



Zillions
Development
Corp.

*CUSTOM
GAME & PUZZLE
DEVELOPMENT
BY
ZILLIONS
DEVELOPMENT
CORPORATION*



www.zillions-of-games.com

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EXECUTIVE SUMMARY

Add a little fun to your next promotion — online or offline — with custom-made games from Zillions Development. The Zillions game program contains a revolutionary “universal game” engine, allowing it to play nearly any abstract board game or puzzle in the world.



What does that mean for you? It means that Zillions Development can create a custom-made game just for you — integrating your own company logo, graphics, colors, etc., within weeks or even days of a request. This game can be downloaded and played offline.

Or, if you prefer something more elaborate, Zillions Development can work with you to create a custom, online gaming environment that will be sure to keep your visitors coming back on a regular basis.

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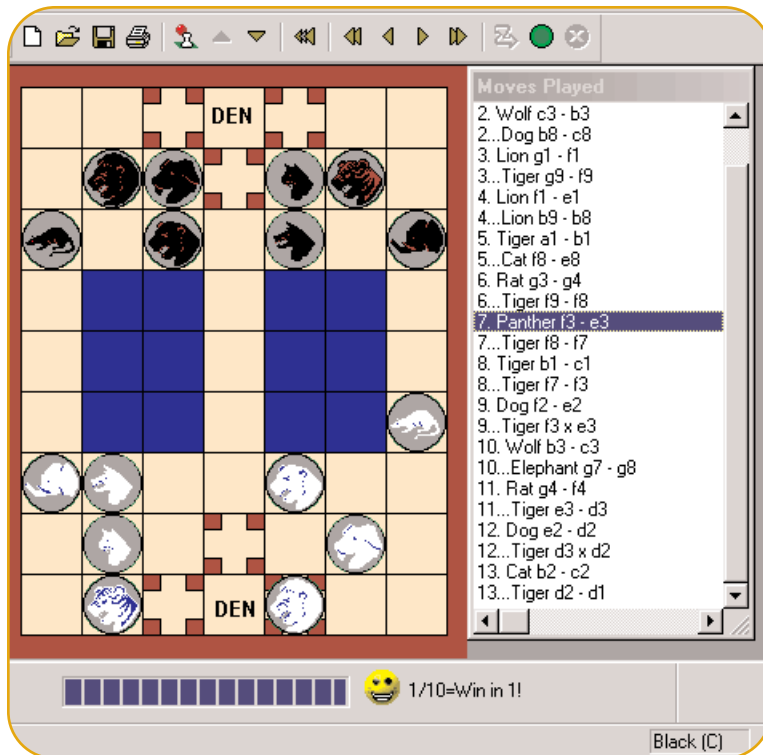
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DESCRIPTION



GAMES AND PUZZLES ARE WHAT WE DO

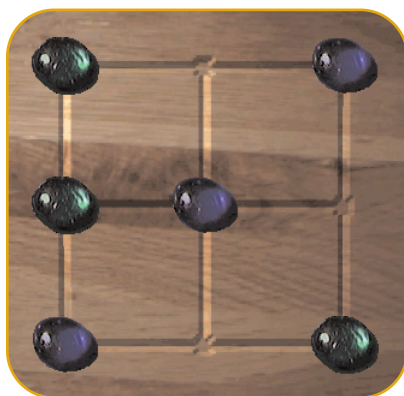
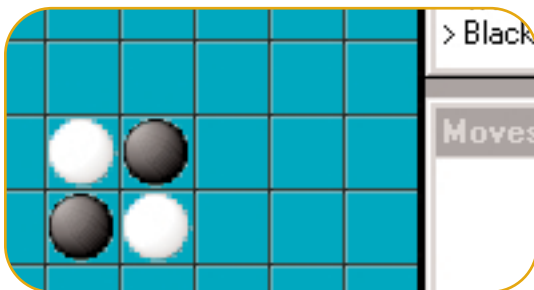
Here at Zillions Development, we know a thing or two about creating dynamic gaming environments — whether it's for an online community or a retail gaming market.

We're the creators of "Zillions of Games", the first "universal game" package for Windows 95/98/NT/ME. Zillions' unique technology allows it to play nearly any abstract board game or puzzle in the world.

In fact, more than 300 games and puzzles come with the most recent version of Zillions of Games, now being published by Encore Software and sold in stores such as Best Buy, MicroCenter & Office Max.

With Zillions, game and puzzle enthusiasts can even create their own games, making the program infinitely expandable.

It is this technology that allows the Zillions Development team to create new games in a matter of days.



