

**0032a7c0-2**

**COLLABORATORS**

	<i>TITLE :</i> 0032a7c0-2		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		April 14, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>0032a7c0-2</b>	<b>1</b>
1.1	Welcome to Crazy 8's version 2.8	1
1.2	So what is this, anyway?	2
1.3	Not too complicated, I hope!	3
1.4	What are we supposed to do again?	4
1.5	How to Contact Me	5
1.6	What other free stuff do you have?	6
1.7	How enlightening!	7
1.8	Crazy 8 History 101 Credits:0	7
1.9	Have it YOUR way	8
1.10	Hmmmmm very interesting	9
1.11	Wow - you used all that stuff?	10
1.12	This &%!\$# game doesn't work!	12
1.13	Here's what you should have done...	12
1.14	Yes, finally.....	13
1.15	An undocumented feature???	14
1.16	Language Support	14
1.17	Using different card sets	16
1.18	Sound sample sets	16

# Chapter 1

## 0032a7c0-2

### 1.1 Welcome to Crazy 8's version 2.8

Crazy Eight's V 2.9  
4/99

by Curt Esser

←

~New~for~2.9~~

It's about time!

~Introduction~

OK, what is it?

~Technical~~~~

What do I need?

~Installation~

What do I do with it?

~Instructions~

So how do I play it?

~Options~~~~~

What if I don't want to do it that way?

~Sample~Sets~~

How can I use different samples?

~Card~Sets~~~~

What about using different cards?

~Suggestions~~

I think you should do it this way!

~Bugs~~~~~  
I knew it!!!

~Problems~~~~~  
What do I do if it doesn't work?

~Tools~Used~~~  
How did you do this?

~History~~~~~  
What's new this time?

~Philosophy~~~  
What do you think?

~Contact~~~~~  
Who are you, anyway?

~Other~Stuff~~~  
What else ya got?

~Language~~~~~  
Talk to me!

## 1.2 So what is this, anyway?

Crazy Eight's by Curt Esser  
4-99

Version 2.9b

←

This is my Amiga version of the old card game of Crazy 8's.

This is a two player version, you against the computer, and is fully Mouse-driven. There are no keyboard commands included (Every AMIGA ever made came with a Mouse, didn't it?), although if somebody REALLY wants them, write me for the

source~code

and put them in yourself --

I had enough trouble getting this to work right with the mouse!

Well, OK, there is ONE keyboard command - press "M" or "m" to toggle the music off/on. This can only be done when it is your turn (pointer's finger is UP) and it will have no effect if you have turned Music off on the

Set~Up

screen.

---

This program is  
 EmailWare  
 - send me an email and tell me what you think.  
 (Even if you don't like it - tell me why!) Most of the enhancements are due  
 to user feedback - thanks to all who wrote!

Use it at your own risk (I assume no responsibility for any damages blah,  
 blah, blah). --- Hey, it's Free!

The game is copyrighted to me, so don't distribute altered versions  
 without my permission!

You may distribute it as you wish, but this file must be included, and  
 make sure you get all the files in the Data subdirectory, or it will surely  
 crash! Do not alter this text file, and if you make any changes to the  
 program, please send me a copy before distributing it!

Have fun!  
 See ya next update!  
 Curt Esser

### 1.3 Not too complicated, I hope!

```

+++++
+ How to Install the Game                                     +
+++++
  
```

Hard disk installation:

- 1> Drag the entire drawer to wherever you wish
- 2> That's it (no assigns, no installation program)
- 3> Play the game

Floppy disk installation:

- 1> Drag the entire drawer to wherever you wish
- 2> That's it (no assigns, no installation program)
- 3> Play the game

Trashcan installation:

- 1> Drag the entire drawer into the trashcan
- 2> Select EMPTY TRASH
- 3> Write me a nasty letter

+++++ IMPORTANT!!!!!!

