

**0032a7c0-2**

**COLLABORATORS**

	<i>TITLE :</i> 0032a7c0-2		
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WRITTEN BY		August 27, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## 0032a7c0-2

### 1.1 Welcome to Crazy 8's version 2.3

Crazy Eight's V 2.3 by Curt Esser  
8/97

↔

~Introduction~

OK, what is it?

~Technical~~~~

What do I need?

~Installation~

What do I do with it?

~Instructions~

So how do I play it?

~Options~~~~~

What if I don't want to do it that way?

~Suggestions~~

I think you should do it this way!

~Problems~~~~~

What do I do if it doesn't work?

~Tools~Used~~~

How did you do this?

~History~~~~~

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What's new this time?

~Philosophy~~~  
What do you think?

~Contact~~~~~  
Who are you, anyway?

~Other~Stuff~~  
What else ya got?

~Your~Help~~~~  
What do you want from me?

## 1.2 So why did you do it, man?

Crazy Eight's by Curt Esser  
8/97

Version 2.3

←

This is my Amiga version of the old card game of Crazy 8's.

This is a two player version, you against the computer, and is fully Mouse-driven. There are no keyboard commands included (Every AMIGA ever made came with a Mouse, didn't it?), although if somebody REALLY wants them, write me for the

source~code  
and put them in yourself -- I had enough  
trouble getting this to work right with the mouse!

Well, OK, there is ONE keyboard command - press "M" or "m" to toggle the music off/on. This can only be done when it is your turn (pointer's finger is UP) and it will have no effect if you have turned Music off on the

Set~Up  
screen.

This program is

EmailWare  
- send me an email and tell me what you think.  
(Even if you don't like it - tell me why!) Most of the enhancements are due to user feedback - thanks to all who wrote!

Use it at your own risk (I assume no responsibility for any damages blah, blah, blah). --- Hey, it's Free!

The game is copyrighted to me, so don't distribute altered versions without my permission!

You may distribute it as you wish, but this file must be included, and make sure you get all the files in the Data subdirectory, or it will surely crash! Do not alter this text file, and if you make any changes to the program, please send me a copy before distributing it!

Have fun!  
See ya next update!  
Curt Esser

### 1.3 Not too complicated, I hope!

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+++++
+                               How to Install the Game                               +
+++++

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Hard disk installation:

- 1> Drag the entire drawer to wherever you wish
- 2> That's it (no assigns, no installation program)
- 3> Play the game

Floppy disk installation:

- 1> Drag the entire drawer to wherever you wish
- 2> That's it (no assigns, no installation program)
- 3> Play the game

Trashcan installation:

- 1> Drag the entire drawer into the trashcan
- 2> Select EMPTY TRASH
- 3> Write me a nasty letter

### 1.4 What are we supposed to do again?

The game is played with a standard deck of 52 cards. Each player is dealt 5 cards and the next card is turned up to start the discard pile.

-> Although your cards are face up, the computer does not know what is in your hand! (That was for my son, who thinks the computer is cheating if it wins.)~~~~~<-

The object is to get rid of all your cards, while sticking your opponent with as many cards left as you can.

In order to play a card, it must be either the same Suit as the card on top of the discard pile, or the same Rank.

Eight's are "wild" and can be played on any card. Also, when an Eight is played, you can select the Suit which must be played on it.

For example, let's say the Nine of clubs is the top card. You can play any club on it, or any other Nine (thus changing the Suit), or any Eight (in this case you may select ANY suit).

If you don't have a card in your hand that can be played, you must pick up cards from the deck until you can play. However, you are not REQUIRED to play any card in your hand, and you may pick up as many cards as you wish before playing (until the entire deck is used!)

Your turn is not over until you play a card on the discard pile. If the entire deck gets used, the discard pile will be shuffled and used again (except the top card)

When one player gets rid of all their cards, the hand is over, and cards remaining in the other player's hand are scored. The cards are scored at their face value (6 points for a 6, etc.), picture cards are scored at 10 points each, Aces are 20, and eights are 50 points. Try not to get stuck with an Eight in your hand! When either player goes over the pre-set number of game points (Default is 200) the game is over.

Please note that the game is scored in reverse - points are ADDED to your score for the cards you have left when the other player goes out, so the idea, like in golf, is to get the LOWEST score possible!

If you would rather have the points added to the WINNER's total, you can change this on the Set~Up screen.

