WINDOWS CRAPS
Version 2.1

Fun with dice on a PC!!!

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Design and programming by Jeff Spicer
Additional suggestions by Chuck Englert

INTRODUCTION

Windows CRAPS is an adaptation of the basic dice game of chance, designed to make it as easy to use as possible. One of the great things about Windows games is that, because of the multitasking properties of the system, they make great diversions while waiting on other tasks to complete or while spending time on the phone, etc. That spirit is kept in this game, which is designed to be as 'mousable' as possible. In fact, while it can be played with the keyboard, it is really designed around the desk rodent. By the way, a trackball works just as well!

The two unique aspects of this game are its ability to remember as much of a user's setup as possible on completion, and the addition of 'barbs' that appear after a win, loss, or on exiting to 'lighten up' the mood of the game.

The game is designed to remember all of the settings used for the last round of the game, and use them again upon startup the next time. This is part of it's philosophy to be as easy to use as possible. **This feature is not active in the shareware version. See the section entitled "FEATURES" for a full description of the abilities of the different game versions.**

Messages that appear as 'barbs' are also controllable by the user. The game comes with three different levels of messages, "G", "PG", and "R", just like the movies. As you can guess, the ratings roughly describe the contents of the messages. There are only two alternating "G" messages in the current version (additional messages may appear in future versions if enough interest is shown) that are normally available in the shareware version. In the registered version, several "PG" and "R" messages are in the game. The message level and appearance of the messages are all under user control. **See the following sections for more information: "FEATURES" and "REGISTRATION".**

A final addition to the registered version of the game is the ability to remember both high scores (most winnings) and low scores (worst losses). This adds to the fun by allowing the game to be played with a competitive incentive. (But how many want to end up on the worst losers list!!!)

FEATURES:

Shareware version features:

- - Quick installation

- - Full game play operations easily controllable by the mouse

- - All normal game functions available (fully playable)

- - Attractive VGA graphics including dice and icon

- - Easy-to-understand control scheme

- - Built-in registration function -
  The program doesn't need to be reinstalled.

Registered version features:

- - All of the features of the shareware version

- - "PG" and "R" messages in game
  (depending on version registered)

- - Ability to "remember" last game settings for next time

- - High Scores ("Hall of Fame")

- - Low Scores ("Hall of Shame")

- - Ability to change registration level within game
  (New 2.1 Enhancement)

**For information on the Registration process, see the section
entitled "REGISTRATION" at the end of this document.**

SYSTEM REQUIREMENTS

These are the minimum system resources needed to load and play this game. With the exception of the graphics, these are the minimum standards for a Windows system to run in Standard Mode.

IBM PC AT, 286, 386, 486 or compatibles

At least 1 MB of total usable memory.

Windows 3.0

VGA graphics

To see if the game will work, check to see what mode Windows is operating in. Do this by entering Windows, then at the Program Manager click on 'Help", then choose 'About Program Manager' from the menu that appears. A pop-up screen should appear showing the Windows version and operating mode. If it does not say 'Standard Mode' or '386 Enhanced Mode' the game will not run. In addition, the more memory available on the system, the faster it will run. Since this is a graphically-intensive game, more system resources than average are used. If everything appears okay but an 'Out of Memory' error occurs when trying to run it, make sure no background tasks are loaded in Windows before using it. On one of the commonly-available 2 MB 386SX machines currently dominating the market there should be no problems.

Currently only VGA (640 x 480 x 16) graphics are supported. If there is enough interest, future versions may appear that will support other standards. The above standard is the most common Windows user standard though, so it made sense to support it first. Please let me know if there is additional interest and that will become one of the future enhancements to the game.

PACKAGE CONTENTS

In the ZIPfile downloaded or obtained carrying the game these files should be present. If they are not, contact the source you received the game from. It violates the provisions of the game's distribution copyright to supply it in an incomplete form.