---

If you already have a version of Crazy 8's that saves scores, and you want to keep them, please copy them over into the new v2.9 directory. The file is "c8.scores" and it is found in the main directory.

PLEASE do NOT try to update your current Crazy 8's directory by copying the files from the new directory into the old one.

Many of the files have been changed or re-named, and you're bound to have problems. You have been warned!

If you have added music modules, sample sets, or card pictures, just copy them all over into the same places in the new Crazy 8's directory.

DON'T copy the "Card.Prefs" program - it is no longer needed, and it won't work with v2.9 anyway.

If you have created your own Locale file, you will need to update it, since some new texts have been added.

## 1.4 What are we supposed to do again?

After the game loads up, you will see the button menu. Just ←  
click on the  
top left button (looks like a card back) to start the game.

The game is played with a standard deck of 52 cards. Each player is dealt 5 cards and the next card is turned up to start the discard pile.

-> Although your cards are face up, the computer does not know what <-  
-> is in your hand! (That was for my son, who thinks the computer is <-  
-> cheating if it wins.)~~~~~<-

The object is to get rid of all your cards, while sticking your opponent with as many cards left as you can.

In order to play a card, it must be either the same Suit as the card on top of the discard pile, or the same Rank.

Eight's are "wild" and can be played on any card. Also, when an Eight is played, you can select the Suit which must be played on it.

For example, let's say the Nine of clubs is the top card. You can play any club on it, or any other Nine (thus changing the Suit), or any Eight (in this case you may select ANY suit).

If you don't have a card in your hand that can be played, you must pick up cards from the deck until you can play. However, you are not REQUIRED to play any card in your hand, and you may pick up as many cards as you wish before playing (until the entire deck is used!)

Your turn is not over until you play a card on the discard pile. If the entire deck gets used, the discard pile will be shuffled and used again (except the top card)

When one player gets rid of all their cards, the hand is over, and cards remaining in the other player's hand are scored. The cards are scored at their face value (6 points for a 6, etc.), picture cards are scored at 10 points each, Aces are 20, and eights are 50 points. Try not to get stuck with an Eight in your hand! When either player goes over the pre-set number of game points (Default is 200) the game is over.

Please note that the game is scored in reverse - points are ADDED to your score for the cards you have left when the other player goes out, so the idea, like in golf, is to get the LOWEST score possible!

If you would rather have the points added to the WINNER's total, you can change this on the Set~Up screen.

- > You can click either Left or Right Mouse buttons to play.
- > To play a card, simply click it with the Mouse.
- > To draw a card, click on the deck.
- > Your hand is automatically sorted for you at the end of your turn.
- > Click on Sort if you wish to sort it before your turn ends.  
(It won't be sorted If it doesn't need it.)
- > Click  
MENU  
(or press ESC) to bring up the game menu at any time.
- > Press "M" to turn the  
music  
off/on (only works when it's your turn)
- > Press "n" to switch the game to NTSC mode
- > Press "p" to switch to PAL
- > Click HIDE to push the screen to the back - this also turns the music off till you come back. You can also grab the very top of the screen and pull it down if you wish (does NOT turn music off)
- > That's it! Have fun!

## 1.5 How to Contact Me

Your comments, suggestions, questions, bug reports, complaints, ←  
etc.  
are always welcome.

My address is as follows:

Curt Esser  
113 Pauline Avenue  
Crystal Lake  
Il. 60014 USA

Email:  
camge@ix.netcom.com

Letters with stamped Return envelope and Email will be answered. If you would like a disk with the source code (BLITZ Basic II) as well as the



pictures the shapes were made from and any other of my work I can cram on it, please enclose \$5.00 with your letter or send me a disk of your stuff + return postage - NO PIRATED STUFF PLEASE! Only send things which are marked as freely distributable! (It will say in the docs.) The source can also be found on

Aminet

.

-- Please let me know what machine you are using and what workbench! -

Although I usually pick up my email every day or two, at times I'm traveling so be patient - I DO answer all Email.

