KlondikeDeluxeII_AGA

	COLLABORATORS		

	TITLE : KlondikeDeluxeII_AGA		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		February 6, 2023	

	REVISION HISTORY		

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

KlondikeDeluxeII_AGA

1.1   KlondikeDeluxeII_AGA

```
              KLONDIKE DELUXE AGA II DOCUMENTATION V2.0. June 2nd 1994
   ------------------------------------------------------

   IMPORTANT NOTICE:  This game is hard disk only !
   ----------------


              1.CONTENTS OF DISKS.

              2.INSTALLER.

              3.PREFSFILE.

              4.GAMEPLAY.

              5.PREFCARDS.

              6.KEYS.

              7.GENERAL.

              8.HOW TO MAKE A CARDSET?

              9.CARDSETS OUT NOW.

             10.SHAREWARE?

             11.INFO & CREDITS.
```

1.2   1.CONTENTS OF DISKS.

```
The Contents of the Disks:


Disk 1 named REKO01:
```

```
Install                         3945
Install-Klondike-II.info         542
Installer                     115144
Lz                             33036


MAIN.LZH containing:
 REKO.infa                       628
 Reko                           4344
 Rekochars.FONT                  264
 medplayer.library             12608
 FullView                      23256
 KlondikeII                    39672
 KlondikeII.info                1178
 REKO.Docs                     22154
 REKO.Docs.info                 1143
 REKO.Prefs                     1282
 REKO.Prefs.info                1139
 REKO.QRcard                    2911
 REKO.QRcard.info               1143


 Directory "Rekochars"
 22                             3904


 Directory "MAKE-CARDS"
 REKO-cutter2                   4830
 REKO-cutter1                   4686
 Example1                      36176
 Example2                      69522
 Example3                      51486
 PREF-Frames                   13624
 Various-Frames&Symbols        25426
 Example4                     141194


 Directory "MAKE-CARDS/GREEN"
 CARD00                        12826
 CARD01                         5194
 FRAME                          7822
 SYMBOLS                       17642


 Directory "MAKE-CARDS/RED"
 CARD00                        13574
 CARD01                         4816
 FRAME                          7760
 SYMBOLS                       18688


 Directory "MAKE-CARDS/BLUE"
 CARD01                         6852
 FRAME                          7680
 SYMBOLS                       17666
 CARD00                        13430


PICS.LZH containing:
 Default.WINP                 247976
 Intro.REKO                   259332


Disk 2 named REKO02:
```

```
MUSIC.LZH containing:
 Default.MUSX            307918
 Default.WINM            261368
 Intro.MUSX              335074

Disk 3 named REKO03:

CARDS.LZH containing:
 16C-C64.REKO            389030
 Default.REKO            778134
 Standard.REKO           486318
```

1.3   2.INSTALLER.

How to install:

With "Install-Klondike-II" you can
put the game on your hard drive.

This program makes automatically a
directory called Reko-Productions.

Just click the icon and the official
commodore installer does it's work.

1.4   3.PREFSFILE.

The prefsfile:

In this file you can put the initial settings of the game.
You can do this by editing a (small text) file called REKO.PREFS .
In this file are the following lines :

```
#R=P    Resolution: P=PAL V=Multiscan D=DoublePal S=Super72
#W=1    Workbench:  0=Off 1=On
#M=1    Music:      0=Off 1=On
#L=C    Level:      A=Easy B=Normal C=Hard
#C=0    Cardset:    0 to 9 at startup
#-
#- These are the first 10 cardsets
#1=cards/Default.REKO
#2=cards/Standard.REKO
#3=cards/16C-C64.REKO
#4=cards/Default.REKO
#5=cards/Default.REKO
#6=cards/Default.REKO
#7=cards/Default.REKO
#8=cards/Default.REKO
#9=cards/Default.REKO
```

```
#0=cards/Default.REKO
#-
#- The other 10 cardsets (shift 1 to shift 0)
#!=cards/Default.REKO
#@=cards/Default.REKO
##=cards/Defualt.REKO
#$=cards/Default.REKO
#%=cards/Default.REKO
#^=cards/Default.REKO
#&=cards/Default.REKO
#*=cards/Default.REKO
#(=cards/Default.REKO
#)=cards/Default.REKO
#-
#- The first 10 tunes
#T1=music/Default.MUSX
#T2=music/Default.MUSX
#T3=music/Defualt.MUSX
#T4=music/Default.MUSX
#T5=music/Default.MUSX
#T6=music/Default.MUSX
#T7=music/Default.MUSX
#T8=music/Default.MUSX
#T9=music/Default.MUSX
#T0=music/Default.MUSX
#-
#- The extra 10 tunes
#T!=music/Default.MUSX
#T@=music/Default.MUSX
#T#=music/Defualt.MUSX
#T$=music/Default.MUSX
#T%=music/Default.MUSX
#T^=music/Default.MUSX
#T&=music/Default.MUSX
#T*=music/Default.MUSX
#T(=music/Default.MUSX
#T)=music/Default.MUSX
#- End of the prefs file.
#.
```

```
You can edit this prefs file with a simple edit tool. e.g. ed .
If you want to change something just take the right letter.
e.g. If you want doublepal, just type in first line : #R=D
This also applies for the other lines. In the lines : #1= / #9=,etc.
you can choose which cardsets you can pick in the game.
```

