

Quinzee

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COLLABORATORS

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

NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Quinzee

1.1 Quinzee AmigaGuide® Help

This is the AmigaGuide® Help File for Quinzee.

Please select the item for which you would like help.

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1.2 Introduction

Introduction

This is Quinzee 1.0, by Chris Bailey.

Quinzee (pronounced 'Quincy') was written because I wanted a fairly addictive game that would run from the hard drive, run in high resolution, and keep a dated high score table. Quinzee is based on YACHT-Z! by Bob Dolan, a program that runs under Microsoft Windows, but (in my opinion) Quinzee is a bit flashier and has a few more options.

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1.3 Installation

Installation

To install Quinzee on your system, simply drag the Quinzee icon to the directory/drawer of your choice. If you would like on-line help available while playing the game, drag the Quinzee.guide icon either to the same directory or place it in any directory contained in your amigaguide/paths environment variable. (Consult the documentation for AmigaGuide® for information on how to set this variable)

While running, Quinzee will create a high score table in the same directory as the main program.

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1.4 How To Play

How To Play

After your name has been entered, the game is ready to be played. Quinzee works like most games of this type, with the following rules :

- You may take up to three dice rolls to complete a turn.
 - You may select which dice to roll and which dice to keep by clicking on the dice with the left mouse button. Dice that you wish to keep will have the word "Hold" written beneath them, and dice that will be rolled will not.
 - A turn is complete when you have selected an appropriate score for the dice that are displayed. "Good" scores will be highlighted in
-

boldfaced text and a brighter colour than the other scores. If a score is not highlighted, you will receive 0 points for selecting that score.

- The game is complete when you have filled in the entire score card.

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1.5 Menu Items

Menu Items

New Game

Starts a new game from scratch, clearing the current score.

Set Player

Sets the current player name. The player name is only used for the purpose of the high score table. You may change your name during a game with no ill-effects.

Undo Score

This menu item is only available after you have picked a score for a set of dice. If you change your mind after selecting a score (or perhaps you just hit the wrong button), you can undo your selection using this menu item and pick another score. One important note - if you have rolled twice, pick a score and then undo that score, you cannot roll again. This is intentional.

Colours >>

This menu item leads to ten sub-items, each of which is a different colour scheme for Quinzee. When you exit Quinzee, the currently selected colour scheme will be saved along with the high score table and will remain in effect the next time you run the program.

About

Displays some version information in a window along with the author's name and some very large dice. Select the "Okay" gadget or press a key on the keyboard to continue.

Quit

Saves the high scores and current colour scheme, then exits *immediately* with no confirmation.

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1.6 The High Score Table

The High Score Table

High scores are saved to the file "Quinzee.scores" in the same directory as the main program. They are saved whenever a new score is achieved and when exiting the program. If you tie a high score you will be placed ahead of the score that you tied.

If you wish to clear the high score table, simply delete the "Quinzee.scores" file and a new one will be generated.

Our highest score to date is 2434 points. Can you beat this?

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1.7 On-line Help

On-line Help

If you install the "Quinzee.guide" file that came with this distribution into the same directory as Quinzee, you can have help available at any time, provided you have AmigaGuide installed in your system. To obtain help press the HELP key either while at the main play screen or while selecting menus.

The help file is generated by an ARexx script from the documentation, so both files contain roughly the same information.

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1.8 Scoring

Scoring

Scoring follows the standard scoring for a certain copyrighted game that you may or may not be familiar with. The grand total, however, comes from the grand total for the first column plus double the grand total of the second

column plus the triple the grand total of the third column.

Standard scoring for each item is as follows :

Ones	: The total of all Ones showing on the dice.
Twos	: The total of all Twos showing on the dice.
Threes	: The total of all Threes showing on the dice.
Fours	: The total of all Fours showing on the dice.
Fives	: The total of all Fives showing on the dice.
Sixes	: The total of all Sixes showing on the dice.
Total	: Calculated by adding the totals of all Ones through all Sixes.
Bonus	: If your Total is 63 points or over (see notes below), you get a score of 35, otherwise 0.
Upper Total	: The sum of Total plus Bonus.
3 of a Kind	: The total of all 5 dice or 0 if you don't have Three of a Kind.
4 of a Kind	: The total of all 5 dice or 0 if you don't have Four of a Kind.
Full House	: 25 Points if you have a Full House, otherwise 0.
Small Straight	: 30 Points if you have a Small Straight, otherwise 0.
Large Straight	: 40 Points if you have a Large Straight, otherwise 0.
Quinzee	: 50 Points if you have a Quinzee (5 of a kind), otherwise 0.
Chance	: The total of all 5 dice.
Quinzee Bonus	: 100 Points each, filled in from left to right for each Quinzee Bonus you receive. (See "How To Get A Quinzee Bonus")
Lower Total	: The total of the previous 8 items.
Upper + Lower	: The Upper Total plus the Lower Total.
Triple Quinzee	: For the first column, the Upper Total plus the Lower Total. (same as Upper + Lower) For the second column, twice the Upper and Lower total of that column, and for the third column, three times the Upper and Lower total of that column.
Grand Total	: The sum of the three "Triple Quinzee" totals.

