Interspersion

David Stroud.

COLLABORATORS

	TITLE : Interspersion		
ACTION	NAME	DATE	SIGNATURE
WRITTEN BY	David Stroud.	July 22, 2022	

REVISION HISTORY

NUMBER	DATE	DESCRIPTION	NAME

Contents

Chapter 1

Interspersion

1.1   Welcome to Interspersion release 1.0

--------=== Another quality release from Anarchy Software! ===--------

##

##

###

##

##

------=== Written in Amos Professional by David Stroud, 1996 ===------

-------------------=== Version 1.00 - 15/08/96 ===-------------------

----------------------=== C O N T E N T S ===-----------------------

1.2   P.C. Keen

Legal Notice.

1) This product and its author cannot be held responsible for any loss of
control over your bodily functions / damage to your computer system or
any other niggle you may come across after playing. Sorry.

2) The files that should have been extracted from the archive
"Inter_1.Lha" or should be on the disk are...

Interspersion----\

|__Interspersion

|__Interspersion.info

|__Inter_Doc_AG

|__Inter_Doc_AG.info

|__Inter1_C

|__Fonts---\

|__asmall.font

|__asmall---\

|__5

3) This version of Interspersion is Public Domain, and can therefore be

distributed (as long as all of the above files are included unaltered)

for free!

Additional notice to Magazine and Compilation people.

If you would like to put Interspersion on a coverdisk or include it

in a compilation, all that I ask in addition to the above is that you

send me a copy of the magazine or compilation for my records.

1.3   Hope Street

Installing Interspersion to Floppy Disk.

N.B. If you have the floppy version (i.e. not the archived one) there's

no need to do this, so you can safely ignore the following instructions.

If you have downloaded the archived form of Interspersion from the internet,

decompress it to your Ram: disk and follow the instructions below to put it onto a floppy.

1) Format and name a floppy "Interspersion".

2) Open the drawer created by the decompression process.

3) Select "Show >> All files" from the "Windows" menu.

4) Select "Select contents" from the "Windows" menu.

5) Drag all of the files across onto your floppy.

You should end up with a disk called "Interspersion" with all of the files

on this disk. You can put the files in another drawer on the disk, but you

must make sure that the Fonts drawer is in the same directory as the

game itself, otherwise the required font will not be found!

If you have a Hard Drive, you can now install it to that!

1.4   Hard Fight

Installing Interspersion to Hard Disk.

If you have a hard disk which needs filling up, just follow these

simple instructions to have a working copy of Interspersion on your hard

drive within a matter of nano-seconds (assuming you have a faster-than-light

drive welded into your expansion slot) or perhaps a few minutes (if you

have a machine not quite so expensive :-)

To install from the floppy version...

----

1) Load your workbench.

2) Open the drawer where you wish the "Interspersion" drawer to be created.

3) Pop in the Interspersion disk and drag its icon into the drawer on your

hard drive.

To install from the archived version...

----

1) Load your workbench.

2) Decompress the archive to the Ram disk, and drag the drawer on the Ram

disk straight into the drawer on your hard drive.

Now you should be able to play Interspersion from your hard drive.

1.5   The Game

How to play Interspersion.

Piece of cake!

When loaded, you will be presented with the selection screen. This is

where you select...

* The number of players

* The size of the board

* The game mode.

Each of the above is selected by clicking the left mouse button when

the mouse pointer is over the desired option. The highlighting box should

move to the selected option, and when you are content with the setup of

the options available, pressing the right mouse button will transport you

to the main game screen.

1.6   Players

Selecting the number of players.

If you are a partridge, select "partridge" as your player preference :-)

No, really - I didn't want to just put "one" or "two" to be selected from

(*yawn*), so I used the terms from that Christmassy song instead. Just a

bit of fun. So, for a one-player game, select "Partidge" and for a

two-player game, "Turtle Doves" should suffice.

1.7   Board

Selecting the board size.

Again, I have used animal names as a description of the board size.

Bored with games which just say "Easy", "Medium".... I decided that

"Shrew" "Woozle" "Aardvark" "Heffalump" and "Blue Whale" sounded better.