1.5   4.GAMEPLAY.

```
  The Gameplay:

  For you who don't know how to play Klondike don't panic, I'll
  explain this in the following text.

  In the initial setup of Klondike there are seven rows at the
```

top of the screen. In the first row lies one card, in the
second two and so on, until in the last row there are seven. You
can only see the front side of the first cards in a row.

In the stock which is at the lower left corner of the screen,
is the rest of the cards. You can now put a card of one colour,
on the other colour, but these cards must follow up eachother.
e.g. You can put a red three, on a black four. Types of cards
are not very important at this point. You can get cards to do this
from an other row or the stock in the lower left of the screen.

If you can't change something in the upper of the screen. You
must click on the stock to rotate the cards in the stock and you
get a new card on top of the stock. Dependent of the level the
stock turns with one or three cards. On the four ace places in the
lower right of the screen you can put the aces, followed by a two,
three and so on. This must be the same type of card. e.g. spades.
If you have a king you can put it on an empty place in the upper
screen. You can only do this with a king !!!!!

If you played it right all cards of one kind lie on top of eachother
from ace to king. If everything went right only the four
ace places are filled with all the cards and the rest of the
screen is empty.

1.6   5.PREFCARDS.

The PrefsCards:

If your cardset is enhanced with bottomcards
and prefcards, you can easily change the settings
during gameplay by pressing the buttons on the
prefcards with your mousepointer.

1.7   6.KEYS.

The Keys:

During the game you can also change the settings by:

Press <s> for super72 screen mode.   (Not available on a 1942)
Press <v> for multiscan screen mode.
Press <p> for pal screen mode (Default)
Press <d> for double pal screen mode.

Press <a> for level a.

```
Press <b> for level b.
Press <c> for level c.

Press <w> for closing/opening workbench.

Press <m> for music on/off

Press <0> to <9> for different cardsets.
Press <shift> <0> to <shift> <0> for additional cardsets.

Press <t> to initiate tune change,
 then <1> to <0> for different tunes
    or <shift> <1> to <shift> <0> for additional tunes.

Press <r> to restart a card game.

Press <Esc> to stop playing.
```

1.8   7.GENERAL.

```
 In General:

 Level A : the stock turns 1 card at a time. And you can move part
           of a row.
 Level B : the stock turns 3 cards at a time. And you can move part
           of a row.
 Level C : the stock turns 3 cards at a time. And you can't move
           part of a row.

To move cards you must first select a card by clicking on the left
mousebutton and then you must click on the destination card with
the left mouse button.

 Some little things:

 - You can move cards automatically to the ace places by double
   clicking on the left mouse button.
 - You can deselect a card with the right mouse button.
 - If you make a wrong card move the source card will be deselected.
 - You only get the bonus if you play in level C.
 - Wrong choises resolve in a 'Screenflash'.
 - Don't choose a resolution which isn't mounted. The program
   will try to go to PAL or it will terminate.
 - It is possible to choose a lower level while playing. If you choose
   a higher level the game restarts.
```

1.9   8.HOW TO MAKE A CARDSET?

```
                         HOW TO MAKE A CARDSET:



                         Important Values

                         Let's start:

                         The Original Explanation
```

