

Godtland Software Free Games User Guide

14 free computer games!
Tile, maze and word puzzles
Dice games and card games

Arcade-style action games based on familiar classics

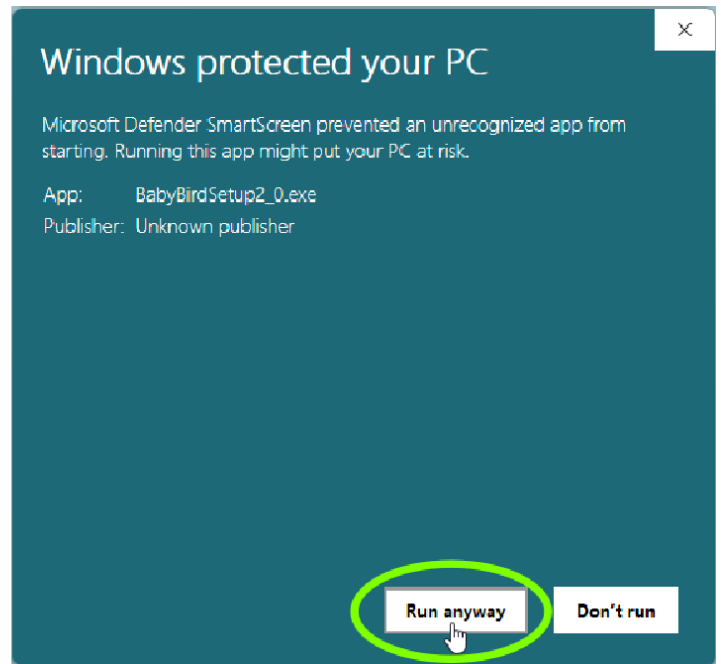
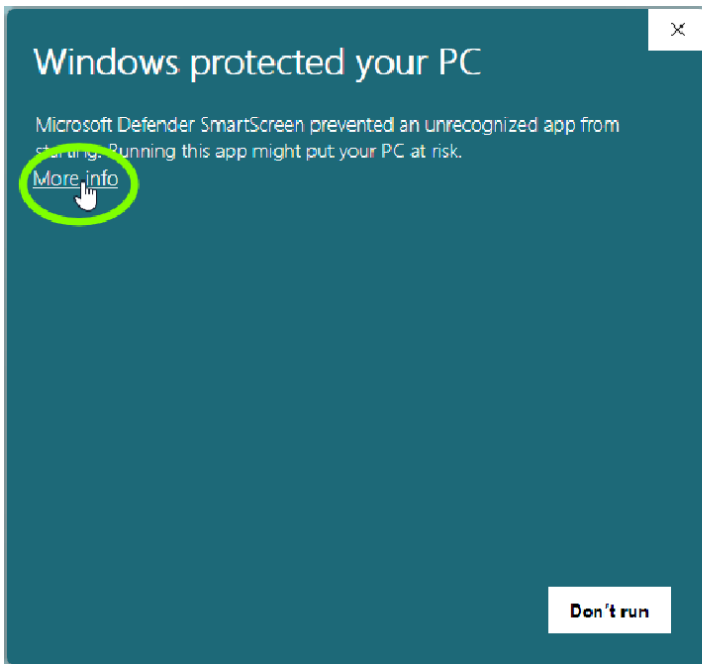
Install the Games

These games will only run on Windows computers.

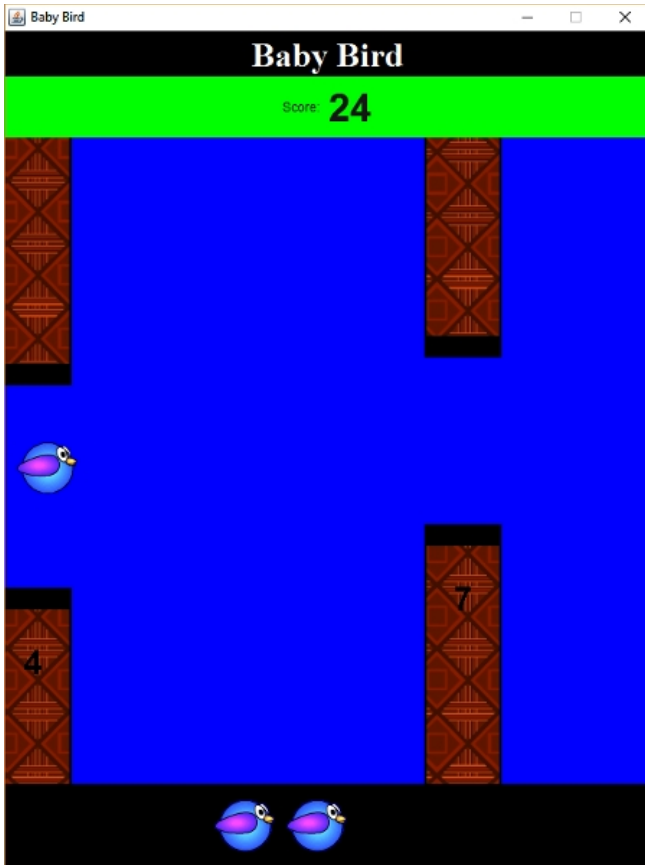
1. Download the collection of free games from <https://www.godtlandsoftware.com/games>.
2. Extract all the files by right clicking on the downloaded file, *GodtlandSoftwareFreeGames.zip*, and selecting *Extract All*.
3. Double click the extracted setup file for each game you want to install.