CRAPS.EXE - The main game program
CRAPMAN.WRI - This document (Windows Write format)
VBRUN100.DLL - The Microsoft Visual Basic runtime module
README.TXT - A text file that briefly describes the contents
*.ICO - Additional die face icons that can be used for the game

Depending on the BBS or source of the ZIP, there may be added files for advertising, etc. These can be deleted after installing the game.

INSTALLATION

To install, copy all of the files listed above into the same location on a hard disk, or keep them all together on a diskette. If the files are on a hard disk, there is the option to set the program up as an icon in a Program Manager group (such as "GAMES"). To do this, open the group where the game will go, then click on the Program Manager "File" menu. Choose "New". It should come up already set for "New Program", so click OK. A new dialog will appear asking for the program filename and description. For filename, use the full path to get to CRAPS.EXE, and that as the program name.
Add any description desired. The next step is to click on "Change Icon" to see the default icon for the game. If that's desired, click OK, but if not, provide the full path and filename to one of the other .ICO files supplied with the game to change it. After setting the icon, then click OK. Finally click OK on the previous dialog, which should reappear after setting the icon. The program should now appear in the group opened at the start.

There are no additional steps for floppy disk installation. Just make sure all of the files are together. Now the game should be ready to use.

STARTING THE PROGRAM

The game can be started several ways. If it is installed in a Program Manager group, simply double-click on the icon to run the program. If not, it can be started by using the "Run" option from the Program Manager "File" menu, or double-clicking on the file CRAPS.EXE in either the File Manager or MS-DOS Executive. Use the method appropriate to the setup the game is on. If using the "Run" option on a floppy-disk copy, make sure to include the drive letter with the filename.

THE OPENING

The first thing that appears is the game Title screen. Click on OK to bypass it. Next, if the game has not been registered, a password screen appears. If registration has been done and the password is available, enter it here and choose "Register Me" . The program will check the password and either send a message confirming the game version being registered or informing of an error. If an error is detected and the password is there, enter it and try registration again. If no password is available (the registration has not been submitted) choose "Continue Unregistered" to test-play the game.

An additional screen can appear here as well. If the settings file is corrupted or an attempt has been made to alter it and bypass the password (common if an attempt is made to get to the "R" message level if only "PG" is registered) the settings file is deleted and the game is exited. The registration process will need to be performed again on startup the next time.

If the game has been registered and the settings file from the last play is intact, none of the screens described here will appear. The main game screen will automatically appear. Otherwise after all the steps above are done, the main screen is shown.

There is now an option to allow Registered users to upgrade their Registration Level directly from the game. See the letter recieved with the Password for instructions.

THE MAIN GAME SCREEN

Once the opening screen appears, visible are the different positions for results, the two smiley-faces in the die windows, the buttons for "Bet", "Quit" and "Roll", which should be inactive (grayed) and the main menu with options "Game", "Options" and "Rules". If it is the Unregistered version, or the first opening screen immediately after entering the Registration Password only "Options" and "Rules" will be active. If this is a Registered copy played beyond the initial registration process, all three main menu options will be available.

The reason for this design is that there are no defaults saved for the Shareware version or for the initial pass of a Registered version. On subsequent plays of a Registered copy, these defaults are available and game play can commence immediately.

Each menu contains these options:

"Game" Menu contains:
- - "New" - starts a new game
- - "Quit" - exits the game
- - "Reset Bet" - allows a default bet to be changed during play
- - "Display Settings" - displays all of the current settings in the game
- - "Show Messages" - checked item controlling message use
- - "Hall of Fame" - shows high scores (highest wins)
- - "Hall of Shame - shows low scores (worst losses)
- - "About" - redisplays title screen game information.

"Hall of Fame" and "Hall of Shame" are NOT active at any time on the shareware version of the game.

"Options" Menu contains.
- - "Bet Limit" - allows a maximum wager to be set.
- - "Loss Limit" - sets up a maximum bankroll to be played with
- - "Message Rating" - sets the level of messages to be shown.
- - "Change Registration - changes the Registration Level

"Change Registration" is not active on the Shareware version of the game. See the letter accompanying the Password sent to Registered users for instructions on this feature.