1.10   Important Values

```
To begin with there are a number of important values:

Screentypes  . . . . . : HAM8/HAM/256/128/64/32/16/8/4 colours.
CardHeight . . . . . . : 130 pixels.
CardWidth  . . . . . . :  88 pixels.
Number of cards  . . . :  55 (CARD00 - CARD54)
                          59 (CARD00 - CARD58) Extra in Klondike II
                          68 (CARD00 - CARD67) Extra in Klondike II
                          All 3 types of cardsets work in Klondike II.
The order of the cards : CARD00 = REKO-Production card
                         (Please mention REKO-Productions in this one)
                         CARD01 = Only a border to show an empty place on
                                     the table
                         CARD02 = The back of your pack of cards
                         CARD03 = Ace of Clubs
                         CARD04 = Ace of Diamonds
                         CARD05 = Ace of Hearts
                         CARD06 = Ace of Spades
                         CARD07 = Two of Clubs
                            .            .
                            .            .
                            .            .

                         CARD53 = King of Hearts
                         CARD54 = King of Spades


                         CARD55 = Most left botpic    > Please mention
                         CARD56 = Middle left botpic  > REKO-Productions
                         CARD57 = Middle right botpic > in one of these
                         CARD58 = Most right botpic   > four cards.


                         CARD59 = Prefscard  1 (General)
                         CARD60 = Prefscard  2 (Prefs)
                         CARD61 = Prefscard  3 (Resolution)
                         CARD62 = Prefscard  4 (Select)
                         CARD63 = Prefscard  5 (Miscellaneous)
                         CARD64 = Prefscard  6 (Music)
                         CARD65 = Prefscard  7 (Level)
                         CARD66 = Prefscard  8 (Confirm)
```

```
                    CARD67 = Prefscard  9 (About)
```

 Remember, all the cards of one set have to use the same colourpalette.
 The values mentioned above are absolutely neccesary!
 A bunch of helpfull pictures are in the subdirectory MAKE-CARDS!!!

1.11   Let's start:

                 Let's start!

Since my instructions in the previous version of Klondike were insufficient,
I will try to explain the construction of a cardset step by step. The page-
numbers (p.00) refer to the pages in the manuals of the packages used.

                 The Original Explanation
                 is also included after the new one.

Well, after having obtained enough pictures (from CD-ROM or after
scanning) I decide what type of cardset to make:
- HAM8 for the most colourfull
- 256 colours for the sharpest result with a lot of colours
- 16 colours for a very fast cardset
- or something in between.
OK, let's do a HAM8 set (I'll give some hints about the others on the way).

                 The first step

                 The second step

                 The third step

                 The fourth step

                 The fifth step

                 The sixth step

                 The seventh step

                 The last and most important step

1.12   The first step

  - The first step (sizing the pictures):

   I use AdPro to scale (p.166) and crop-visual (p.145)
   the pictures into the size 86 wide and 128 high
   (the border of the cards is now going to fit around it)
   and save them in 24bit IFF RAW format (In this way the

        maximum of information about this tiny picture is available)
        even if the original picture is only 256 colours.

        When reducing the picture's size, colour-information of several
        pixels is combined into one, so more than 256 colours are caused

        I don't dispose of these 24bit images untill the cardset is
        finished, they might come in handy later.

1.13   The second step

– The second step (making the right palette):

I use EGS-Paint to put a number of the 24bit images together (you could
also use AdPro's Image Compositing option (p.26)).

The combined picture gives an acceptable range of colours used in the
total cardset. This picture is now rendered to the graphic format wanted
(AdPro) for the cardset (in this case HAM8). The palette of this picture
is almost the palette I want.

Now I examine the 64 base-colours in the palette to choose some colours,
then I start moving colours around (p.56) in the palette.

I firstly put my chosen backgroundcolour in the first position,
then I place red white and black at the beginning of the palette too.
and finally I put two similar colours at position 20 and 24 (the colours
of the sprites marking the selected cards).
With this palette I make the entire cardset.

1.14   The third step

– The third step (making the cardpics):

At this stage an Arexx frontend of AdPro (like ProControl)
might come in handy, because all the pictures have to be
rendered to the correct format and palette.

Here's how, I load the constructed palette into Adpro and
lock it (p.52). Then I load picture after picture and render
them to the right format (HAM8). (If your machine contains
enough memory, you could also put all the 24bit images together
in one big picture and render this in one BIG go. This is also
handy because you can use this big picture later on in DPaint.)

Oh yes, don't forget to render a border and a symbolbrush to
the right palette.

1.15   The fourth step

- The fourth step (making cards from pics):

 This is were most of the work happens. Here I use DPaint to get the
 borders around the pictures and the symbols inside the borders.

 When I have a large amount of pictures to choose from, I put them all
 together in one big picture, to pick out the best. (After reducing and
 rendering some of the pictures look horrible, so I try to make 75 pictures
 to choose from.)

