

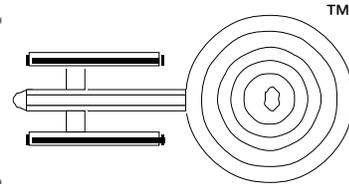
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MacCribbage™

Version 0.9

Well, here is the long in coming update to MacCribbage. Unfortunately, the game is still far from completed. This version contains some changes to the user interface as well as the addition of limited color support (it sure seems as if I did more than that). The most glaring omission is the lack of on-line help. Hopefully this document will help you get started.

There is a Color and B/W version of the game. This is temporary and version 1.0 will know how to tell whether you have a color or monochrome monitor. In the mean time if you launch the Color version with a monochrome monitor the system will crash!

By looking at the inactive commands on the menus you can get some idea of what the game will be able to do when completed. This time I'm not making any claims as to how long it will take but precluding any bug fixes (knock on wood) the next version released will be the completed version 1.0.

If you encounter any bugs or have question or comments about the game please send them to the above address. (Shareware fees will also be accepted.) Thanks and enjoy!

I. Sending to crib:

To pick which two cards you wish to send to the crib just click on them and they will become highlighted. When two cards are highlighted click the Send To Crib button. If you hilite a card and want to change your mind just click on it again to dehilite it.

II. Turning the starter:

If its your deal it is your responsibility to turn over the starter by clicking on it. If you turn over a jack you can peg 2 for *his heels*.

III. Playing cards:

To play a card you can either double-click on it or it or drag it to the next space on the playing field.

IV. Pegging points:

If you have Automatic Pegging engaged (see Options Menu below) the computer will peg your points for you. If you have Manual Pegging engaged you must peg your own points. To peg, click the hand cursor (between the thumb and forefinger) on your back peg. The cursor will then turn into a peg. Now move the bottom of the peg to the appropriate hole in the board and click again.

V. Showing Hands:

When the play ends the computer will place the hands on the screen in order for scoring. When you are done pegging your hand or the crib, push the Ok button to move on to the next hand or deal a new hand.

VI. Winning a game:

The first player to peg 121 points (or whatever you have the game length set to) wins the game. The statistics screen will be displayed and then you can start a new game.

MacCribbage Menus

Apple Menu:

Normal.

File Menu:

New Match:

This command starts a new match. It resets the game score to zero and resets the statistics.

Open...:

Opens a previously saved match file.

Save:

Saves a match in progress.

Save As...:

Saves a match with a new name or new destination volume.

Quit:

Ends MacCribbage session.

Edit Menu:

Used to support desk accessories only. These commands are not used in MacCribbage.

Options Menu:

Game Length:

Use the command to set the length of the game and set the points needed for a skunk.

Statistics:

Displays a window showing various statistics about the current game and the match.

Pegging Menu:**Quick Peg:**

Cause the Mac to peg directly into the target hole instead of counting up the board one-by-one. This works for you as well when Automatic Pegging is turned on. The setting is recommended for use with 68000 based Macintoshes. When this option is on it will be checked in the Pegging Menu.

Automatic Pegging:

With this option engaged all scores you get during the match will be pegged for you by the computer. When this option is engaged it will be checked in the Pegging Menu. Note: Muggins is not an option when Automatic Pegging is engaged so its menu item is disabled.

Manual Pegging:

With this option engaged you must peg all the scoring that you make. When this option is engaged it will be checked in the Pegging Menu.

Muggins:

When Manual Pegging is engaged you may have the Muggins option on. When it is on and you do not peg all the points you earned while score either your hand or the crib the Mac will steal what points you did not score. Remember, you inform the computer that you are done pegging by clicking the button telling it to score the next hand. If you push this button and you have not pegged all of your points you will be mugged. Note: When this option is on it will be checked in the Pegging Menu.

Please distribute this program to anyone who you think would be interested. If you do try to also include this document so that the people have some idea of what to do. Thanks a lot.

Update versions of MacCribbage will be available as I complete them. To be informed about these updates and of other products from InterStellar Software, obtain a license for MacCribbage by sending \$5 to:

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Enjoy! MTH & SMH