Microsoft often displays a *Windows protected your PC* window if you try to run an executable file you downloaded from the internet. I couldn't justify paying hundreds of dollars to prevent Microsoft from showing this warning message for games I'm giving away for free. If you get this warning, click *More Info* and *Run Anyway*. If you want more reassurance that it should be safe to install these games, run your own virus scan on the setup file before you install the game:

1. In File Explorer, right click on the setup file.
2. Choose *Scan with* (in Windows 11, choose *Show More Options* and then *Scan with*).



Baby Bird



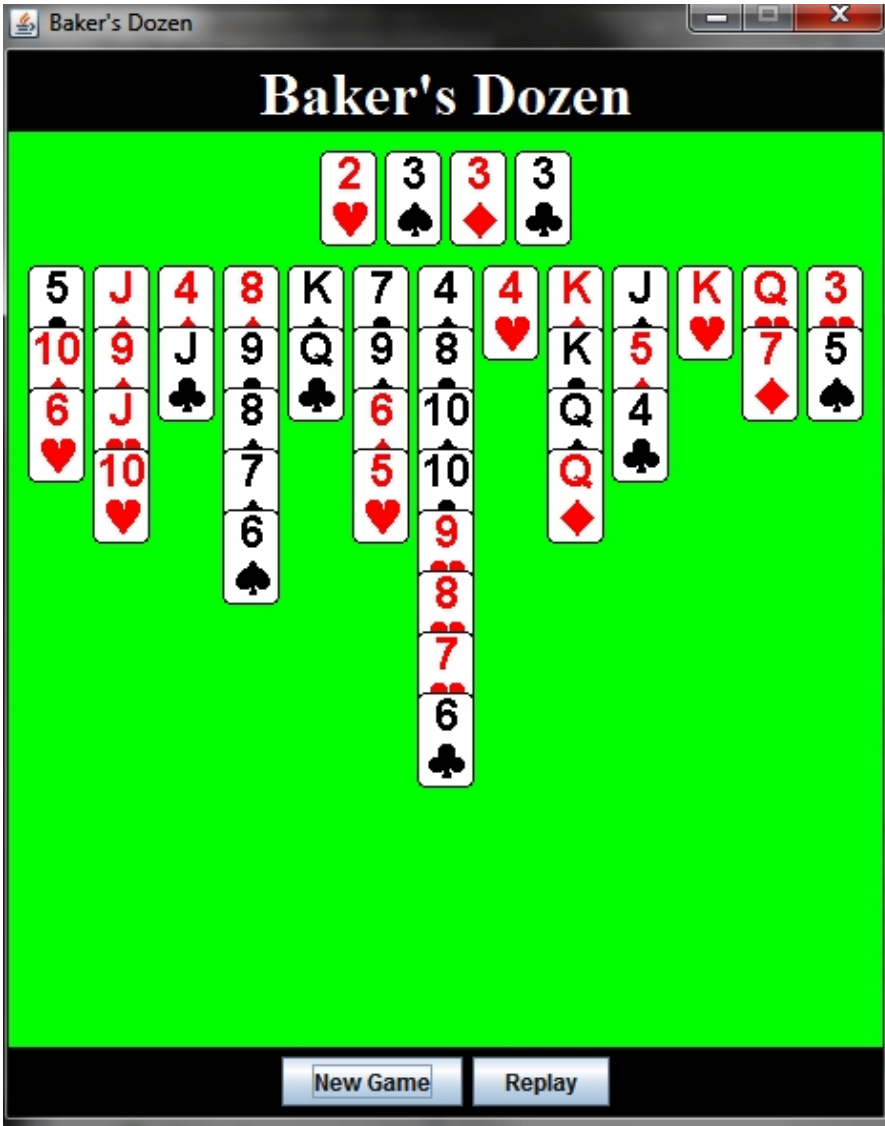
The object of Baby Bird is to guide your bird through openings in walls, both large and small. It is up to you to flap the bird's wings. Otherwise, gravity will pull the bird to the ground.

Press the space bar to flap the bird's wings and make it fly higher. The bird drifts back down again when its wings aren't flapping.

Each wall has an opening of a random size. You will earn more points for successfully flying through smaller openings than through larger openings.

You will have four birds to guide through the walls. When a bird collides with a wall, it will be replaced with the next available bird. The game is over after the fourth bird hits a wall.

