



Zillions
Development
Corp.

*CUSTOM
GAME & PUZZLE
DEVELOPMENT
BY
ZILLIONS
DEVELOPMENT
CORPORATION*



www.zillions-of-games.com

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<http://www.zillions-of-games.com>

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.

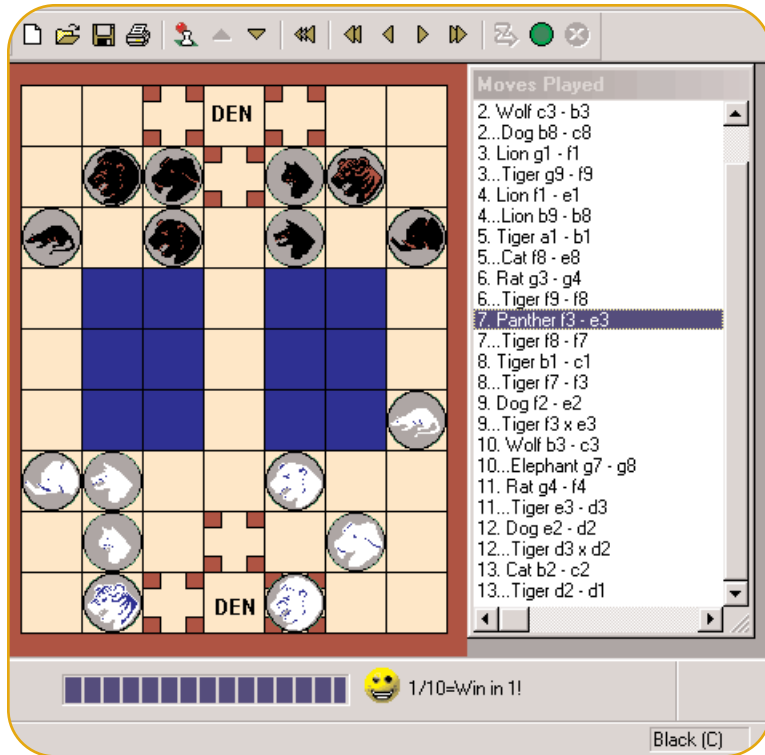
Or, if you prefer something more elaborate, Zillions Development can work with you to create a custom, online gaming environment that will be sure to keep your visitors coming back on a regular basis.

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DESCRIPTION

GAMES AND PUZZLES ARE WHAT WE DO



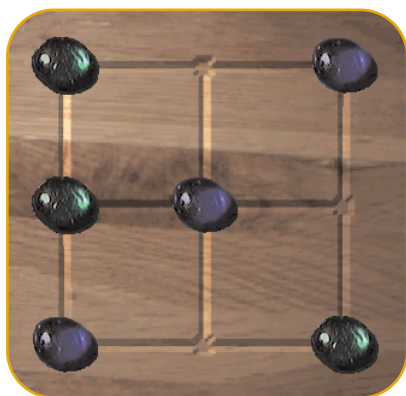
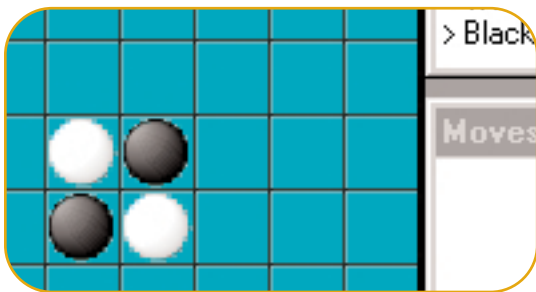
Here at Zillions Development, we know a thing or two about creating dynamic gaming environments — whether it's for an online community or a retail gaming market.

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

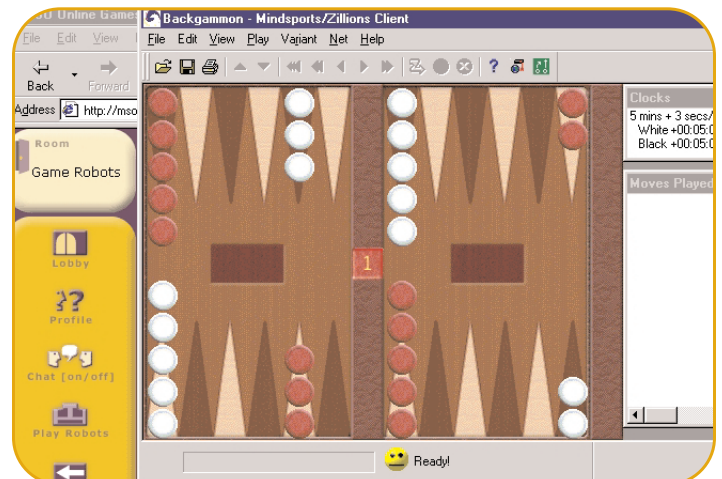
CUSTOM GAMING AND PUZZLE COMMUNITIES



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?