DESCRIPTION

CUSTOM GAMING AND PUZZLE COMMUNITIES



Are you interested in creating a gaming community online? Zillions Development can create just such an environment for you — one that will keep your visitors coming back again and again.

Working with your own web site's look and feel, we can integrate a dynamic gaming engine that will allow users to play against one another, to track their progress through several different games and to measure themselves against other game players. A huge number of games can be made available in this fashion.

An example of some of the things we can do, can be found on the MSO Worldwide Ltd. web site at

<http://www.msoworld.com/playgames.html>.



DESCRIPTION

CUSTOM GAMES USING YOUR COMPANY IDENTITY



We start with your existing company identity materials.

The graphics and colors used in your website, brochures, business cards, etc., are used to create custom game boards and playing pieces.

The final game is driven by the award-winning Zillions gaming engines, so play is fun and challenging.

Are you simply interested in a one-off promotion where your company logo can be featured on the board or as the game pieces in a particular game?

Are you working on a promotion campaign for your music, TV or film event where you need a quick product that might interest your web site or store visitors as an entertaining give-away?

Zillions Development can put together just such a game product for you in a matter of days — and that game will have all of the built-in features that made Tucows give the program a "five cow" rating, and had Abstract Games Magazine declaring it to be "the most important new gaming concept since Dungeons and Dragons".

Zillions is the quickest and most cost-effective way to satisfy your gaming needs, whether it's for the promotion of your media event, or for the creation of an entirely self-sustaining online gaming community. We have the experience and the know-how that you need.



FEATURES

STRONG GAMEPLAY

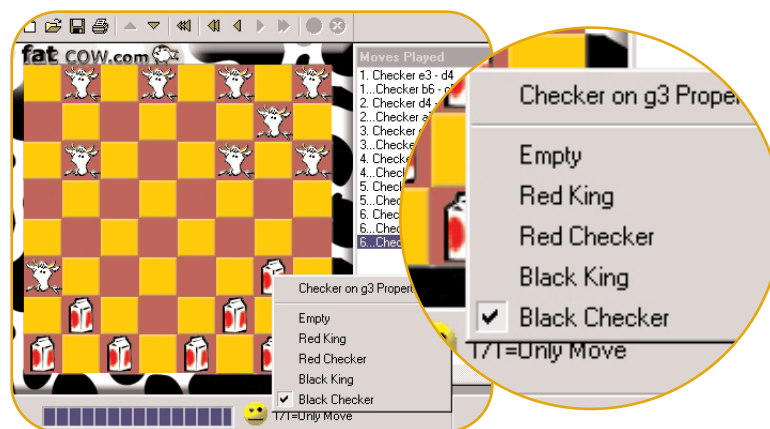


MANY WAYS TO PLAY

- § Strong “artificial intelligence” opponent
- § Internet play — play a friend on the other side of the world
- § LAN and modem play through DirectX technologies

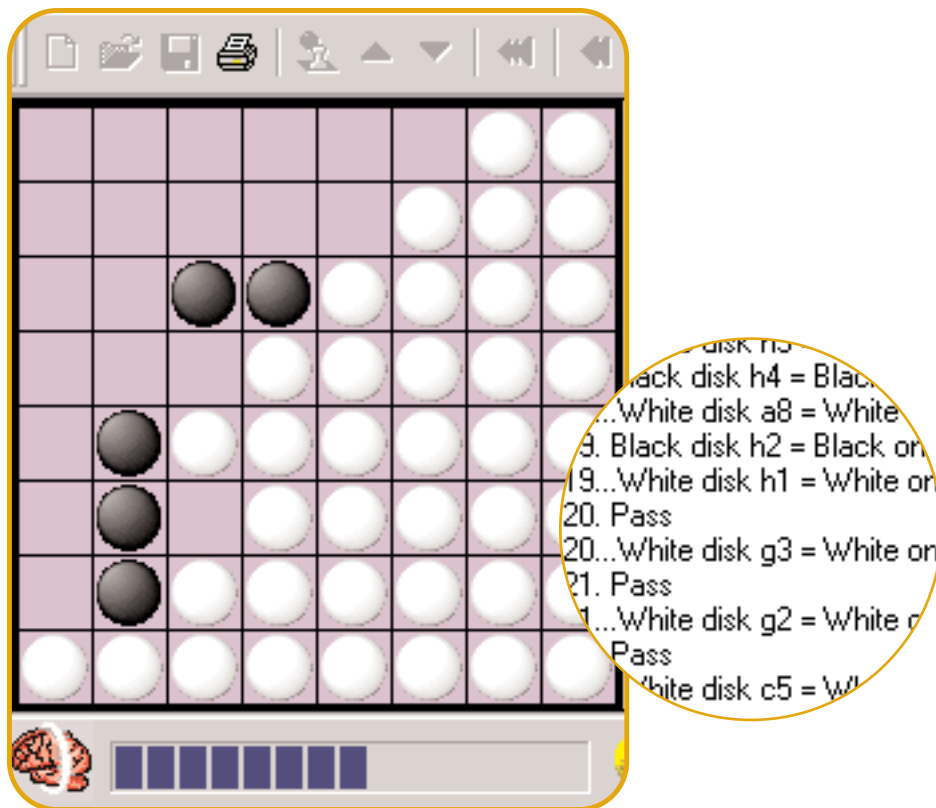
EXPLORE AND LEARN!