If you have Internet access, visit my web site for the latest version of Crazy 8's. You'll also find more freeware programs, pictures, and other interesting things there:

[http://members.xoom.com/Curt\\_Esser/](http://members.xoom.com/Curt_Esser/)

## 1.6 What other free stuff do you have?

Other stuff by me available from Aminet (and my website):

The complete source code for Crazy 8's is available in dev/basic This is written in Blitz, but it is fully commented and might be of some use to those programming in other languages.

Dungeon Explorer            games/role/DungeonEx.lha  
A Top-Down joystick controlled action adventure game  
\* selectable players (male or female)  
\* stereo sound or sound & music  
\* music selector  
\* includes a room editor and 3 complete 44 room adventures  
\* IT'S ALSO FREE!  
\* Source for this one is also in dev/basic

MultiTrash - a global trashcan with some extra features

Blitz Icons            in pix/icon  
Two small sets of icons for Blitz users in MWB and NI style

Blitz Tips            in dev/basic  
An AmigaGuide of various useful tips for Blitz programmers covering stuff not found in the manual

Also check out BeatBox2 - a nice point & click music editor which I co-authored with James Boyd

---

## 1.7 How enlightening!

I believe that a game, computer or otherwise, should be FUN and I don't think a game should take itself too seriously so I have tried to put in a lot of sound effects and also tried to give the computer opponent a bit of personality.

I also have included many options to allow you to configure the game to you to configure the game to your own taste, and more are planned.

I hope you enjoy my efforts, but if not please see

Trashcan~Installation

Thanks to all the people who have written me already (so far everybody liked it - or maybe the people who don't didn't bother to write!) I DO read and respond to my Email, and constructive criticism is always welcomed.

---

## 1.8 Crazy 8 History 101 Credits:0

Program History:

-> It was different before, and now it's like this.

Seriously, those who have played the previous versions will notice:

Version 2.0

- > Music has been added
- > More sounds have been added
- > The game screen will center itself on overscan screens
- > I re-wrote this doc so (hopefully) it's easier to read
- > I re-did the in-game help page so (hopefully) it's easier to read

Version 2.1

- > I took out a forgotten "meltdown" routine test (if you pushed the right mouse button the screen would melt and end the game)
- > 512k version included for low chip mem systems

Version 2.2

- > Music Selector program added
- > Hide button & dragable screen added for easier multi-tasking

Version 2.3

- > In-game set up screen added
  - > Graphics updated
  - > Doc file converted to AmigaGuide format
  - > Friend is now spelled correctly
-

- > More sounds added
- > Bug fixed - computer no longer picks wrong suit for it's last card

#### Version 2.4

- > Improved palette fades when changing screens
- > Corrected ANOTHER spelling mistake!
- > Sound problem which occurred on some accelerated machines now fixed

#### Version 2.5

- > Language support added (including easy way to add other languages)
- > German Guide added
- > German Locale file included
- > NTSC-PAL switching added
- > You can now select from 8 colour schemes for the game screen

#### Version 2.6 12-1997

- > You can now select and edit different card sets for the game
- > Portugese translation included
- > Swedish translation added
- > Dates added to the History texts (Big deal!)

#### Version 2.6a 1-1998

- > Bug fixed - sometimes the game couldn't release it's screen if it was run after re-setting the locale. Fixed now.
- > Italian translation included

#### Version 2.7c 12-1998

- > Crazy 8's now keeps a record of your scores
- > You can now use any standard .iff sound samples you like
- > Additional sound sample sets included
- > Simpsons card set (and sample set) added

#### Version 2.8 1-1999

- > Crazy 8's now keeps track of all player's win/loss records.
- > You can now change modules at any time in the game
- > You can now select a different set of sound samples at any time
- > Computer Player is now a little bit smarter.
- > The [ESC] key will bring up the menu during the game.  
Of course, the menu button can still be used.