"Rules" Menu does not contain any subordinate entries. Instead it is a 'click-on' item that displays basic game information as well as the scoring strategy in use.

STARTING PLAY

If this is the Unregistered version, first select "Options" from the main screen. Next, select "Bet Limit" to set up a maximum wager or confirm use of the game's maximum bet. This bet is 1000.

THE BET LIMIT SCREEN

This screen pops up when "Bet Limit" is chosen. It consists of a text box, several small buttons, and the "Done" button. If the highlighted button shows the desired maximum wager (which is the game default) click "Done" to exit. The amount chosen should then appear on the main screen. If not, either click on the appropriate button for an amount there or type in the amount into the text box. The maximum bet allowed in the game is 1000, and the screen will not allow any bet entered higher than this. Again, after entering the amount or clicking on the appropriate button, choose "Done" to exit and record this amount.

After setting the Bet Limit, again choose "Options" and then choose "Loss Limit". A new screen very similar to the Bet Limit screen will appear. This screen works much as the Bet Limit screen does, with the only difference being the amounts and the added option of "No Limit". Choose this option if indefinite play in a game is desired.

Finally, go back to "Options" and select "Message Rating". The screen that allows setting the message level should appear.

THE MESSAGE RATING SCREEN

This screen is large, but simple. On it are three small check buttons, a check box marked "Show Messages" and a button that is marked "Save This Message Level". The first three buttons are self-explanatory. Attached to each is a brief description of the message rating. Choose the appropriate one desired for the game.
Next, click on the "Show Messages" box if they are to appear as the game plays. Finally choose "Save This Message Level" to save the settings and return to the game.

On the shareware version only the "G" message rating is available. In this case simply decide if the messages should show and save the results.

After completing the steps above, on returning to the Main

screen from the last step the settings should be visible in their areas of the screen, and "Game" should now be active.

Registered users will see a message as the main screen loads informing them that the game is using the settings from the last time for control. To review these before starting, choose "Game" then choose "Display Settings" to see these values. Use the procedures described above to reset any of them.

Now choose "New" from the "Game" menu to start play. If this is the first time for the day, on shareware copies a screen will appear asking for the player's name. It is simply a text space and a button to enter the name. If the name button is clicked without filling in the box, the game will assign a "default" name to the player, based on the message rating level in use. It will then provide a chance to either change the value by returning back. Change the value by first clicking on the text box, deleting the text, then typing in the name desired. If completed, click the name button again to save it. Now the real game play begins.

At any time during CRAPS, the settings can be seen by choosing "Display Settings" from the "Game" menu. All values EXCEPT Name can be overridden as the game progresses.

BETTING, ROLLING, QUITTING

Now it's time to play! All three buttons on the main screen should be active. First, click "Bet". If it's the first time for this game, a screen appears asking for a Bet Amount. This screen is identical to the Bet Limit screen with two differences. First, a small click button allows the bet entered to be saved as a Default Bet. This allows all subsequent plays to be done by simply clicking the "Bet" button. First, enter the bet. If an attempt to enter a bet greater than the Bet Limit amount is made, a message appears and the bet can be entered again. Then, after entering the bet, select the "Use as Default Bet" button to save it for all other bets while playing. At the same time a check box marked "Use Default Bet" is marked. It activates the Default Bet system. Click on "Done" when completed.

Next, click on "Roll". The dice will alternately change values on the screen, finally stopping on the value that will become the final roll. Here is where the scoring takes over. A roll can be a WINNER, LOSER, or an INTERMEDIATE ROLL. The first intermediate roll sets up the POINT, a number that must be matched to win the entire pot, and the pot goes up by 10%. Click on "Roll" until either a winner or loser occurs. For each intermediate roll in a round, the pot continues to increase by 10%. There are three possible outcomes for a POINT round. Some rolls are automatic losers, which cost the amount of the entire pot including bonus, rolls that win the original pot amount and end the round (but do not award the bonus), and rolls that match the POINT and win it all.

