# Documentation for Kniffel

| COLLABORATORS | | | |
|---|---|---|---|
| | *TITLE* : <br><br> Documentation for Kniffel | | |
| *ACTION* | *NAME* | *DATE* | *SIGNATURE* |
| WRITTEN BY | | July 22, 2024 | |

| REVISION HISTORY | | | |
|---|---|---|---|
| NUMBER | DATE | DESCRIPTION | NAME |
| | | | |

# Contents

# Chapter 1

# Documentation for Kniffel

## 1.1   Documentation for Kniffel

```
        Documentation for Kniffel - a game of dice
                Version 1.5 (29.01.95)
            Copyright © 1993-95  André Schenk


                    - Shareware -
```

```
Description
Copyright
Registration
Requirements
Installation
Configuration
Using
Author
Thanks
History
```

## 1.2   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 the my program
public.   The  main  thing  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

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

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

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

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

## 1.7  Configuration

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

## 1.8   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

```
 Address
 Phone
 e-mail
 Bank account
```

## 1.10   Address

```
    André Schenk
    Tapachstraße 97 C
    D-70437 Stuttgart
```

## 1.11   Phone

```
    49-711-844455
```

## 1.12   e-mail

```
    andre@melior.s.bawue.de
    schenkae@minnie.informatik.uni-stuttgart.de
    2:246/1216.42@fidonet
```

## 1.13   Bank account

```
    Deutsche Bank Stuttgart
    Bankleitzahl 60070070
    Kontonummer 7719776
```

## 1.14 Thanks

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

## 1.15 History

 Version 1.5

## 1.16 Version 1.5

first public version