Piggy

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COLLABORATORS			

	TITLE : Piggy		
ACTION	*NAME*	*DATE*	*SIGNATURE*
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REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Piggy

1.1 Piggy

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                              Introducing

                        PIGGY

                    Version 1.01

                by Kevin R. Sherman

            Original game & concept
                by Basil Barnes

        A very adictive game of dice.
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            Distribution

            Introduction

            Requirements

            Installation

              Playing

        Acknowledgements

              Author

              History

              Future
```

1.2 Distribution

This software is FreeWare (It is just text after all). It is freely
distributable as long as the archive remains intact, and only a nominal fee is
charged for its distribution.

This software is provided "AS IS" without warranty of any kind, either expressed
or implied. By using it, you agree to accept the entire risk as to the quality
and performance of the program.

1.3 Introduction

Back in the old days prior to the internet Bulletin Boards (BBS) were the way
that you communicated with a computer through a phone line. BBS'S were and
still are fun and for those that still run them here is to you.

Most BBS's had on line game that the user could play. One of my favorite on
line games was called piggy and was originally created by Basil Barnes. For
some reason I just loved playing this game. One reason could have been you
could win extra on-line time so it catered to my gambling side. At any rate the
one BBS that had the game changed BBS software and Piggy was not ported to that
software.

Alas I longed to play Piggy again so since I was just learning Arexx I thought
that this would be a perfect to make over in Arexx. I tried to recreate
everything that I could remember about the on-line Piggy and put it in the Arexx
version. I was even able to talk to Basil Barnes in the Arexx Fidonet echo and
got some help from him. I posted the completed Arexx Piggy game in the Arexx
Fidonet echo and it was discussed for a while and a few improvements were
suggested. I had planned on putting the Arexx version up on Aminet but never
got around to polishing the script and uploading it. I recently came across the
script again and finished off everything and in May of 2001 I sent Piggy off to
be added to the Aminet Archives.

1.4 Requirements

You need an Amiga;
RexxMast should be running;
And the rexxsupport.library which comes with Arexx and should be installed in
the libs directory.

1.5 Installation

Once you unarchive it you have installed it. :^)

Included in the archive is:

Piggy   <--- The Script.
Piggy.info   <--- The script icon so you can launch from workbench.
Piggy.Guide   <--- Your reading it. :^)
Piggy.Guide.Info <--- The Icon for what your reading.

1.6 Playing

Piggy is a dice game you play against the computer. The object is simple, be
the one with the most points at the end of the game.

POINTS: Points are accumulated by adding the roll of the dice to the players
current total. The game is played to a minimum of 150 points.

TURNS: Selection of first player is random. Each player gets the same number
of turns. So the player that starts last will always be the last to roll. So
if you were the first to roll and you get to 150 or greater the computer, being
the second player, will have one more turn in which to beat you. Ensure that
you have sufficient points to make it tough on your opponent. Turns last as
long as the player wants it to and as long as the player does not roll any ones.

ONES: To make it a little more interesting; during a players turn if a one is
rolled on EITHER dice then that player loses their turn and all points that were
accumulated during that turn. If BOTH dice are one then the player not only
loses their turn and all accumulated points in that turn, but also loses their
total accumulated points. (If you roll snake eyes you start over.)

1.7 Acknowledgements

Many thanks to Basil Barnes for writing the original and for his help with the
creation of this script.

Many thanks to those that frequented the Amiga Arexx Fidonet echo and for those
that gave input to the creation of this script.

And thanks to Pretzel Logic BBS in San Antonio Texas where I first stumbled on
to Piggy.

1.8 Author

If you need to get hold of me for any reason, bugs, suggestions, etc...
You can send E-Mail to: BlitterEnd@technologist.com

1.9 History

                              History

Version 1.0
27-Apr-01   * First Release

Version 1.01
11-May-01   * Fixed problem in computer roll routine.

1.10 Future

None really. I mean it seems to work fine and you can always change it as you
want. I had thought about adding some improvements such as:

- Have it ask for the users name.

- Have a separate quote file that is read in allowing more quotes to be added
  easier.

- Add a high score function.

- Use the translator.library for the quotes and to speak the score.

Send your suggestions or modifications to the author.