CardGames

COLLABORATORS

	TITLE : CardGames		
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WRITTEN BY		December 7, 2024	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

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CardGames

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                ©1995 Logic System Productions.
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Released on: 31 March 1995 by Logic System Productions

1.2 Shareware

Please consider paying a ShareWare fee of at least NLG 20,- to:

```
Rob Blanker Jr.
Pauwendans 3
2907 TC  Capelle aan de ijssel
The Netherlands
```

DO NOT SEND CHEQUES! Please send US Dollars, English Pounds, German Marks or Dutch Cash in the amount of $10, £5, DM 15,- or NLG 15,-.

The Amiga is losing great programmers and develepment teams because nobody pays ShareWare. Please Do!

1.3 How to get cardsets

Ordering new Cardsets for CardGames Deluxe and Klondike Deluxe (1/2/3) is possible by sending a ShareWare fee of at least NLG 20,- to REKO-Productions. DO NOT SEND CHEQUES! Please send Dutch cash only.

You can also make your own Cardset and send it to REKO-Productions as a ShareWare fee.

After registration of Klondike Deluxe you will receive 2 new Cardsets (if payed money), and the chance of buying new Cardsets for the small amount of NLG 1,50.

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Write To:

REKO PRODUCTIONS          OR          REKO PRODUCTIONS
p/a Remy Nusteling                    p/a Koos Roodbol
Krommedijk 145                        Hoekkamp 30
3312 LC  Dordrecht                    3343 CJ  H.I.Ambacht
The Netherlands                       The Netherlands
```

1.4 Thankx to

Thankx To: REKO-Productions for support and advice.

```
        Menno Broxterman,
        Arthur Pijpers,
        Marco van Steen,
        André and Edwin van der Elst.
        Jeroen van den Dungen

        And to the great guys and girls who make REKO Cardsets!
```

1.5 Credits

CardGames Deluxe v1.0 was created by:

Programming................ Rob Blanker Jr.

Music By.................... Marco van Steen
Graphics.................... Rob Blanker Jr.
Logic System Pro. Logo...... André van der Elst

Programming done in 100% machine language Code.

This game is dedicated to Jay Miner, the father of the Amiga.

1.6 Rob Blanker Jr. (Programmer)

Rob Blanker Jr.
Pauwendans 3
2907 TC Capelle aan de ijssel
The Netherlands

(Please do not call, write!)

1.7 Preferences

If you press on the 'Prefs' button or press 'p', a new window will open.
You can also run Prefs on your Workbench, double click on 'CardGames Prefs'.

You can set these options:

Disable Screen Pattern ---- Disables the 'VideoPoker' and 'BlackJack' Screen
                            pattern.

Close Screen when loading - Closes screen when loading a new cardset to save
                            memory.

Close Workbench ----------- Tries to close workbench to save memory.

Music on ------------------ Turns music on/off.

Auto Deal/Hit ------------- If a maximum of 5 coins is set, a auto Deal or Hit
                            will occur.

Draw cards normal --------- Draws cards faster.

Screen Modes

Default ------ Normal HIRES Screen
Productivity - A VGA (60hz) Screen, must be set if you have a VGA Monitor.
DBLPAL ------- AGA mode. (Multi-Sync monitor required)
Super72 ------ AGA mode. (Multi-Sync monitor required)

DPLPAL is always selected by the system if you have set 'Mode promotion' in
your PREFS:IControl (AGA Only and Multi-Sync monitor required).

```
Start with game
---------------

Videopoker or Blackjack can be set as starting game.


Task priority
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Task priority can be set at -5, 0 or +5.


FileNames and Path's
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Startup Cardset - First loaded Cardset.
Startup music --- First loaded music module.
Path Cardset ---- Default directory cardset.
Path Music ------ Default directory music.

Players Name ---- Default Player name.


LOAD - Loads the preferences and resets all settings.
USE  - Use current settings, doesn't save.
SAVE - Save the preferences.