- § Integrated strategy tips, history, and help for every custom game
- § Legal move display — pick up a piece to see how it moves
- § Adjustable skill levels and time settings
- § Take-back
- § Context-sensitive piece help; Status bar help.



FEATURES

STRONG GAMEPLAY



SUPERIOR USER INTERFACE

- § Works with the Logitech WingMan Force Feedback Mouse to support a whole range of touch sensations.
- § “Smart Moves” — one click to move
- § “Face Feedback” and search status
- § Board editing for easy problem setup
- § VCR-style navigation buttons and arrow-key navigation
- § Game saving and loading
- § Graphical selection screens; View by game complexity
- § Sounds and music
- § Animation
- § Printing
- § Online user documentation
- § Scoresheet — click move list to jump to any point in the game

The Zillions gaming engine was developed by computer chess professionals after years of research and has won many awards for its intelligent game play. This means that your custom Zillions game or puzzle will present an honest challenge to those that play it, making the gaming experience that much more enjoyable — and memorable.



PRESS FOR ZILLIONS OF GAMES

REVIEWS

"I believe Zillions to be the most important new gaming concept since Dungeons and Dragons."

Abstract Games Magazine, January 2000 (Steve Evans)

"...It's a really sharp little title, particularly for laptops. Check it out..."

T. Liam McDonald for Maximum PC Magazine (March 2000)

"If you like classic board games, this is Zen."

Games Weekly Magazine. (January 2000)

"If you like abstract strategy games and don't have the brainpower of Deep Blue, Zillions-of-Games and its brainiac fan base will render time meaningless."

T. Byrl Baker for Computer Gaming World Magazine (April 2000)

"I thought that the variety of games was wonderful. The games were very colorful and eye appealing, and there is definitely something for everybody on this CD....I would certainly buy and recommend this software to anyone. It provides hours of fun and challenges!"

Kids Domain, April 1999 (Rose Barbour)

"Do you like games? Here's the one for you all wrapped up in one package. Play over 48 games with the demo! Over 300 — with the option to build your own games — in the full version. This is a great game for that person that can't make up their mind on what to play. You have the option to play games such as; Reversi, Checkers, Cylindrical Chess, Blobs, Vertical Tic-Tac-Toe, Mini-Go, Chinese Chess, Dodgem, Jungle, and many others!"

A review by Tucows, where Zillions received a "5 Cow" rating (out of 5), December 1999

"Don't call us for the next couple of years please. We are glued to our PCs....We have just acquired Zillions of Games. If you're into chess variants, and we are, this is the nearest you're going to get to paradise....Wow!"

CHESS Magazine, Addict's Corner, April 1999 (Mike Fox)

"As if the fun you'll have playing over 300 games that don't crash your computer and don't empty your wallet isn't enough, Zillions is also educational, with a brief history and background of every game, not to mention exercising and pumping up your brain through the use of logic, strategy, clarity of thought and memory."

CompuNotes #146, March 26, 1999 (Bruce Darken)

"This software seems to be the ultimate answer to our wishes. This sounds like a dream, but it actually works. ...the achievement of this "universal gaming engine", as the authors call it, is undoubtedly a much closer step towards artificial intelligence than the widely publicized Deep Blue win against the world chess champion."

Variant Chess, Spring 1999, Vol. 4, Issue 31 (Fabrice Liardet)

QUOTES

"The engine...contains various generic routines for calculation that enable it, once given the rules, to play most board games — and play them frighteningly well."

The Observer, December 26, 1999 (GM Jon Speelman, former British chess champion and World Championship semi-finalist)

"When shopping for computer versions of board games, why choose one game, when you can have...a zillion?"

Wired

"Imagine a software opponent ready to play you any game you teach it...and beat you. Zillions Development Corporation, a company founded by professional chess programmers, has created just such an opponent..."