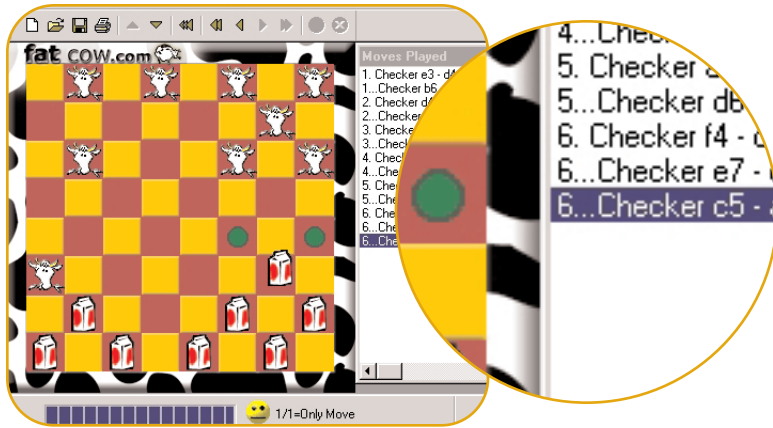
Are you working on a promotion campaign for your music, TV or film event where you need a quick product that might interest your web site or store visitors as an entertaining give-away?

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

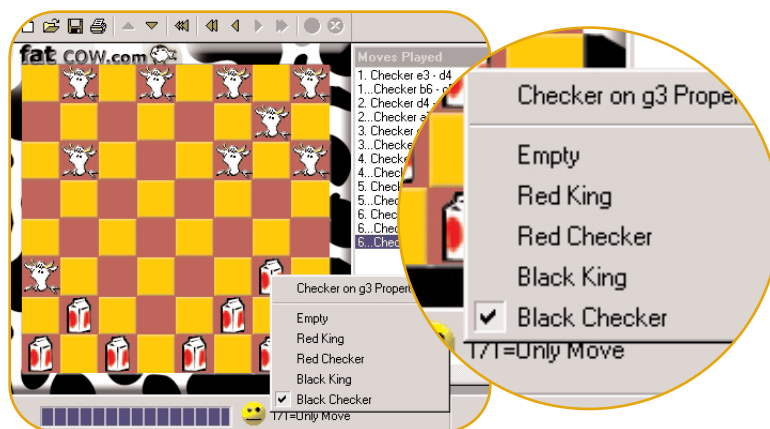


MANY WAYS TO PLAY

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

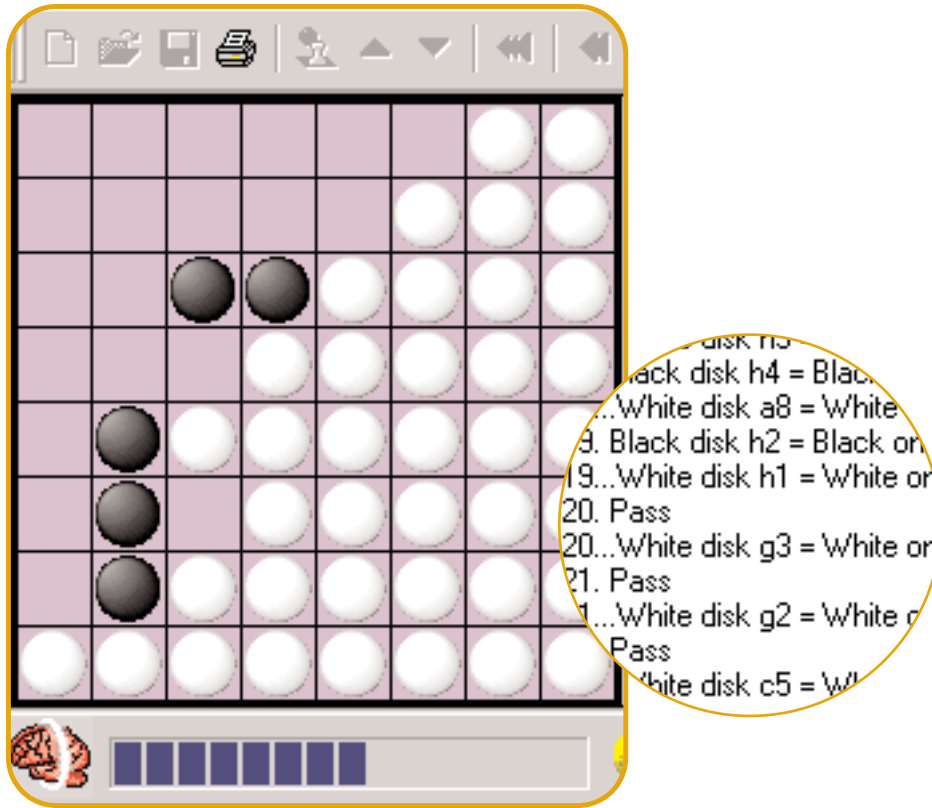
EXPLORE AND LEARN!

- § 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 29 years of computer chess programming experience between them.

Their commercial game credits include:

Maurice Ashley Teaches Chess (Davidson/Simon & Schuster)

Grandmaster Championship Chess for Windows (Capstone)

Grandmaster Chess for Macintosh (Capstone)

Dr. Schiller's Chess PowerCD (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*, *NostAlgia*, and *World Game Review*.

MARK LEFLER (VIRGINIA POLYTECHNIC '81)

Mark has been programming computer chess for over 16 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 Pentec™)
 Morris — 11
 Achi
 Les Pendus
 Les Pendus — Oldest
 Moves
 Modern Seega
 Nine Holes
 Picaria
 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 Evangelii
 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
8 Megabytes of Ram
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.