Baker's Dozen Solitaire



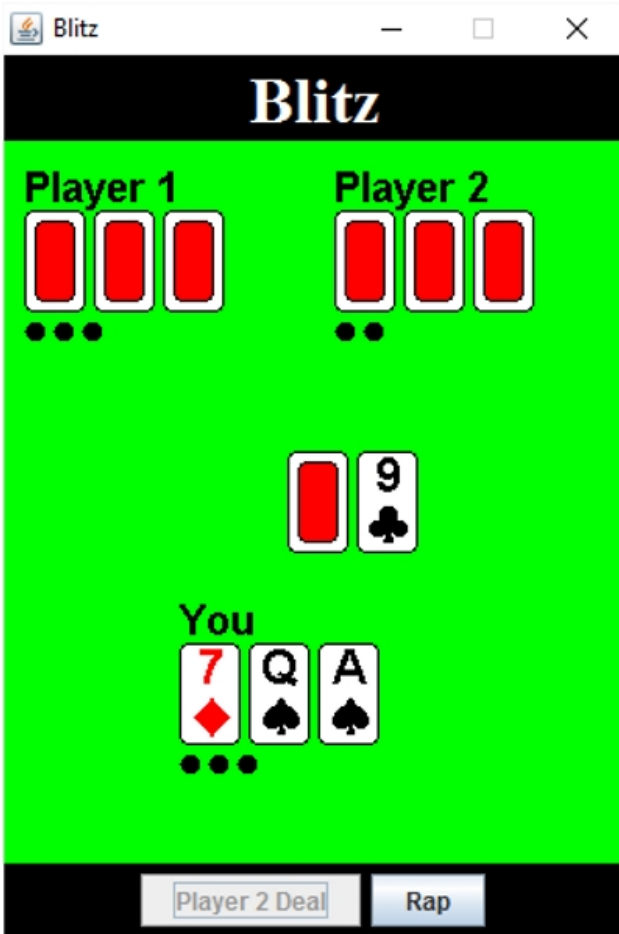
The object of Baker's Dozen Solitaire is to move four rows of thirteen cards to the four top foundation stacks.

You may move only one card at a time.

Each foundation stack must be started with an ace. Cards may be moved to the foundation stacks in increasing numerical order and must be of the same suit. Each foundation stack ends with a king.

Cards of any suit may be moved to other columns, but they must be placed in decreasing numerical order.

Blitz



- To rap, click the rap button.
- To draw a card from the deck, click the face down card in the middle of the display.
- To draw a card from the discard stack, click the face up card in the middle of the display.
- To discard a card, click the card you wish to remove from your hand.

After someone raps, all the other players get to draw and discard one more time, after which the player with the fewest points in his hand will lose one token. If the person who rapped also had the fewest points, he will lose two tokens.

If someone has 31 points after he discards, he will have what is called a Blitz. Play stops immediately when someone gets a Blitz, and all other players will lose one token. However, if someone rapped before the player got a Blitz, the player who rapped will lose two tokens.

After a player loses his third token, he may continue playing and he is "Riding". If he loses one more time, he will be out and will not be able to play in any more hands.

The game is over when all but one player is out. The remaining player is the winner.