---

FUTURE: In the future more game options will be added ( number of starting cards, and the ability to have different cards cause events such as if you play a 2 the other player must pick up 2 cards, etc.)

Also coming soon will be enhanced graphics, and hopefully support for GFX cards.

## 1.9 Have it YOUR way

Click on the Prefs icon before starting the game or between games ↔  
to change

---

the following game options:

Player names - you may enter new names (up to 8 characters) for the human player and the computer opponent.

Music - you may select a different music module to be played during the game.

Modules must be 4-channel med mods. If you don't know, try it - unusable modules will be rejected. Also note that the game masks off two of the channels when the sounds are played - depending on how your module is arranged, this might make it sound funny.

You can also switch the sound filter on or off depending on your taste.

If you wish, you can also disable Music entirely. If you select this and save the prefs, no music will be loaded the next time you play the game.

Finally, you can set the game points and select if the points should be added to the Winner's or the Loser's score.

Select "Save" to save the current selections to a Prefs file for later use or "Use" to keep them in effect for this time only.

(Yes, just like an applications Prefs editor - Why not?)

----- Other Options -----

You can also change these at any time, by clicking the "Menu" button or pressing the "ESC" key:

> Score button to show the score table

> Palette button to cycle through the available colour palettes.

> Sample button (looks~like a speaker) to select a different set of

    sound~samples

    .

> Music button (looks~like a keyboard) to select a new module.

> Load (between games only) to load a prefs file

> Cards to load a new

    card~set

    > Prefs (between games only) see above

> ScreenMode Switch between NTSC/PAL

> Save saves all current settings into a Prefs file

## 1.10 Hmmmmm very interesting

The game requires at least v2.0 Workbench (Does anybody still use 1.3?)

You also MUST have Reqtools installed. If for some reason you don't, you will find it on Aminet as well as many other places.

Version 2.9 will NOT work with a GFX card, unless it has a pass-through for standard screen modes. Sorry, I am working on GFX card support, but this is quite difficult to do without a GFX card of my own.

For those interested, the original program was written on an A1000 with 512k chip and 2 megs of fast ram using Workbench 1.3.

Ver 2.0 was done on an A2000 with 1meg chip and 4meg fast Workbench 3.1

Ver 2.1 - 2.3 were done on an A2500 (A2000 w factory installed 68020) 1meg chip 8meg fast ram Workbench 3.1

Ver 2.4 was done on my new :) A1400T 2 meg chip 4 meg fast WB 3.1

Ver 2.5 > were done on the A1400T with a 68030 x 50 Blizzard board, and 16M fast ram

It has been reported to also run fine on the following:

```
A500   Wb 2.04
A2000/68040~
~A3000
A3000
w/PicassoIV~
~~~~~
~A4000~
~A1200   Wb. 3.0
CD32 w SX1
~~~~~
```

The game releases all the memory it uses, and will multi-task if you have enough memory.

The med Module is one I found on a PD disk and unfortunately I don't know who wrote it. If anybody does, please let me know.

## 1.11 Wow - you used all that stuff?

These tools were used to create this game:

Blitz Basic v2.1 (If you are interested in learning to program on the Amiga, I suggest you try the demo version of Blitz that is found on Aminet. This is an excellent and flexible language that combines elements of basic, c, and can even be used for assembly language programming.)

FNS Fonts An add-on library for Blitz by Steve Matty of RWE It allows the improved printing routines used since ver 2.3 and also allows the fonts to be included in the program (Notice you didn't need to stuff more fonts into your overloaded Fonts: drawer?)

DeluxePaint IV For the graphics

Brilliance            For the graphics  
PPaint 7.1           For the graphics and icons    ~~~~~  
OctaMed v4           For editing the sound samples

-----  
from Aminet:  
-----

GadToolsBox         GUI tool for laying out GadTools windows  
GTBoxConv           Converts the GadToolsBox source to Blitz source  
Blacks Editor       Text Editor  
Heddley             AmigaGuide Editor  
SampleE             For editing the sound samples  
MADS                 Drag & Drop file archiver (and de-archiver)  
ARC                  Creates Aminet Readme file  
Iconian              Icon editor

-----

The most important resource, however, was the knowledge I gained from the members of the Blitz-list. Without their tips and advice, I wouldn't have had a clue on how to do some of the things you'll find in the program.

