

# **CardGames**

**COLLABORATORS**

	<i>TITLE :</i> CardGames		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
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**REVISION HISTORY**

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# Chapter 1

## CardGames

### 1.1 CardGames Deluxe v1.0

Cardgames Deluxe v1.0

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Introduction

VideoPoker

BlackJack

Changing cardsets

Changing Music

Preferences

Credits

Thankx To

How to get new CardSets

ShareWare!

©1995 Logic System Productions.

CardGames Deluxe is fully Public Domain. PD-Companies may sell this programm without premission of its authors, aslong the normal PD-price is rated. The programm copyright(s) must be recognized and the disks must contain all files and documents as the original release.

Released on: 31 March 1995 by Logic System Productions

### 1.2 Shareware

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

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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 development 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.

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.....

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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

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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  
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Videopoker or Blackjack can be set as starting game.

Task priority  
-----

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 exist and must be set on read/write to be successful. 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

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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 insurance 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 insurance 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 insurance 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) payoff five-to-two.

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## 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 program is fully compatible with Amigas with ECS or AGA graphics chips. The program 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 (theoretically, not tested!):

KickStart 2.1 (V37) or higher.  
68020 or higher Processor.  
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 Libraries:

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

REKO PRODUCTIONS  
p/a Remy Nusteling  
Krommedijk 145  
3312 LC Dordrecht  
The Netherlands

OR

REKO PRODUCTIONS  
p/a Koos Roodbol  
Hoekkamp 30  
3343 CJ H.I.Ambacht  
The Netherlands

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