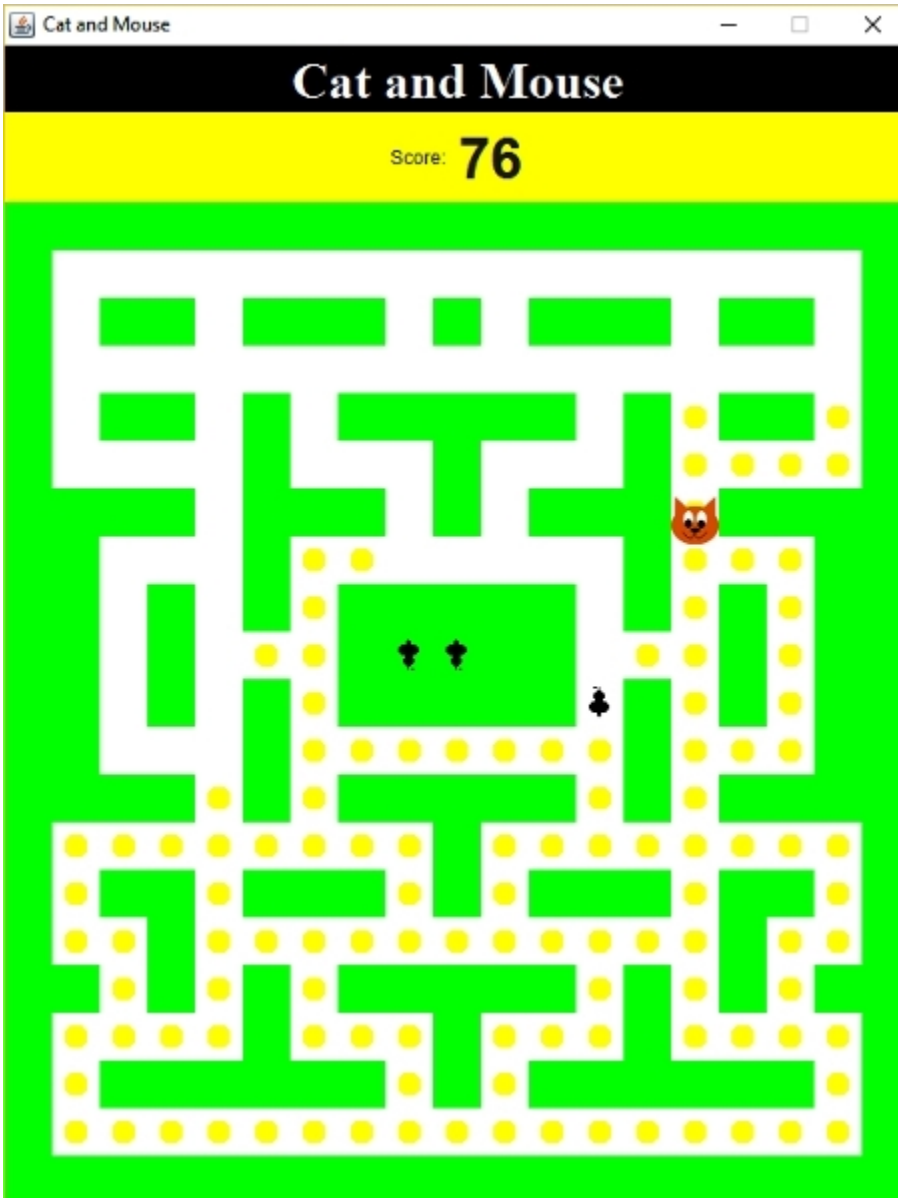
Blitz is a popular card game also known as Scat or 31. Try to get 31 points in one suit or rap if another player might have fewer points. But beware, anyone who raps with the worst hand must pay double.

You will be playing Blitz against 2 computer players. Each of you will start with three tokens. A dealer is chosen at random for the first hand of the game. After that, the player to the left of the dealer will be the next dealer. Click the deal button to deal the cards.

Each player will be dealt three cards. Your current points are the highest total points you have in one suit. Aces are worth eleven points, ten and face cards are worth 10 points, all other cards are worth their face value. For example, an ace of hearts, king of hearts, and three of hearts would be worth 24 points. An ace of hearts, king of clubs, and three of hearts would be 14 points since there are more points in hearts than in clubs.

At the beginning of each turn, you may either rap, if you think someone else has fewer points than you, or you may draw a card and discard a card (remove a card from your hand).

Cat and Mouse



The object of Cat and Mouse is to guide the mouse to eat all the cheese without getting caught by the cat. Be careful – the cat can hear when the mouse moves and will try to hunt it down.

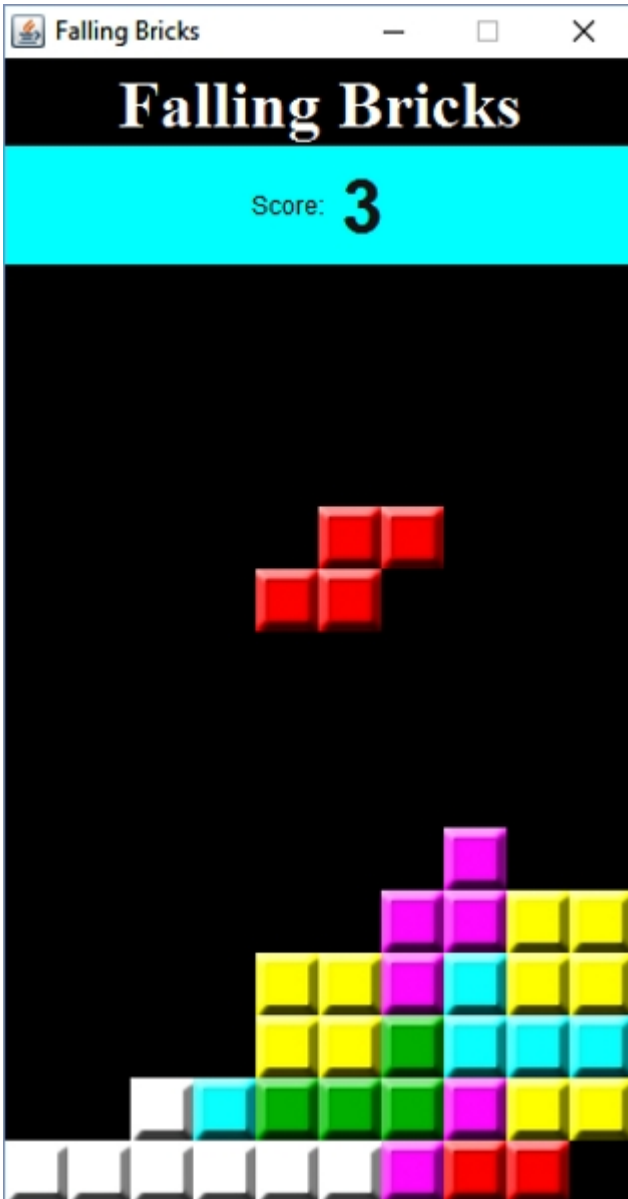
Hold the up, down, left, and right cursor movement keys down to move the mouse in those directions. When you release the cursor movement keys, the mouse will stop moving.

