Game instead of Scenario, select the scenario the game is to be based on, and when you select Save As from the file menu, save the game by a name of your choice.

That's oversimplifying the process a bit. (more detail here, to be added soon)

Playing Scenarios from *Strategy I*

I've put the original counters on the backs of the homegrown counter silhouettes I created for the Gamebox in the Player Pieces Groups. This means the counters have two sides, both with the same purpose, but the silhouette copies are more era specific. This also will allow you to turn them over if need be, to see what the original counters were, to play with the original counter set if you wish, or just to spin your wheels.

- **Counter Mix Limitations**

There are some special counter aspects to the game however. In some scenarios, the counter mix is a direct limitation on the number of units the player may create. This means for some of the specialized units, that a problem exists where I've created multiple silhouettes where only one of the original counter exists in the counter mix. Specifically this is the parachute, partisan, guerilla, and trench troops counters. The first three are identical to the infantry division, the last one has a mobile and an immobile unit strength, but the original counter is the flak unit.

I've included a board to include with those scenarios for exchanging the counter types by unit number. Only one of a given unit number for a color should be on the board at any given time, so you may have to flip the counters to see what the unit number is.

- **Production**

There are production aid charts for each country to track resources, taxes, and so on for production. For those scenarios requiring complex production, each player should keep track of those elements on his own sheets. The way the complex production chart is written, those details are not secret or intended to be concealed, though it seems reasonable that someone might want to try a scenario that requires it.

- **Special Markers**

The game markers include weather line markers and weather box markers. These are intended to be locked to the board so you can use the weather rules without having to struggle in finding the weather zones, or looking up on that ugly chart what the weather zone settings are. Also included are some tracks for turn record charts.

Other markers:

1. Nuclear weapons hits.
2. Revolt counters, these units are brittle and vanish from the game anyway, and an unknown number of them could be required. It appeared reasonable to me to make them Markers instead of the usual 'counters'.

3. I couldn't resist, in addition to control flag markers, I did control makers for the Roman scenarios with Roman Eagles. Use them to improve the suspension of disbelief while playing.
4. Damage markers; in addition to a text marker that says Damage, there's a bulldozer for land-based installations such as airbases or production centers, red flag marker buoy for damaged ports & naval installations, and a sinking ship for damaged fleets.
5. I know there are mine 'markers' in the colors and there is a game limit on the number that can come into play (20). Still, I decided to create some floating naval mine markers. If you use these, you should associate some text with them so you know who laid the mines, since the 'owner' has different effects than the rest of the participating countries.
6. There is a marker to use to designate towns as besieged. This is the tower with the Trebuchet on the marker. This only matters with the module 18 rules for sieges.
7. There is a marker for plague; this is the skull and crossbones.
8. The Red Cross marker is for cities suffering disease.
9. I think the devastation marker is obvious in terms of use for those scenarios that let a player do damage to a town that way.
10. The Randomizer Markers are for laying out the weather results if you want to keep track based on the result drawn for weather, the markers themselves are not randomized. For that I did create randomizer chits and a tray can be created that will permit use of them.

- **Randomizer Chits**

I've created a set of 40 chits with the numbers 1-10 on them to match the original game. CB will allow you to do a 10-sided die roll just fine, and I suggest using the die roller instead. But if you'd rather stay with the feel of drawing chits, you can create a hidden contents random draw tray and put the chits into it.

- **Odd Game Mechanics**

In many games, there are elements making Play by Email Difficult. *Strategy I* has a large number of issues in the more modern scenarios. The use of the Air rules will complicate matters all by itself.

Partial Glossary of Cyberboard

- **Gamebox:** The file defining the parts of a board game in a way to be used by Cyberboard Player to create scenarios and play the game. The file extension for a Gamebox is .gbx
- **Tile Image:** A rectangular image created in Cyberboard to serve as terrain, cards, counters, or markers
- **Scenario:** A File intended to create the set up for a game based on an existing Gamebox. The file extension for a Scenario File is .gsn
- **Game:** A file of an ongoing game between players, started from the beginning point of a scenario based on an existing gamebox. This stores the current moves made so far, and any game move files sent to a file for emailing between players. The Game File's extension is .gam
- **Plotted move:** In CB Player, a move that records the path of movement of a piece. During replay, if not in a compound move, it is a single recorded event.
- **Compound move:** In CB Player, a record of movements grouped together so during replay they show as one combined event.

- **Tray:** In Cyberboard, a tray is a pull down tool bar that holds counters, markers or cards. Originally, only counters and markers existed in Cyberboard, so the terminology ‘tray’ applies mostly to the fact you’d have a ‘tray’ of counters to select from. When filled with cards, it might be more appropriate to call it a ‘deck’ or a ‘hand’ of cards. But the term Tray is suitable for uniformly describing these holding places for pieces of any flavor. (To the Right: A couple of disorganized trays of counters from a handful of games from the SPI *Prestags* sets)

