

# **Documentation for Kniffel**

**COLLABORATORS**

	<i>TITLE :</i> Documentation for Kniffel		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		January 18, 2023	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

# Contents

<b>1</b>	<b>Documentation for Kniffel</b>	<b>1</b>
1.1	Documentation for Kniffel	1
1.2	Description	1
1.3	Copyright	2
1.4	Registration	2
1.5	Requirements	2
1.6	Installation	3
1.7	Configuration	3
1.8	Using	3
1.9	Author	3
1.10	Address	4
1.11	Phone	4
1.12	e-mail	4
1.13	Bank account	4
1.14	Thanks	4
1.15	History	5
1.16	Version 1.5	5
1.17	Version 1.6	5

---

## Chapter 1

# Documentation for Kniffel

### 1.1 Documentation for Kniffel

Documentation for Kniffel - a game of dice  
Version 1.6 (07.08.95)  
Copyright © 1993-95 André Schenk

- Shareware -

Description

Copyright

Registration

Requirements

Installation

Configuration

Using

Author

Thanks

History

### 1.2 Description

Description

=====

Kniffel ist a well known game of dice. There are many different versions for the Amiga, but no one had all the features I wished.

---

My parents like to play this game, so I decided in 1993 to give them a selfmade Kniffel program as a present for Christmas.

After we tested the program now I want to make my program public. The main aspect while programming was to respect the "User Interface Style Guide". Maybe the next version will have computer-controlled players and other things.

The program was completely developed with "Amiga Oberon".

## 1.3 Copyright

Copyright

=====

This program is shareware. The archive contains a crippled demo version, which is freely distributable and may be included in PD collections.

You are using this program at your own risk. The author can not be made responsible for any damage which is caused by using this program.

## 1.4 Registration

Registration

=====

Because of I invested a lot of time in programming I decided to publish the program as shareware.

The demo version is not able to load and store the high scores.

If you want to get a fully working version please contact me over one of my addresses at the end of this document. (

Author

)

The shareware fee is 20 DM or \$ 15 (US Dollar).

## 1.5 Requirements

Requirements

=====

An Amiga with at least 512K RAM and Kickstart 2.04 is needed. For localization and screenmode requester you need Kickstart 2.1. With Kickstart 3.0 some gadgets can be coloured and "shared pens" can be used.

---

The program was tested on:

- Amiga 500 with Kickstart 2.04, 2.1
- Amiga 2000 with Kickstart 3.1, Picasso
- Amiga 4000

## 1.6 Installation

Installation  
=====

You should copy the catalog file for your preferred language into LOCALE:Catalogs. That's all. The default language is English.

## 1.7 Configuration

Configuration  
=====

The program has a built in preference editor. The preferences file is saved in PROGDIR:.

## 1.8 Using

Using  
=====

The program can be started from CLI and from Workbench. 4K stack should be enough.

Normally you will work with the mouse, but you also can switch the 5 dice gadgets with the keys F1 to F5.

The active player is marked with a coloured border.

If you leave the game the names and the cumulate results are stored, so you can continue your game later.

## 1.9 Author

Author  
=====

Address

---

Phone

e-mail

Bank account

## 1.10 Address

Address

-----

André Schenk  
Matthias-Grünelwald-Weg 1  
D-71065 Sindelfingen

## 1.11 Phone

Phone

-----

49-7031-811412

## 1.12 e-mail

e-mail

-----

andre@melior.s.bawue.de  
schenkae@tick.informatik.uni-stuttgart.de  
2:246/1105.0@fidonet

## 1.13 Bank account

Bank account

-----

Sparda-Bank Stuttgart  
Bankleitzahl 60090800  
Kontonummer 160302

## 1.14 Thanks

Thanks

=====

I have to thank my parents, Kai Bolay and Klaus Geßner for their ideas to make the program better.

## 1.15 History

=====

History

Version 1.5

Version 1.6

## 1.16 Version 1.5

Version 1.5

-----

first public version

## 1.17 Version 1.6

Version 1.6

-----

fixed some minor bugs

---