As the mouse crosses a piece of cheese, the cheese will disappear. You will receive one point for each cheese removed.

The cat will continue to wander aimlessly in a straight line any time the mouse is not moving. However, if the mouse moves, the cat will move faster in the direction of the mouse.

If the cat catches the mouse, that mouse will be removed from the game and the next mouse will be moved onto the maze. The game is over after all three mice are out of the game.

Falling Bricks



The object of Falling Bricks is to maneuver falling bricks to complete rows of bricks which will then be removed from the game.

Bricks of different shapes continually fall from the top of the display, one at a time. As the bricks fall, you may move them left and right, rotate them, and drop them.

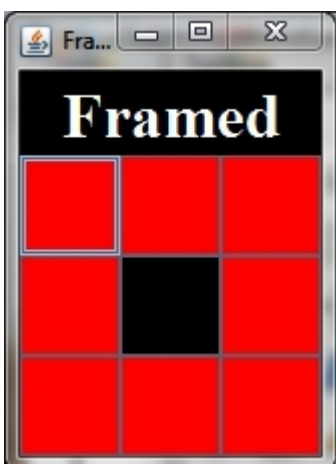
- Press the cursor left key to move the falling brick to the left.
- Press the cursor right key to move the falling brick to the right.
- Press the Z key to rotate the falling brick to the left.
- Press the X key to rotate the falling brick to the right.
- Press the space bar to drop the falling brick to the bottom of the display.

Earn points for each completed row. Earn more points when multiple rows are completed with one brick:

- Earn 1 point for 1 row.
- Earn 3 points for 2 rows.
- Earn 5 points for 3 rows.
- Earn 8 points for 4 rows.

The game is over when there is not enough room to add a brick to the top of the display.

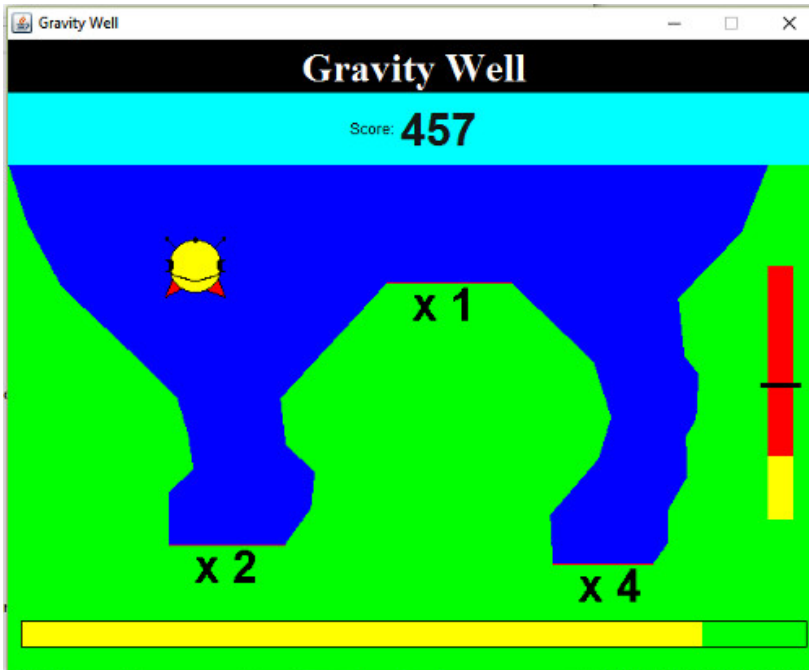
Framed



Clicking tiles in Framed will turn groups of lights on or off. The goal is to form a frame of lights.

- If you click a corner light, it will toggle the four lights in that corner.
- If you click a middle side light, it will toggle all the lights on that side.
- If you click the center light, it will toggle it and the lights directly above, below, and to each side of it.

Gravity Well



The object of Gravity Well is to softly land a spaceship without crashing into walls or using up all the fuel. The softer and the more difficult the landing pad, the more points are awarded and the more fuel is replenished.

Move the spaceship up, left, or right by holding down cursor movement keys. Gravity will continually pull the spaceship down. Any left or right drift will continue at the same speed until you fire the left or right rockets.

- Hold the cursor left key down to fire the left rocket to move the spaceship to the right.
- Hold the cursor right key down to fire the right rocket to move the

spaceship to the left.