The "Bet" button is only active at the beginning of a round. Additional bets are not permitted during POINT attempts. To end a POINT attempt, either choose "Quit" to exit the game, or choose "New" under the "Game" menu.

On a win or loss, a message appears displaying the amount won or lost, along with one of CRAPS "barbs". On intermediate rolls, a message appears telling the value of the POINT needed to win.

At the end of a round, if it is desired to reset the bet (if a Default Bet is in use) choose "Reset Bet" from the "Game" menu. This reactivates "Bet" as if it is the first bet of a game, and allows the value to be changed.

Within a game, rounds are the runs from first roll to win or lose. Rounds accumulate for scoring until either "Quit" from the "Game" menu is chosen or the "Quit" button is selected, or the "New" option under the "Game" menu is chosen to start a new game.

A game can also end if the WINNINGS are negative (indicating losses) and this number exceeds the Loss Limit set at the start of the program (or on Registered versions brought in). If this happens, a message appears and "New" must be used to start a new game if play will continue.

OTHER ACTIVITIES

These apply primarily to Registered users

At any time in the game, the Display Settings option can be used to see the settings currently in use for the game.

The appearance of the messages can also be controlled. Choose "Show Messages" from the "Game" menu to control this. If the menu item is marked with a check mark, messages will appear, but if not, none will show. Clicking on this item toggles the messages on and off.

Clicking on "Hall of Fame" will show the high scores of the game, including any individual games during this program run. Clicking on "Hall of Shame" will do the same for the worst losses. These are both also under the "Game" Menu.

Finally, the defaults for Bet Limit, Loss Limit, and Message Rating can always be updated. Simply follow the instructions for a new game to reset them.

OKAY, I AM OUTTA HERE!

If the "Quit" option or button is chosen, this exits the program. First, a confirmation box appears to give one last chance to continue playing. If "No" is clicked, the game is resumed. If "Yes" is clicked, first a message, either a thank you for looking over the game (if no rounds were actually played), or an appropriate message with "barb" for winners or losers. For Registered users, at this point the defaults and high/low scores are saved for the next time and the game exits. For shareware users, after the message is cleared a final "ad" screen for the two support BBS systems for this program appear. Simply click on either of them to exit completely.

FOR INFORMATION ON SCORING, CLICK ON "RULES" ON THE MAIN SCREEN. THIS TWO-SCREEN SYSTEM WILL SHOW FIRST SOME DETAILS ABOUT THE GAME, THEN ON A SECOND SCREEN THE SCORING WILL APPEAR. AT THIS TIME THE OPTION TO CONTINUE THE GAME (PLAY) OR EXIT (QUIT) IS AVAILABLE.

All of the steps above must be performed for each play of the shareware version. For the Registered version, these are all done only the first time the game is played. After that the game can be entered and played much more quickly.

HANDLING MULTIPLE PLAYERS

Currently this game is designed as a single-user product. If more than one player will be using the program in the same family, use this method to control it.

First, rename the file WCRAPS.INI to something meaningful to the original player. Next, re-register the game for the new player, creating their own INI file. Finally, after that player quits, rename their file and set the original back to WCRAPS.INI.

The alternate method is to click on the "Change Name" option on the "Game" menu. This causes the Name screen to reappear and perform its function again. The only warning here is that the defaults for everything but the scores are now going to be saved for the original user. This makes it even more important to review the settings before starting a new session.