## 1.12 This &%!!\$# game doesn't work!

If you experience any problems trying to run the game, try ↔  
rebooting your  
machine. Some programs do not release all the memory when they exit, and your memory may have become "Fragmented" if you have run several other programs first.

If a Warm Reboot ([Ctrl] + [L Amiga] + [R Amiga] doesn't help, try doing a Cold Reboot - turn the computer off, wait about 1 minute, and turn it on. Some programs leave things in memory that even a Warm Reboot won't remove.

If you don't have a lot of chip mem available (the program needs about 420k chip and 558k total to run with the included module) make sure you close any open windows first - you can even drag the game icon out onto the Workbench and close the game drawer window and "Put Away" any icons that have been "Left Out" on the workbench screen. Now try running the game. If it works OK now, you can go to the Set Up screen and turn the Music option off. Now hit the Save button. The next time you play, the game won't load any music, and will use about 60k less chip ram.

If this doesn't help,  
contact~me  
and let me know  
what happened.

Please let me know what system you have, what Workbench, how much chip memory and fast memory were available just before trying to run the game, and what other programs or system patches were running at the same time.

Oh, and if you tried to install the game by copying files between the new 2.9 directory and your old Crazy 8's directory - don't write, because I can't help. You'll need to restore the 2.9 directory to it's original state, and read the  
Installation  
instructions!

## 1.13 Here's what you should have done...

---

Your comments, suggestions, and bug reports are always welcome.

Most of the improvements that have been added to this program have been suggested by the users -- in fact, I probably would have never bothered to update the program at all if it hadn't been for the many emails I have recieved from the users of this program.

If you have any sound samples you think would be appropriate for the game, please send them to me and I will try to include them (and you will recieve credit in the docs)

## 1.14 Yes, finally.....

OK, I've finally added some of the features you asked for:

\* Multiple player Prefs! You can set up and save as many Prefs files as you like. Each file has it's own settings for:

- > Game Options (Names, scoring, etc...)
- > Sound Samples
- > Card images
- > Colour Palette
- > Music Module

When you save a Prefs file, it will have an icon added to it and will be put into your main Crazy 8's drawer. You can either double-click on this icon to start Crazy 8's with these settings, or pick one from inside the game by pressing the Load button on the menu.

The prefs files use the icon in the "Icons/" drawer that is named ".8's.info" You can substitute any icon you like, using the same name. Make sure it is a "Project" icon, with "Crazy.8's" as the Default Tool.

If you don't want your prefs files to have an icon, remove it from the Icons/ drawer, or re-name it.

You can save the settings at any time, but you can only load them between games.

\* All game options are now available directly from inside the program. Just click on the Menu button (or press ESC)

The Menu~buttons are from left to right, top to bottom:

Play/Continue	Start or continue the game
Score	Show score table
Palette	Cycle between palettes
	Sounds
	Select a new sample set
Music	Select a new music module
Quit	Exit the game



About            Shows version number and date  
Load            Load a Prefs file  
Options         Change game options

#### Cards

                  Select a new card set  
Screen          Switch between NTSC/PAL screen  
Save            Save all current settings

\* I've included another module, in case you get tired of the original.  
But don't forget, you can use ANY 4 channel Med module(s) you like.

\* A few minor graphic "glitches" have been fixed.

## 1.15 An undocumented feature???

Well, not really a bug I suppose, more of a nuisance:

If you use a hotkey or middle mouse button to change to a different screen the program thinks it is still active, and will respond to your first mouseclick with the error sound. Also, the music will continue to play. The only way to avoid this is to use the "Hide" button to leave the game screen.