- Hold the cursor down key down to fire the bottom rocket to move the spaceship to up.

As you fire rockets, you use up fuel, as indicated by the fuel gauge across the bottom of the display. Fuel is replenished any time you safely land on one of the landing pads.

If you crash the spaceship into a wall, or land on a landing pad too fast, the spaceship will be destroyed and you will be given another spaceship to try landing.

The speedometer along the right edge of the screen indicates your landing speed. The top half of the speedometer indicates the speed you are falling, the bottom half indicates the speed your are rising. The yellow area near the center indicates the safe landing speed.

Your landing points start higher the closer your landing speed is to 0. Each landing pad has a different point multiplier. The more difficult landing pads multiply your landing points and fuel replenishment by a larger value.

- The left landing pad multiplies your initial landing points by 2.
- The center landing pad multiplies your initial landing points by 1.
- The right landing pad multiplies your initial landing points by 4.

The game is over when you run out of fuel.

Greedy

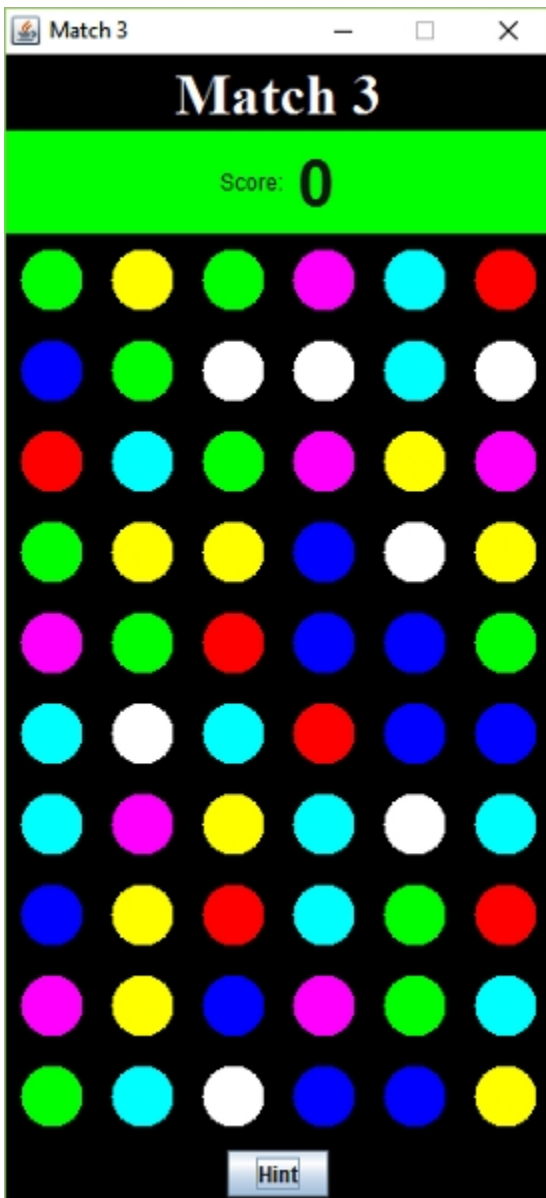


The object of Greedy is to reach the highest score you can in ten rounds.

Increase your score each round by rolling remaining dice as many times as you want. But if you don't get new points on the dice you just rolled, you lose all the points from that round. End the round if you don't want to risk losing the points earned in that round.

Select the dice to roll by clicking them, then click the roll button. Click the End Round button to end the round.

Match Three



The object of Match Three is to swap balls to form chains of three or more matching balls. Completed chains will be removed and replaced by new balls. Score more points for longer chains.

Click the mouse between any two balls to swap them. However, you will only be allowed to swap balls when the swap will result in three or more balls forming a chain of one color.

Completed chains will be removed allowing balls from above to fall into their place. New balls will be added to the top of the display. If the fallen balls form more completed chains, those completed chains will also be removed and you will receive points for those completed chains as well.