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1.9 Scoring Hints

Scoring Hints

The Bonus in the upper section can be achieved by getting a minimum of three of a kind in each of the Ones through Sixes score boxes.

Because the totals are multiplied by three in the third column, it makes sense to score certain columns from right to left. For example, you should almost always score Quinzees in the third column first since you

may not get another two Quinzees during the game. The same goes for items like Small Straight, Large Straight and Full House where you get a fixed score for that column.

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1.10 How To Get A Quinzee Bonus

How To Get A Quinzee Bonus

First, you have to get three Quinzees (5 of a kind). This is more difficult than it sounds.

Now, assume you have received three Quinzees, they are all scored in the correct box, and you roll another Quinzee. You will get a Quinzee Bonus if and *only* if you score that Quinzee in a valid box. This isn't terribly hard to do unless you are toward the end of the game and only have items like Small Straight and Large Straight left.

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1.11 Public Screen Operation

Public Screen Operation

Quinzee runs on a public screen! You can use any program that opens on a public screen in conjunction with Quinzee. The public screen name is "QUINZEE", so to run the Clock from Workbench on Quinzee's screen :

```
RUN <NIL: Clock PUBSCREEN QUINZEE
```

Voila! Now you can watch the hours pass away while playing Quinzee.

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1.12 Distribution

Distribution

I hereby declare this piece of software copyright, but freely distributable. You may give copies of this program to your friends and put it on public bulletin boards and networks provided you do not try to make money from it.

Express permission is granted for Fred Fish to include this program in his library of freely distributable software. Other disk collections may include this program provided they do *not* charge more per disk than Fred Fish charges for his.

And please, if you are distributing this program, please be sure to include the entire original archive.

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1.13 Technical Information

Technical Information

If technical information scares you, skip reading this section.

Total lines of source code : 5003
Total source files : 20
Total bytes of source code : 159011

The main body of code was written in the space of three days, with the rest of the job stretched out over a period of two months or so. The remaining days were used for optimization, bug hunting, and documentation construction.

This program was written using the M2Sprint Modula-2 compiler. In addition, my very own AmigaDOS 3.0 definition modules were used. If you are interested in purchasing these, please contact me via E-mail at one of the addresses at the end of this document.

All editing of text was done using the wonderful TurboText.

Three private custom Boopsi classes were created for this program :

ButtonClass - A standard intuition-like button gadget with a fillable interior and rounded edges.

ScoreButtonClass - Another intuition-like button gadget that accepts an integer for the label and becomes outlined when disabled.

DiceClass - A scaleable gadget with dice imagery that displays the word "hold" below it when selected.

Much of the work involved in writing this program came in the form of laying out the screen. The layout has the following features that may not be immediately evident when running the program :

- The dice gadgets scale according to the aspect ratio of the display mode used, so they will appear to be (more or less, depending on how you have your monitor adjusted) square on both PAL and NTSC modes.
- Everything on the screen expands or contracts slightly to accommodate any vertical and/or horizontal overscan you might have. This means that the screen looks natural in both PAL and NTSC modes.
- If the screen font for the Workbench screen matches what this program needs to run, it will get used. Currently this means that the font be sized 11 or have an 11-sized equivalent, and it cannot be proportional. If the Workbench screen font doesn't match this, topaz 11 is used.

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1.14 Special Thanks

Special Thanks

Special thanks must go to :

Everyone on BIX who suggested names for the program to avoid using the obvious, copyrighted name. (Even though I didn't use any of the suggestions)

Martin Taillefer for testing Quinzee on the latest hardware.

Marianne Rodwell for proof reading, play testing, colour palettes, and many many suggestions.

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1.15 Registration

Registration

There is no fee implied or charged for using Quinzee, although if you feel inclined to encourage the author to develop more programs like this, a donation of \$10 US will not be refused. See "Contacting The

Author" for the address to send your donation to. Although I am currently living in Australia, donations sent to the address shown will reach me eventually.

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1.16 Contacting The Author

Contacting The Author

I may currently be contacted via e-mail at the following places :

BIX : csbailey

Internet : csbailey@bix.com

If you wish to support a starving developer, donations should be sent to:

Chris Bailey
c/o DataPlex Corporation
1700 Sunset Boulevard, Suite 5
West Columbia, SC 29169
(USA)

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