NOTE: Preferences are saved to 'CardGames Deluxe.info' as Tooltypes.
      CardGames Deluxe.info must exists and must be set on read/write to be
      succesfull. So DO NOT rename 'CardGames Deluxe' file.
```

1.8 Changing music

Click on button 'Music' in the options window to select a new Music module.
You can only play 'Octamed' music modules, playing protracker songs is not
possible. Octamed files can be recognized, the filename ends with '.med'.

1.9 Changing cardsets

To load a new carddeck into CardGames Deluxe is easy. Click on button 'Cardset'
in the options window and a new Window will open. In this window you can select
a cardset file. Now click on the desired cardset you want to load. A double
click will start the loading immediately.

Remember that you can't use a AGA cardset on a ECS Amiga. It will not warn you
if it is a AGA cardset. It will load a AGA cardset and tries to open a AGA
screen. If this fails, you can retry or load a other cardset, selecting 'exit'
will exit from the programm and lose the current game.

These 'cardset' files must be the REKO cardset format. You can recognize a REKO

cardset when the filename ends with '.REKO'. There are more than 90 different
cardsets. You can also make your own cardset(s). See the 'REKO.doc' or
'REKO.Guide' included on any version of Klondike from REKO-Productions.

1.10 BlackJack

Begin by placing a bet using the 'Bet $1' or higher buttons. Push on button
'Hit' when done. A maximum of 5 coins is allowed. Both the Dealer (CPU) and you
will receive 2 cards. The cards of the Dealer is shown above, your hand is
shown below on the left of the screen. Only one card is visible of the Dealer.
If the card visible is a Ace, then you can place a insurance bet (see below).

You must count the cards, which is done for you by the computer, displayed in
the small window just above your hand. Face cards are counted as a 10 and a
Ace can count as 1 or 11 (your choice). You must try to beat the Dealer's hand
by asking for cards until your hand is as close to 21 points. Go over 21 and
you lose.

The Dealer will give you a set of options depending on your cards.

Hit....... Get another card.

Stand..... Stop with the cards you have.

Double.... Double current bet, receive one new card and Stand.

Split..... If you have dealt two matching cards, you may split the pair and
           play two separate hands. This allows you to win double, lose double
           or break even. Splitting is not possible if you don't have enough
           money to place a second bet or if you are playing the second hand.
           If you split two aces, then both hands will receive only one card.

Insurance. A window will open, if the open card of the dealer is a Ace. You'll
           be asked if you want to place a insurence bet, which is the a half
           of your original bet. The Dealer will check if he has BlackJack, if
           so, then the game is over. If you have placed a insurence bet,
           you'll receive two-to-one payoff on your insurance bet. If the
           dealer doesn't have BlackJack, the game will continue and you'll
           lose the insurence bet.

When you are finished, the dealer will show his cards. The dealer must draw
more cards until his hand is worth at least 17 points and must stand when his
hand equals 17 points or more. If your hand beats the dealer's hand, you win
the game and collect a payoff of two-to-one on your bet. If the dealer goes
over 21 (breaks), you win. A BlackJack (Ace + Face Card) paysoff five-to-two.

1.11 VideoPoker

Place your bet by clicking on the 'Bet $1' or higher button, displayed in the
small window below on the right side. A maximum of 5 coins is allowed. After
you have placed a bet you must click on the 'Deal' button. You will receive
5 cards. You can hold the cards by clicking on the card. (You can also use the

F1/F2/F3/F4/F5 keys on your keyboard.) This will activate a border, displaying
that this card is 'Held'. Clicking again on the same card will deactivate the
border. If you have set the desired cards, you can click on 'Deal'. Now you can
receive up to 5 new cards.The computer will now check if you have won the bet.
If won, you should see the text 'Won!' with amount of money won displayed below
in the betting window instead of the text 'At Risk'.

Payoff:

Jacks or better.. A Pair Jacks, Queens, Kings or Aces is enough to receive the
                  placed bet.
2 Pair.......... 2 pair of cards of one kind.
3 of a Kind...... 3 cards of the same kind.
Straight........ 5 cards in the same order. (e.g. 2,3,4,5,6)
                  A Ace straight is possible. (Ace,2,3,4,5)
Flush........... Any 5 cards of same type of color (Hearts, Clubs, Diamonds
                  or Spades).
Full House....... 2 of a kind and 3 of a kind.
4 of a Kind...... 4 cards of the same kind.
Straight Flush... 5 cards in the same order and same type of color.
Royal Flush...... 5 cards in the same type of color and must be 10, Jack,
                  Queen, King, Ace.

1.12   Introduction to CardGames Deluxe v1.0

Introduction to CardGames Deluxe v1.0 By Logic System Productions.

CardGames Deluxe contains two games, BlackJack and VideoPoker. Both these card
games are fully compatible with the REKO cardsets made for Klondike 1/2/3 by
REKO Productions. There more than 90 cardsets going around, so you won't have
any trouble getting new cardsets.

CardGames Deluxe is programmed in 100% assembler, 100% system friendly, 100%
multitasking, and 100% legally programmed (and hopyfully 100% bug free?), it
took me more 5 months to make this. So please consider a ShareWare fee!

This game only supports MED music format modules. Due to a bug in the
'PT.Library' which crashes (!) the system to many times, it can't support
Protracker music modules. If you still want to play Protracker Modules, then
you can do 2 things:

1. Use a music module converter programm or use Octamed to load and save it as
   a MED music module.

2. Turn off the music in CardGames Deluxe and use a system friendly music
   replayer on the background.

This programm is fully compatible with Amigas with ECS or AGA graphics chips.
The programm has been tested on a Amiga 3000 (KS 3.1/2mb Chip (graphics)/3.5mb
Fast(Other)), a Amiga 1200 (KS 3.0/2mb Chip and other memory configurations)
and on a A4000 (KS3.0/2mb Chip/8mb Other). I haven't been able to test the game
on KS2.1 (V37), but it should work (in theory?).

Required minimum configuration (theoraticly, not tested!):

KickStart 2.1 (V37) or higher.
68020 or higher Proccessor.
1.4mb memory (at least 1mb CHIP (graphics) memory(!)) without music.

ECS Graphics Chip (Maximum of 16 colors)
or
AGA Graphics Chip (Maximum of 256 colors and HAM8 cardsets)

Recommended:

2mb Chip.
1mb+ Fastmem.
A HardDisk.
A MultiSync Monitor

Required Libaries:

Asl.library V37+ (V38.33 included, on disk1 in the 'libs' directory)
Medplayer.library V3+ (V5.2 included, on disk1 in the 'libs' directory)

NOTE: This game can be run from disks, a HardDisk is not needed.

Included Cardsets:

Standard_ECS.REKO 16 color version. (Thankx to REKO Productions)
DragonsLair_ECS.REKO 16 color version.
DragonsLair_AGA.REKO HAM8 (AGA ONLY) version.

Included Music:

House Kraft.med (164562 bytes) by Marco van Steen.
Low Transe.med (72194 bytes) by Marco van Steen.

1.13 Macro van Steen (Musician)

Marco van Steen
J.v. Arkelstraat 2
4254 CX Sleeuwijk
The Netherlands

(Please do not call, write!)

1.14 REKO-Productions

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REKO PRODUCTIONS          OR          REKO PRODUCTIONS
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