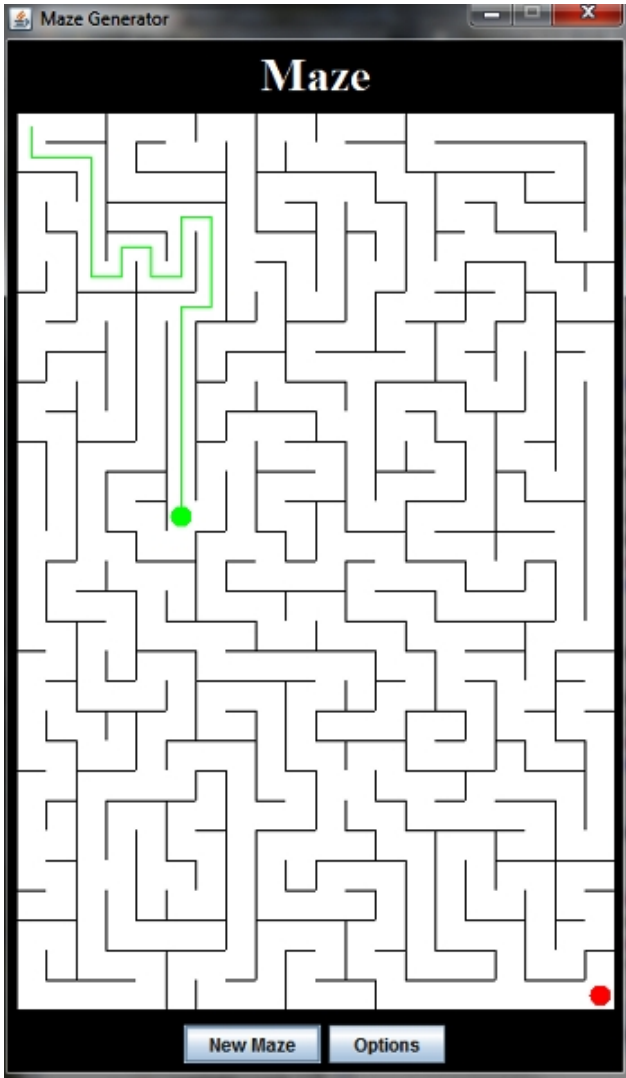
You will score more points for longer chains:

- Earn 10 points for completing a chain of 3 balls.
- Earn 15 points for completing a chain of 4 balls.
- Earn 20 points for completing a chain of 5 or more balls.

Press the hint button to see what other ball could be swapped to form a chain. However, if you swap the ball marked as a hint, you will lose the number of points you would have earned for such a swap if you had swapped it without getting the hint.

The game is over when no more chains can be formed by swapping balls.

Maze Generator



The object of the game is to move the green ball to the red ball by pressing cursor movement keys.

Features:

- Generate a random maze of any size.
- Generate either a maze or an anti-maze. In an anti-maze, you can only cross walls and cannot move through open areas.
- Use the cursor movement keys to move the ball through the maze.



Sliding Tiles

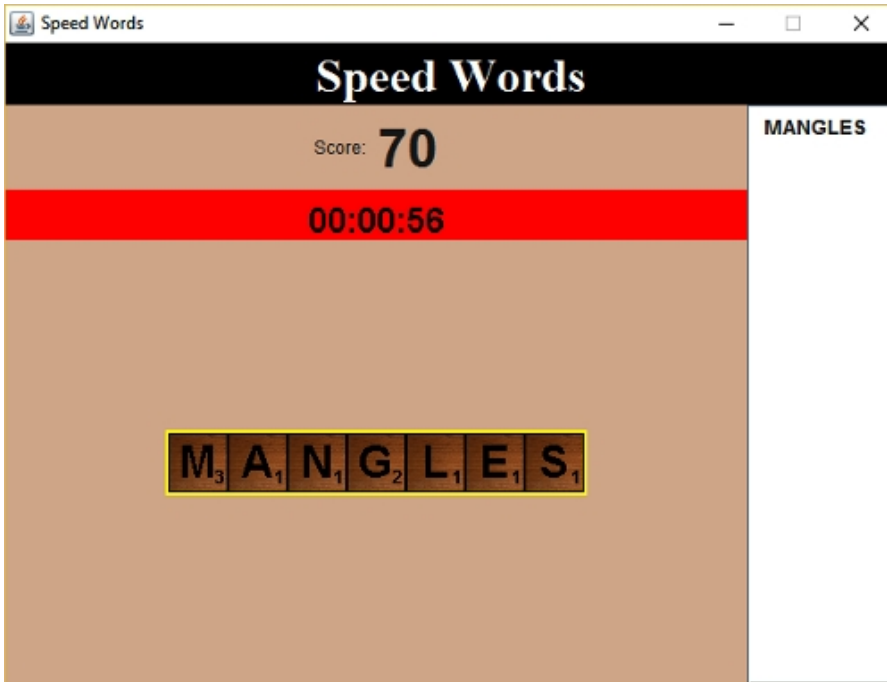


The object of Sliding Tiles is to slide the image tiles back to their positions in the original picture.

Features:

- Generate a Sliding Tiles puzzle of 3x3, 4x4, or 5x5 tiles.
- Use any image for the puzzle.
- Scramble the puzzle to do the puzzle again.

Speed Words



The object of Speed Words is to make as many other words as possible from the letters of a random seven-letter word, in sixty seconds.

The game will start with seven tiles connected together, forming a random 7-letter word.

You may drag and drop tiles anywhere in the display.

- Drag with the left mouse button to remove a single tile from the group of connected tiles.
- Drag with the right mouse button to drag a group of connected tiles.

- Drop the tile or tiles onto other tiles to connect them together.

If the letters on newly connected tiles form a new two- to seven-letter word, the tiles will be highlighted in yellow, the word will be added to the list of words you've formed, and you will receive points for the new word.

