Pishti

COLLABORATORS			
	TITLE : Pishti		
ACTION	*NAME*	*DATE*	*SIGNATURE*
WRITTEN BY		August 10, 2022	

REVISION HISTORY			
NUMBER	DATE	DESCRIPTION	NAME

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Chapter 1

Pishti

1.1 Pishti

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                    PPPPPP  IIIIIII   SSSSSS HH     HH TTTTTTTT  ←
                    IIIIIII
PP    PP  IIIII   SSS      HH    HH TTTTTTTT  IIIII
PP   PPP   III    SSS      HH    HH   TTT     III
PPPPPP    III    SSSS    HHHHHHHHH   TTT     III
PPP       III     SSSS   HHHHHHHHH   TTT     III
PP        III      SSS HH    HH   TTT     III
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PP      IIIIIII SSSSSSS  HH    HH   TTT    IIIIIII

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Legal Stuff

Important !!!

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1.2 LEGAL STUFF

Pishti is Emailware! This means, you don't pay money to author (or anybody).
But if you like this game, i'd like to receive an email from you. :)

WARNING !

This program is provided "as is" no warranty of any kind. Use it at your own risk.

1.3 IMPORTANT !!!

Pishti is coded using AmosPro with Gui Extension.
When you execute Pishti, the gui extension needs to know if "bsdsocket.library" ←
    exists,
so the extension will check it.
Please note that our game Pishti does NOT use any bsdsocket.library calls,
so please send your flame mails (regarding bsdsocket) to Pietro Ghizzioni < ←
    ghizzo@agonet.it>
author of marvellous Gui Extension v2.1.
For other problems, please contact me at <alpyener@yahoo.com>.

1.4 REQUIREMENTS

* An Amiga or compatible :)
* OS 3.0 or higher
* 64+ colours Workbench screen for windowplay
  or 64 (or less) colours Workbech for own screen
* Free RAM :)

1.5 INSTALLATION

Just copy the Pishti drawer to wherever you want!

1.6 INTRODUCTION

Pisti (pronounced "pishti") is a popular Turkish card game, using a
standard 52 card pack. It is normally played by four people in partnerships,
partners sitting opposite. The direction of play is anticlockwise.
Cards are played to a central pile, which can be captured by matching the
previous card played or playing a jack. Points are scored for certain

captured cards. The word "pisti", which means "cooked", describes a
capture of a pile containing only one card, for which extra points are
scored.

1.7   CUT AND FIRST DEAL

The dealer shuffles and the player to dealer's left cuts the pack by lifting
off a part of it and looks at the bottom card of the lifted part of the pack
(which will become the bottom card of the pack when the cut is
completed). If this card is a jack, the cutter looks at the next card and
continues until a card is reached that is not a jack, and places that card
where it will be the bottom card of the pack.

The dealer completes the cut, deals the top four cards face down to the
centre of the table, and then a packet of four cards to each player,
beginning to dealer's right and ending with the dealer. The remaining stock
of (undealt) cards is placed face down to one side; the bottom card (the
one the cutter looked at, which is not a jack) is placed face up at right
angles under the stock, so that its value can be seen by all.

The dealer turns one card of the four in the centre of the table face up, to
start the discard pile. If it is a jack, further cards are turned up until one is
found that is not a jack. In the unlikely event that all four of the centre
cards were jacks, there would have to be a redeal.

1.8   THE PLAY

The player to dealer's right begins, and the turn to play passes
anticlockwise. A turn consists of playing one card from your hand face up
on top of the discard pile.

If rank of the played card matches the rank of the previous card on the
pile, the playing team captures the whole pile. The captured cards are
stored face down in front of one member of the team. The next player will
then start a new discard pile by playing a card face up to the empty table.
Playing a jack also captures the whole pile, no matter what card is on top
of it.

If the played card is not a jack and is not equal to the previous top card of
the pile, the played card is simply added to the top of the pile.
The team which makes the first capture also gets the cards which were
dealt to the centre of the table. Both members of the capturing team can
look at these cards, but the other team are not allowed to see them.

FURTHER DEALS

When all the players have played their four cards, the dealer deals another
batch of four cards to each player from the stock (but no more to the
centre of the table) and play continues. When these cards are played, the
dealer deals a further batch of four cards each. With four players, this third
deal exhausts the stock (the dealer will get the exposed card from the
bottom of the pack). When everyone has played their last four cards, any

cards remaining in the discard pile are given to the last team that made a
capture. The play of the hand is now over, and the teams score for the
cards they have captured.