The solution to this would be simple, but I don't know how to tell which screen is at the front of the display. (Not the active screen, the one which is currently in front whether it is active or not). I would be very grateful if someone knows how to determine this.

If you know how, please

write~me

and let me know. I will send you a free registered copy of the game for your trouble... Oh, wait -- the game is free anyway! Would you settle for a nice email and credit in the next version?

## 1.16 Language Support

New for version 2.5 is language support. Supplied with the game in addition to the English language is a German translation by Matthias Puch.

To use the German in place of the English, just open the Locale drawer and click on the DEUTSCH icon.

Matthias also has kindly supplied the German translation of the Guide file.

Thank you for your efforts, Matthias!

For 2.6a, Portugese, Italian, and Swedish translations are also included.

---

These were all co-ordinated by Dirk Neubauer

Portugese translation was done by Roberto Santana and Rúben Alvi.

Italian translation by Francesco Celli and Francesco Mancuso.

Swedish translation was done by Martin Johansson

My thanks to you all!

If you would like to add your own language to the program, this is easy. In the Locale directory you will find the language files. These are ordinary text files, and may be edited with any text editor.

All lines starting with a ; are comments, and will not appear in the program. You can change these as you wish. Simply change the other lines as necessary. Some lines have a limit on the length of the text. Please respect these limits, as the program will not use any longer lines than indicated.

Also, the text file should be kept in the same format - do not add any blank lines or extra linefeeds. etc.

You may find that the program's font does not contain all the letters that are needed for your language. If this happens, please send me a list of the letters that are missing and I will include them into the font.

Available in the game:

AÃÁaääáãâBbCcDdEÉeéêFfGgHhIiJjKkLlMmNnOöoóPpQqRrSsTtUuüVvWwXxYyÿZz

All characters are available on the preferences screen.

When your text is finished, save it in the locale drawer give it a project icon with SetLocale as the default tool. Then click on this icon to change the program's locale setting. The next time you start the Game your new language should be used!

If you create a new language file, I ask that you please send me a copy so I can include it with future releases. You will be given proper credit.

Also, if you wish to translate the Guide file to your language, this would be greatly appreciated. This is not necessary, I can still include your file with the game without it.

Please do NOT include any bad language in your translation, this game is for use by children as well as adults! And please report any version to me that you find any offensive language in!

---

## 1.17 Using different card sets

To use a different card set:

Double click on the Card Pref icon, and select a card picture.

To make a new card set - edit one of the card pictures in the cards drawer in any paint program.

NOTE: DO NOT change the positions or sizes of the cards.

DO NOT use colour 0 (the background) in the card pictures

DO NOT change the size of the picture or screen - the program needs a 320 x 200 pic!

It is recommended that you DO NOT Over-write the original pictures! Just save your card picture with a different name.

DO NOT save your picture with a stencil left on - this will cause problems! Just make sure stencils are turned off before saving your picture.

There is no point in changing the palette - the game uses it's own palettes anyway, the card picture's palette will be ignored. The pics are set to match the game's default palette.

There is no harm in adding things to the area surrounding the cards. If you make a set you would like to be included in the distribution, feel free to add your signature or logo or anything else.

Have fun, and if you come up with a nice set of cards, send 'em along!

## 1.18 Sound sample sets

You can change samples sets from the game menu at any time.

I have included two sets with the game, and you can find more on my website.

But it is easy to create your own sets, if you like:

Make a copy of one of the included sample sets (the whole directory) Name it whatever you like.

Now, copy in your new samples, using the SAME NAMES as the existing samples in the drawer.

---

If there are any samples you don't want the game to play at all, just delete them. In fact, you could create an empty drawer and select it as the sample set to have NO sounds heard during the game.

If you have a sampler, you could even use your own voice in the game, or your friends, family, etc.

Just make sure that all the samples are standard iff/8svx samples, and less than 128,000 bytes in size, or the game will refuse them.

---