The board sizes which these animals represent vary from the pathetically

trivial 2x2 cards (Shrew) up to the enormously bewildering (!) 10x10

cards (Blue Whale). Default setting is Aardvark, which represents a 6x6

board.

1.8   Game Mode

Competition or Leisure Mode.

The "Leisure" game mode does away with the pressure of time, whilst

the "Competition" mode willingly dishes out this pressure giving you the

chance to...

a) Improve the speed of your own game in one-player mode.

b) Improve the chances of pressurising your opponent into a mistake

by continually yelling "HURRY UP - Look at that, you've already taken

twice as long as me......now.....PICK THAT ONE!"

1.9   The Main Screen

The Playing Area (top left)

The playing area consists of a grid of 10x10 boxes, some of which,

depending on the board size chosen from the selection screen will be filled

with an upside-down "card"

Cards are selected by moving the mouse pointer over the selected card

and clicking the left button. This will turn the card over, and another

card can then be selected. If the second card turned over matches the

first, they will stay turned over and if the game is a two-player one, the

cards concerned will be bordered by either a green (player one) or pink

(player two) box.

Also if the game is a two-player one, and a pair is found, turn does

not pass to the opponent, but stays with the current player until he

(/she/it:-) is unsuccessful in finding a pair.

If the game is only a one-player one, then you just keep going until

you've found all the pairs.

The status panel (bottom left)

This holds some of the variables concerning the current game like

"number of turns", "time taken" and "pairs found". Depending on the type

of game and number of players selected on the selection screen, different

variables may not appear when the game is in progress. (e.g. in a

one-player game, none of the details concerning player two will appear)

The game progression indicator (right middle-ish)

This is merely a fancy visual display device which enables you to see

how the game has progressed.

If a pair is found, a coloured bar (green for player one, pink for

player two) will be added onto those already present, and you therefore

have the opportunity of bragging to your opponent thusly...

"Look at that! 8 pairs in a row...you've never exceeded 2!"

...and intimidating him (/her/it:-) - hopefully causing them to be

sufficiently annoyed not to concentrate wholly on the game at hand and

therefore allowing you to gain a great moral victory. Hurrah!

Once the bars have filled up the black area, shortened by a grey

band on the right to leave the black area indicating how large the board

is, the game is finished.

The game messages panel (bottom right)

At the start of a game, the "Game Messages" panel will be prompting

you to start the game when you are ready by selecting your first card

using the mouse and clicking the left button when the pointer is over

the required card.

When you do so, the game will start, and clicking on another card

will turn it over too. The game progresses until the final pair is

turned over at which point the "Game Messages" panel will tell you the

outcome of the game, and prompt you to click the mouse to return to the

selection screen ready to select the preferences for your next game.

Simple as that.

1.10 Just The One

We need your feedback!

If this version of Interspersion has sufficiently kept you busy for more than

a few minutes, please take a few more to send your comments to Anarchy

Software! Do you have any suggestions about how the game might be improved?

Please let me know if you have, as your comments are appreciated.

You can E-mail your comments to...

Anarchy@nebula.demon.co.uk

Or, if you haven't got the luxury of a modem, you can write to Anarchy

Software at the following address...

```
_____

| _____ |

| | | |

| | | |

| Anarchy Software, |_____| |

| 18 Cedar Avenue, |

| St. Leonards, |

| Nr. Ringwood, |

| HAMPSHIRE, |

| BH24 2QG. |

| ENGLAND. |

|_____|
```

There's more!

If you want the latest version of Interspersion (assuming I do another

one), and you have access to the internet, you can look on the Anarchy

Software Amiga home page, located at the following address...

http://www.nebula.demon.co.uk/AnarchyAmiga.html

If I do release another major update, I will probably upload it to the

Aminet, but any minor changes (little bug fixes and tweaks) will only be

uploaded to the above page. The date of each game will be shown on the home

page so that you'll be able to tell if the version currently available is a

later version to the one you have (noted on the contents page of this

document).

Meanwhile, have fun and enjoy the game. :-)

-------------------=== Copyright 1996 Anarchy Software ===------------------