Press coverage from PC Game World

ABOUT ZILLIONS DEVELOPMENT

ABOUT THE FOUNDERS

Zillions Development was founded in 1996 by Jeff Mallett and Mark Lefler, two computer chess developers whose programs had previously squared off against each other in several tournaments in the U.S. and Canada. Jeff and Mark have over 35 years of computer chess programming experience between them.

Their commercial game credits include:

Maurice Ashley Teaches Chess (Davidson/Simon & Schuster)

Grandmaster Championship Chess Windows (Capstone)

Grandmaster Chess Macintosh (Capstone)

Dr. Schiller's Chess PowerPC (Zone Publishing)

NOW (Chess4Less)

Internet Chess for the Macintosh (Strategy Labs)

GrandChess (Mindsports)

JEFF MALLET (CORNELL 88)

Jeff is a USCF-rated chess expert and has been programming computer games since 1977. His chess program Innovation won the 1994 ICCA Best-Annotation Award. Jeff's board game engines have won multiple contests and have been published in issues of MacTech Magazine. His writings on board games have been published in Home Chess, Variant Chess, and Nostalgia and World Game Review.

MARK LEFLER (VIRGINIA POLYTECHNIC 81)

Mark has been programming computer chess for over 22 years. His chess program NOW tied with first place among all chess programs at the 1996 AEGON Human-Computer Tournament, receiving 4.5 out of 6 points. This tied the program with other world class programs such as "Fritz." NOW beat Grandmaster Larry Christiansen, one of the US's top players.



LIST OF GAMES

BOTH INDIVIDUAL AND ONLINE GAME PLAY AVAILABLE

PUZZLES (106)

8 Queens — 5
Eight Queens Problem
Maximal Knights
Six Queens Problem
Sixteen Queens Problem
Ten Maharajas Problem

15 Puzzle — 9
8 Puzzle
14—15 Puzzle
15 Puzzle
DEAD PIGS WONT FLY
Rotate 9
Scramble A
Scramble B
Scramble C
Panama Canal

Chess Swappers — 10
4 Knight Swap
6 Knight Swap
6 Knight Swap II
10 Knight Swap
14 Knight Swap
24 Knight Swap
Bishop Swap
Crossing the Danube
Through the Crowd
Alexander Knight Puzzle

Knight's Tour — 7
Bishop's Tour
Camel's Tour
Knight's Tour 4x5
Knight's Tour 6x6
Knight's Tour 8x8
Knight's Tour Solitaire
Queen's Tour

Maze — 2
Central Park
Walled In

Solitaire: English — 19

Altar
Crossbow
Diamond
Fireplace
Greek Cross
Inclined Square
Lamp
Latin Cross
Longbow
Pinwheel
Pyramid
Square
Standard
Super Solitaire
Tiny Pyramid
Tutorial #1, #2, #3
Wall

Solitaire: French — 10

The Apostles
Corsair
Cross
Cross of St. Andrew
Curate and Flock
E
Octagon
Standard
Triplets
The World

Solitaire: Square — 5

6x6 Marked Man
6x6 Square
3x8 Marked Man
8x8 Checkers
8x8 Diagonal

Solitaire: Star — 3

Points
Star A
Star B

Solitaire: Triangle — 9

Big Triangle
Triangle A
Triangle B
Triangle C
Triangle D
Small Triangle
Super Triangle
Triangle 4 Plus
Triangle 5 Plus

Swappers — 9

2 and 2
3 and 3
4 and 4
5 and 5
Big Swap
E
Fore and Aft
Pi
TriColor

Towers of Hanoi — 4

4 disks
5 disks
6 disks
7 disks

Turn Off — 14

12 setups
Three State — 2 setups

CHESS (58)

Chess: Mini — 7

Baby Chess 5x5
Knights vs. Bishops
5x5, 6x6
Los Alamos Chess 6x6
MiniChess 5x5
Opposing Bishops 5x5
Petty Chess 5x6

Chess: Standard &
Variants — 32

3 Pawn Chess
Berolina Chess
Chess
Cylindrical Chess
Double Move Chess
(Capture)
Double Move Chess
(Checkmate)
Emperor King Chess
Extinction Chess
Fairy Chess
Grasshopper Chess
King vs. King
King and Pawns
Kinglet
Knightmate
Losing Chess
Maharaja and
the Sepoys
Monster Chess

(4 Pawns)

Monster Chess
(8 Pawns)
No High Ground
Non-Prise Chess
Pawn-Odds
Pocket-Knight
Progressive Take-All
Knight-Odds
Rook-Odds
Shatranj
Shuffle #1
Shuffle #2
Stationary King Chess
Take-All
Trapeze Chess
Ultima