MESSAGE DISCLAIMER
(Registered Users Only)

ALL OF THE MESSAGES PRESENTED IN THIS PROGRAM ARE INTENDED FOR ENTERTAINMENT PURPOSES ONLY. THERE IS NO INTENT, EITHER PURPOSEFUL OR INCIDENTAL, TO INFLICT HARM OR TO CAUSE DISTRESS OR DISCOMFORT TO ANY PERSON OR GROUP. ALL MESSAGES ARE NOT INTENDED TO REFLECT ON ANYONE KNOWN LIVING OR DEAD. IT IS THE RESPONSIBILITY OF THE USER OF THIS COMPUTER PROGRAM TO CONSIDER THE EFFECTS OF THESE WORKS ON THOSE AROUND THEM. JEFF SPICER, CHUCK ENGLERT, WES JOHNSON, OR GREMLIN COMPUTING ARE NOT TO BE HELD LIABLE FOR ANY CONSEQUENCES OF THESE WRITINGS.

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The following apply to the different program versions.

SHAREWARE

This software is for trial use only. After 30 days, either register the program or abandon it. The user is also free to redistribute this version of the program freely as long as the original ZIP contents are intact and unaltered (with the exception of BBS promos added by SysOps) and no fees are earned from distributing the program other than duplicating costs or normal BBS/On-line service subscription fees. The program itself cannot be resold.

REGISTERED VERSION

This is exactly as any other commercial product. One copy per user period. This copy cannot be copied or distributed in any way, other than for backup purposes for that single user. A user is defined as either the individual owner who registers the product, or the owner's family IF it is on only one computer and it is within a multiple-person household. Commercial use or sharing is prohibited.

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REGISTRATION

Okay, so why register? I'm having enough fun with the game as it is!

Well, maybe you are, but wouldn't you like access to the additional features, like not having to enter all those defaults for every play? Or being able to keep your high and low scores for posterity? Or if for any other reason but getting rid of the registration question at the front and the BBS ads at the back??????

Then maybe being able to get to the **higher message levels** will do it!!!

The registration process for this product gains you all of the above plus automatic registration for the next enhancement of the program.

There are two levels of registration, with the difference being the maximum message level that can be viewed.

1. FAMILY REGISTRATION ....$ 15.00
This version is intended for those with children who may not want the ability to access the "R" message level. All other benefits of registration are the same.

2. ADULT REGISTRATION..$ 20.00
This is full registration. To get it, a proof of age must be sent with the registration fee.

3. REGISTRATION UPGRADE...$ 5.00
For already-registered users. If that registration is for the "PG" version (FAMILY REGISTRATION) submit this fee and proof of age to upgrade to full registration.

Use the form on the next page for registration. Not only will registration make your current program more fun, but also insure that enhancements, such as added bets during POINT attempts, more messages, multiple players within a single game, other graphics standards, etc. will be available.

See the letter received with the Registration Password for instructions on performing this process in the program. It does not require reinstalling the program to be done or updated!!!

WINDOWS CRAPS VERSION 2.0 REGISTRATION FORM

Mail completed form to:

Jeff Spicer
8638 Garonne Terrace #1A
Indianapolis IN 46250

Make checks payable to Jeff Spicer.

On proof-of-age documents, send photocopies with the information NOT needed for proof of age blacked out. However name and date-of-birth MUST be readable and match the name on the registration form.

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Type of Registration for me:
(check one and enclose appropriate amount)

FAMILY -- $ 15.00 ___

ADULT -- $ 20.00 ___

UPGRADE -- $ 5.00 ___

Send my Registration Materials to:

NAME _____

ADDRESS _____

CITY _____

STATE _____ ZIP CODE _____

PHONE NUMBER   (_____)_____

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THANK YOU FOR REGISTERING CRAPS!!!

CONTACTING THE AUTHOR

Information, comments, and suggestions on this program can be provided at the address and phone number below:

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PLATFORM:

The game was developed on a generic 386SX (a Leading Technology 6800SX) running MS-DOS 5.0, Windows 3.0, 16Mhz processor, 4Mb RAM, and a 40Mb hard drive increased to 80Mb using Stacker. The graphics system is standard IBM-compatible VGA, no special graphics drivers were used.

Please report any compatibility problems with other hardware that may come up when using the program.