 Well, here it comes. I start DPaint in the right format (HAM8) (The
 resolution is not important, REKO doesn't mind if you like to develope
 your cards in lores/no-lace, in the game it'll be OK).

 Then I load the pictures as a brush. Looks terrible, but that's because
 the colourpalette has to be fixed. Here I use Palette>Use Brush Palette
 (p.47) from DPaint. Here I always find a quirk in DPaint, because I have
 to select the right Forground and Background colour and then clearscreen
 to have a normal screen to work with. After this (only once per cardset)
 I stamp down the first picture. Normaly I already had the border and
 symbolbrush loaded, but this can be done now too.
 I put these two somewhere else on the screen.

 TIP: Be sure your border is a Primary colour (one of the 64 first colours
 in your DPaint Palette (A to D)). Also check if your symbols are of the
 right colours. If not, rework these things first, otherwise they might
 ruin your work.

 Now I grab the border as a brush and paint it around the picture (Using
 the DPaint Grid-option might come in handy).
 Then the correct symbol is painted in the picture.

 At this stage you might find out that some of the pictures were better
 off mirrored, so if you still have your 24Bit cards you can do just that
 with AdPro's Horizontal Flip (p.152). I now have a card standing in the
 middle of a Dpaint screen. To prevent this from getting rubbish I grab
 it as a brush, but with one line of backgroundcolour all around it (using
 the right-mousebutton also removes it to be replaced by the next picture).
 We repeat this for all the pictures.

1.16   The fifth step

  - The fifth step (making usable cards from useless cards):

   At this stage I have a lot of cards I can't use
   (to big and in brushformat).

   Here I use AdPro again. I load and lock the palette,
   and then one by one I load the useless cards. Here I
   use the Crop-Image Operator (p.144) with X-offset = 1,
   Y-Offset = 1, Height = 130 and Width = 88.

   Then I render them again to the right format (Yep, HAM8).

Now they have to be saved with names the REKO-command understands.
(somewhat like CardsName.REKO)

1.17   The sixth step

– The sixth step (making the REKO-file):

At this stage all my newly made cards are
in one subdirectory. So, I open a shell,
make this subdir the current directory and
then I type in the REKO command.

Something like this:

1> REKO CARD00 55
or
1> REKO BCARDS00 59
or
1> REKO PCARDS00 68

ofcourse the names are not important, only all
names of the cards have to be the same and they
have to be numbered from 00 up to 54/58/67.
This results in a card.reko-file in your RAM-Disk.

Be sure to have enough memory available. Don't do
this when AdPro is eating up all your precious memory.

1.18   The seventh step

– The seventh step (installing the cardset):

Just move your new cardset (after renaming it,
I guess) to the CARDS subdirectory and change
your REKO-prefs.

1.19   The last and most important step

– The last step (YES, DO IT):

Get yourself an envelope, a disk, some stamps and a
pen; copy the cardset on the disk, put the disk in
the envelope, put there stamps on and address it to:

    REKO-Productions
    Krommedijk 145
    3312 LC Dordrecht
    The Netherlands.

     Run to the nearest MAILBOX and drop the envelope in it.
     Now run back home, start your favourite game and play
     your newly made cardset.

  HAVE FUN! I KNOW WE WILL TOO, WELL ... IF WE RECEIVE SOMETHING ... I GUESS.

                        The Original Explanation

1.20   The Original Explanation

                    Start of the original (and adapted) explanation:
|
| - Get 53 (or 4 more for bottom) different pictures.
| - Change their size so you can cut out a card 88 x 130 big.
| (You can use the cutters in MAKE-CARDS, to get the right size
| and to remove the corner pixels. Load your picture in a paint-
| program and use the cutter as brush.
| Then press the paint backgroundcoulor-button.)
| - Use a program (TAD/ADPRO/IMAGE-FX/IMAGEMASTER-PRO????) in which you
| can lock your pallete to get all your palletes the same.
| (Load your first picture (eg. CARD00), lock the palette, load the
| next, render new colours, save second picture, load the next and so
| on....)
| - Don't forget to adjust the pallette of a SYMBOLS and CARD01 file if
| you don't intent to use one of our CARD00 cards.
| - If you want a border around your cards, you could use a FRAME from
| MAKE-CARDS.
| - Now put the SYMBOLS in your cards.
| (Don't place them to low, because then you won't be able to read them
| when your cards are overlapping.)
| - At this point you should have 55 (or 59) pictures, with matching
| palettes and all 88 x 130 pixels big.
| - Rename these pictures so their names are xxxxxx00 to xxxxxx54 (58/68),
| where xxxxxx is whatever you like but is the same for all 55 (59/69).
| - Open a shell.
| - Make the subdirectory which contains your cards the current one.
| - At this point you have to use the REKO command, so make sure it is
| in your search-path. (HD-install has put it in your C: directory.)
| - Type on the commandline: REKO xxxxxx00 55 (59/69)
| Now a cardset is being created in your RAM-Disk with the name
| card.reko.
| - All you have to do now is rename it to whatever you like (no embedded
| spaces), put it in the CARDS subdirectory and change your REKO-Prefs
| accordingly.
|
End of the original (and adapted) explanation:
                  Let's start:
                  Well, thats all folks,   Happy Cardmaking:

                                        Koos Roodbol,
                                        REKO-Productions.

1.21   9.CARDSETS OUT NOW.

The Cardsets that we know (till now):

We recieved several card sets for our game. Unfortunately not everybody
who made one, send it to us. So, I don't know if there are more cardsets
around. If you see a cardset which isn't in this list, please contact
us at the adress at the bottom. But that's enough for now, here are the
cardsets we obtained :
```
        – Default       by REKO PRODUCTIONS          HAM8           *
        – Standard      by REKO PRODUCTIONS          32 COLOURS   *
        – Boris         by Anette from Holland       HAM8
        – Cindy         by JC                        HAM8
        – Faces         by Mika Saastamoinen         HAM8
        – Woman         by Snake                     HAM8
        – Pleasure      by High Angle                HAM8
        – Porn          by King Dong                 HAM8
        – Spread        by King Dong                 HAM8
        – C64           by Fabio Carignano           16 COLOURS   *
        – Anime         by Nowak                     HAM8
        – Iron Maiden   by Jan-Torre Eliassen        HAM8
        – Artcards      by Matt 'O Donell            HAM8
        – Roses1        by The Gardener              HAM8
        – Roses2        by The Gardener              HAM8
        – Hajime        by Mika Saastamoinen         HAM8
        – Pussypack     by Joni Helin                HAM8
```

* Included in new Klondike II.

1.22   10.SHAREWARE?

We received only FOUR cardsets personally (we even made it into more
magazines than that) and about 10 letters.

All four cardsets are winners of course:
– 16 colours Commodore 64 cardset (AUG '93)
– 256k+ colours Boris cardset (OCT '93)
– 256k+ colours Pleasure cardset (NOV '93)
– 256k+ colours IronMaiden cardset (MAY '94)

They'll all receive the latest version of Klondike II (To bad for all
the guys (and dolls) who put their cardsets on Aminet only).
Fabio (C64-set) will get some 16 colour cardsets because we don't know
if he owns an AGA Amiga.

Due to the small amount of reactions we obtained about Klondike AGA One,
we decided to leave the freeware path and make the new version SHAREWARE.
Although the game is shareware now, it is fully functional, because
I hate pop-up-shareware-requesters and otherwise crippeled programs.
This leaves it totally up to you to pay a shareware fee or not.
I won't even threaten about not doing anything anymore, like enhancing or
changing this game, because I enjoy fiddling around with it.
But of course encouragement is appreciated and a little support even more.

You can register as an authorized Klondike II user by:
- sending a reasonable amount of money to our address (Read scrolltext)
- sending us a cardset (or more) you made yourself
  (It's nice to see cardsets floating around on Aminet, but it's even
  nicer to get them in the mail.).

Registered users will get (at least two) 'Newsletters' about Klondike II
(New cardsets available, possible future enhancements, etc.) and the
possibillity to order new cardsets from us against very reasonable
prices (the price of materials, stamps and a small fee to keep sending
more 'Newsletters').

Well, we really hope to hear from you soon.

To contact REKO PRODUCTIONS 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
```

1.23   11.INFO & CREDITS.

People who worked on this game:

```
Programming . . . : Remy Nusteling & Koos Roodbol
Scanning  . . . . : Koos Roodbol
Intro/End picture : Koos Roodbol
Extra pixeling  . : Koos Roodbol & Remy Nusteling
Nice Music  . . . : Roy Glerum
Klondike II . . . : Koos Roodbol
Extra REKO-tools  : Remy Nusteling
This documentation: Remy Nusteling & Koos Roodbol
Beta-testing  . . : Ronald Roterman
C64 cardset . . . : Fabio Carignano
```

Thanks to Teijo Kinnunen for your med.library.

Copyright 1993/1994 REKO PRODUCTIONS.