Points for each valid word are awarded by multiplying the length of the word by the sum of the point values of each letter in the word. Thus longer words result in a better score.

You will be given 60 seconds to form as many words as you can, after which you will be asked if you want to play again. If you choose to play again, the game will restart with a new random seven-letter word.

Watch Your Step

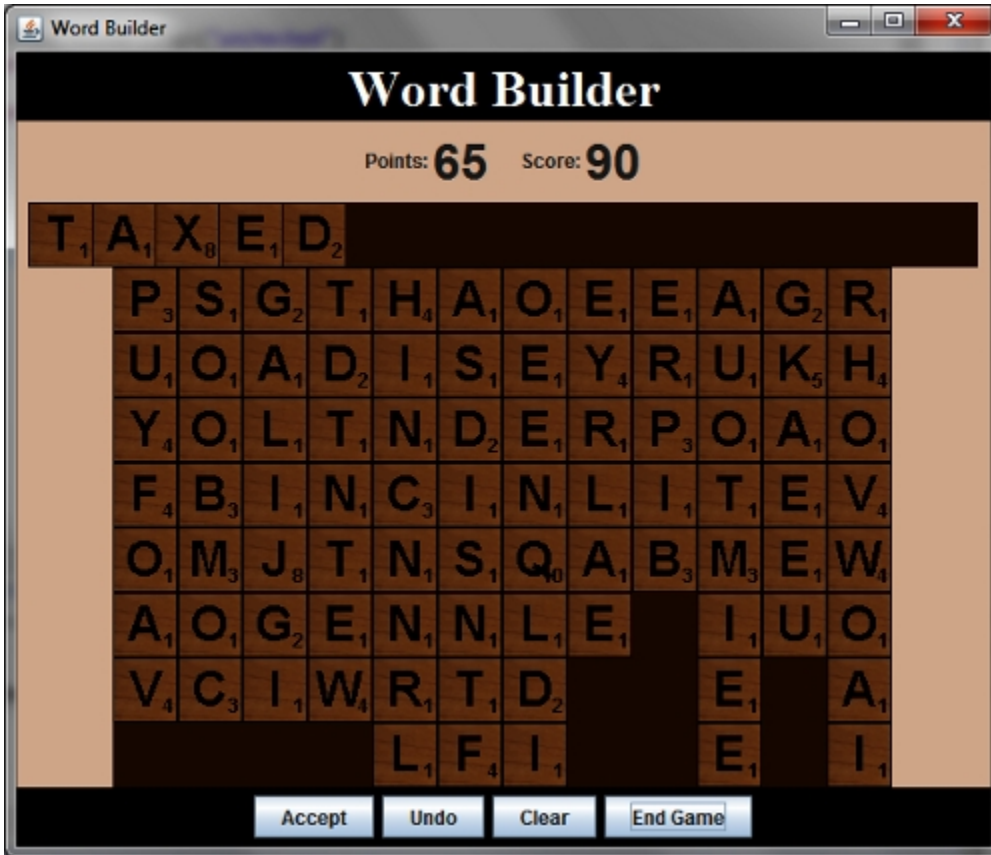
The screenshot shows a window titled "Watch Your Step" with a "Help" button. The main area is a 10x10 grid. The top row is a black bar with the text "Watch Your Step" in white. The grid contains numbers in some cells, and a mouse cursor is hovering over the cell at row 5, column 4. The numbers in the grid are as follows:

						1	2		
							2	1	1
1	1	2		1	1	1	1		
		1	1	1					
			1	1					
	1	1	2		2	1	1	1	1
	1								
	1	2							
		1	1	2					
				1					

The goal in Watch Your Step is to reveal all the safe terrain without stepping on one of the ten hidden black holes. The numbers show how many squares of neighboring terrain have holes.

Click a tile to reveal what is behind it. If that tile has no number, the game will also reveal that tile's neighbors.

Word Builder



The object of Word Builder is to build words using all the tiles on the board. You may use each tile only once. You receive points for each letter used. The longer the word, the more each letter is worth.

Point values are shown on each tile. You receive points for each letter played, multiplied by the number of letters in the word.

Only tiles in the top row may be played. Click a tile in the top row to play it.

Features:

- Allows words of 3-15 letters.
- Uses the official Scrabble (tm) player's

dictionary.

- You may undo the previously played letter, or clear all the letters played.
- Saves your top 10 highest scores.

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Would You Like to Learn to Create Games Like These?

Complete step-by-step instructions for creating all of these games yourself can be found in these books:

- *More Do-It-Yourself Java Games: An Introduction to Java Graphics and Event-Driven Programming* by Annette Godtland, available on Amazon. <http://www.amazon.com/dp/B00N325E2Q>.
- *Advanced Do-It-Yourself Java Games: An Introduction to Java Threads and Animated Video Games* by Annette Godtland, available on Amazon, <http://www.amazon.com/dp/B01KTY1WVW>.

Contact Us:

support@godtlandsoftware.com