Chess: Regional — 19

Burmese (Sittuyin) — 8
starting positions
Chinese (XiangQi)
Jungle (Shou Dou Qi)
— 2 variants
Korean (ChangGi) —
4 starting positions
Shogi (Japanese
Chess) — 2
Mini—Shogi (5x5)
Shogi (9x9)
Thai (Makruk)—
2 variants

X—IN—A—ROW (46)

9 Men's Morris — 4

Five Men's Morris
Six Men's Morris
Nine Men's Morris
Twelve Men's Morris

Go—Moku — 8

10-line Go-Moku
15-line Go-Moku
15-line Ninuki-Renju
19-line Go-Moku
19-line 3 player
Go-Moku
19-line 3 player Ninuki-
Renju
19-line 6-in-a-row
19-line Ninuki-Renju
(like Pente™)

Morris — 11

Achi
Les Pendus
Les Pendus — Oldest
Moves
Modern Seega
Nine Holes
Picara
Tant Fant
Tant Fant — Diagonals
Only
Tapatan
Three Men's Morris
Tsoro Yematatu

Tic-Tac-Toe — 14

+ and x
3-D Tic-Tac-Toe
4x4
5x5
Beer Square
Felix and Rover (2
variants)
Losing 3-D Tic-Tac-Toe
(Toetacktick)
Losing 4x4
Losing Tic-Tac-Toe
(Toetacktick)
Nu Tic-Tac-Toe
Order and Chaos
Standard
Traffic Lights

Vertical Tic-Tac-Toe — 9

(like Connect—4)
6x5, 6x6, 7x5, 7x6,
7x7, 8x5, 8x6, 8x7, 8x8

OTHER (108)

Alquerque — 4

Alquerque
Lau Kati Kata
Sixteen Soldiers
Quadruple Alquerque

Blobs — 8

Blobs
Checkered
Doors
Mixers
More Doors
Plus
Walls
Web

Checkers — 7

Checkers
Double-Back
Losing
NW Diagonal
NE Diagonal
Checkers 10x10
(15 men)
Checkers 10x10
(20 men)

Chinese Checkers — 7

Dragon Board 1 & 2,
Simple Board
Larger Board — 7x7
Medium Board — 5x5
Small Board — 3x3
Super Chinese Checkers

Dodgem — 3

3x3, 4x4, 5x5

Fanorona

Fox and Geese — 10

16 Rebels (Shap luk
kon tseung kwan)
16 Rebels II
20 Rebels
26 Rebels
Checkerboard Fox/Geese
Checkerboard Wolf/Goats
Cows and Leopards
Fox and Geese - 13
Fox and Geese - 15
Fox and Geese - 17

Halma — 2

Grasshopper (8x8)
Halma

Hasami Shogi — 2

Hasami Shogi
War Variation

Hip — 10

Hip
4x4, 5x5, 6x6, 7x7, 8x8
Line Hip
4x4, 5x5, 6x6, 7x7, 8x8

Kono, Four Field

Mini—Go

Mu Torere — 3

Mu Torere
Pon Hau K'i 1 & 2

Neutron — 4

Co-Neutron 5x5, 7x7
Neutron 5x5, 7x7

Nim — 5 setups

Reversi — 22

Criss-Cross: 4x4, 6x6,
8x8 (Othello), 10x10,
12x12, 14x14
Reversed: 8x8
Torus: 4x4, 6x6, 8x8
Vertical: 4x4, 6x6, 8x8,
10x10, 12x12, 14x14
Walled: 6x6, 8x8,
10x10, 12x12, 14x14
Yin—Yang: 8x8

Seega — 2

Seega
High Jump

Senat

Sliding Coins — 4

2 Setups
Welters Game —
2 variants

Tafl — 9

Alea Evangeli
Ard-Ri
Brandubh
Fitchneal
Hnefatafl Large/Small
Large Hnefatafl
Tablut
Tawlbrydd
Tawlbrydd II

Turning Coins —
2 variants

- STAND-ALONE
OR ONLINE PLAY
- STAND-ALONE ONLY

TECHNICAL SPECIFICATIONS

ZILLIONS OF GAMES REQUIRES THE FOLLOWING:

Your Customized Game or Puzzle requires the following for play:

Windows 95/98/NT/ME/XP

Direct X (the newest version is available on the Microsoft web site)

Additionally, we recommend the following to get the most out of your customized game or puzzle:

256 or higher colors (higher is recommended)

800 x 600 or higher graphics resolution (otherwise, some game boards may be clipped)

Windows compatible Sound Card.



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