1.9   PISHTI

If the pile consists of just one card and the next player captures it by
playing a matching card (not a jack), the capturing team scores a 10 point
bonus for a pisti. The capturing card is placed face up in the team's
capture pile as a way of remembering the 10 points when scoring. If the
pile consists of just a single jack and you capture it with another jack, this
counts as a double pisti, worth 20 points. A pisti can happen at any stage
of the game, except that you cannot score a pisti for the very first card
played by the player to dealer's right (capturing the original centre cards)
nor for the very last card played by the dealer (just before the hand is
scored).

1.10   SCORING

Points are scored for particular cards, for the majority of cards, and for
each pisti as follows:

```
Each jack    . . .  1 point
Each ace   . . .  1 point
2 of clubs   . . .  2 points
10 of diamonds   . . .  3 points
Majority of cards. . .  3 points
Each pisti   . . .  10 points
```

Normally there will be 16 points to be divided between the teams, plus the
pistis. However, if both teams take exactly 26 cards, the 3 points for the
majority of cards is not awarded.

After the hand has been scored, the turn to deal passes to the right. The
winners are the first team to have a cumulative score of 151 or more points
at the end of a hand, or the team which has more points if both reach 151
on the same hand.

1.11   VARIATIONS

Pisti is also commonly played by two players or by four playing as
individuals. The rules are exactly the same as given above. It is also
feasible for three people to play, each keeping an individual score.

A popular variation is to play with bluffing. When there is a single card on
the table, the next player can play a single card on top of it face down,
claiming a pisti. If the player of the first card believes this, it counts as a
pisti for 10 points, and the card played is not shown. If the player of the first
card does not believe it, the second card is turned face up. If it really

matches the first card, then the pisti scores double – 20 points. If the
second card was a bluff, and does not match the first card, the team
which played the first card scores 10 points for exposing the bluff; in that
case the two cards remain on the table and play continues. If you bluff
when the face up card is a jack, then you will score 20 for a double pisti if
you are believed, and if not the score will be doubled to 40.

Some descriptions do not mention the possibility of scoring double for a
pisti made with a jack. It is possible that some players do not count this as
a pisti at all, or only score it as a single pisti.

1.12 STRATEGIES AND TIPS

Never forget the bottom of the stack if you are not dealing and not play a
card with the same number or picture at the last trick.

Try to memorize as much cards as possible and play the ones which have
been played before- trust the propability theory. Use valets carefully and
efficiently. Try to take the first trick if possible so that you can see the 3
hidden cards.

If it is a new trick and you have the topmost card and a valet use the valet
to take the trick. If the computer has the same card, it will play and there
comes a pishti.

If you are sure that you will give a pishti and you have a valet, play the
valet.

1.13 NEW FEATURES

BLUFF MODE:

Usage:
If you want to bluff to opponent (to CPU in this case), press and hold <SHIFT> key ↩
    and click on the card. You will see a closed card on the center.
If computer takes the risk and opens the card and you really bluffed, computer ↩
    takes 10 points (if it is a pair of jacks: 20) otherwise you get the points.
When the opponent (computer) makes a bluff, you will have two choice.
If you believe the bluff is real, you can click anywhere but the closed card. in ↩
    this case opponent (CPU) gets the cards and 10 points.
If you believe the opponent is lying (bluffing), you can open the card by clicking ↩
    on it. if you are right, you get 10 points otherwise opponent gets 20 points. ↩
    If the bluffing cards are jacks points are doubled.

1.14 HISTORY

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v1.1
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Bluff mode added.
A nasty bug about Workbench screens with 64 colours or less (which causes pishti  ←
    bitmaps drawn off-screen) fixed.
When you play pishti on a 64 colour or less screen mode, the resolution requester  ←
    only shown once and your resolution information stored in a config file now.  ←
    The requester never shows up again until <screenmode.dat> file is deleted by  ←
    user.
Game now finishes correctly when user score reaches finish score.
Majority of Cards 3 Point bug fixed.
Wining percentage added to statisics window.


v1.03
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Fixed: First three closed cards were allways known to computer. Now, it only knows ←
    them when it takes them.
Fixed: A nasty bug about double clicking on the last card in a hand, causing next  ←
    deal's first card to play automatically.
Added: A symbol by the side of points which emphasizes who owns more cards.


v1.02
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Small bugs fixed.


v1.01
-----
Small bugs fixed.


v1.0
-----
First Aminet release.
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1.15 CREDITS

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Thanx to:
Arda Öncü Erdikmen  (for his testing and suggestions)
```

```
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Sinan Gürkan        (for his suggestion)
Gürer Özen          (for his testing)
Serkan Ercan        (for his testing)
Tayfun Güneysulu    (for his moral support :)
You                 (for playing this game)
```