- > You can click either Left or Right Mouse buttons to play.
- > To play a card, simply click it with the Mouse.
- > To draw a card, click on the deck.
- > Your hand is automatically sorted for you at the end of your turn.
- > Click on Sort if you wish to sort it before your turn ends.  
(It won't be sorted If it doesn't need it.)
- > Click EXIT to quit the game at any time.
- > Press "M" to turn the music off/on (only works when it's your turn)
- > Click HIDE to push the screen to the back - this also turns the music off till you come back. You can also grab the very top of the screen and pull it down if you wish (does NOT turn music off)
- > That's it! Have fun!

## 1.5 How to Contact Me

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This is my first programming attempt on the AMIGA, as well as ←  
my first  
BLITZ Basic program, so I would appreciate any comments, questions, bug  
reports, complaints, etc.

My address is as follows:

Curt Esser  
113 Pauline Avenue  
Crystal Lake  
Il. 60014 USA

Email:

camge@ix.netcom.com

Letters with stamped Return envelope and Email will be answered. If you  
would like a disk with the source code (BLITZ Basic II) as well as the  
pictures the shapes were made from and any other of my work I can cram on  
it, please enclose \$5.00 with your letter or send me a disk of your stuff +  
return postage - NO PIRATED STUFF PLEASE! Only send things which are marked  
as freely distributable! (It will say in the docs.) The source can also be  
found on

Aminet

.

-- Please let me know what machine you are using and what workbench! -

Although I usually pick up my email every day or two, at times I'm  
traveling so be patient - I DO answer all Email.

## 1.6 What other free stuff do you have?

Other stuff by me available from Aminet:

The complete source code for Crazy 8's is available in dev/basic  
This is written in Blitz, but it is fully commented and might be  
of some use to those programming in other languages.

Dungeon Explorer                    games/role/DungeonEx.lha  
A Top-Down joystick controlled action adventure game  
\* selectable players (male or female)  
\* stereo sound or sound & music  
\* music selector  
\* includes a room editor and 3 complete 44 room adventures  
\* IT'S ALSO FREE!  
\* Source for this one is also in dev/basic

Blitz Icons                    in pix/icon  
Two small sets of icons for Blitz users in MWB and NI style

Coming soon: (Well, as soon as it's done!)

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Shirley Nunbettor - Private Eye  
A Monkey-Island style point & click adventure

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## 1.7 How enlightening!

I believe that a game, computer or otherwise, should be FUN and I ↔  
don't  
think a game should take itself too seriously so I have tried to put in  
a lot of sound effects and also tried to give the computer opponent a bit  
of personality.

I hope you enjoy my efforts, but if not please see  
Trashcan~Installation  
Thanks to all the people who have written me already (so far ↔  
everybody liked  
it - or maybe the people who don't didn't bother to write!) I DO read and  
respond to my Email, and constructive criticism is always welcomed.

## 1.8 Crazy 8 History 101 Credits:0

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Program History:

-> It was different before, and now it's like this.

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Changes:

-> It was different before, and now it's like this.

Seriously, those who have played the previous versions will notice:

Version 2.0

- > Music has been added
- > More sounds have been added
- > The game screen will center itself on overscan screens
- > I re-wrote this doc so (hopefully) it's easier to read
- > I re-did the in-game help page so (hopefully) it's easier to read

Version 2.1

- > I took out a forgotten "meltdown" routine test (if you pushed the  
right mouse button the screen would melt and end the game)
- > 512k version included for low chip mem systems

Version 2.2

- > Music Selector program added
  - > Hide button & dragable screen added for easier multi-tasking
-

Version 2.3

- > In-game set up screen added
  - > Graphics updated
  - > Doc file converted to AmigaGuide format
  - > Friend is now spelled correctly
  - > More sounds added
  - > Bug fixed - computer no longer picks wrong suit for it's last card
- 

## 1.9 Have it YOUR way

Click on the Set Up icon before starting the game or between games to change the following game options:

Player names - you may enter new names (up to 8 characters) for the human player and the computer opponent.

Music - you may select a different music module to be played during the game.

Modules must be 4-channel med mods. If you don't know, try it - unusable modules will be rejected. Also note that the game masks off two of the channels when the sounds are played - depending on how your module is arranged, this might make it sound funny.

You can also switch the sound filter on or off depending on your taste.

If you wish, you can also disable Music entirely. If you select this and save the prefs, no music will be loaded the next time you play the game.

Finally, you can set the game points and select if the points should be added to the Winner's or the Loser's score.

Select "Save" to save the current selections as defaults to be used every time the game is played, or "Use" to keep them in effect for this time only. (Yes, just like an applications Prefs editor - Why not?)

## 1.10 Hmmmmm very interesting

The game requires at least v2.0 Workbench (Does anybody still use 1.3?)

For those interested, the original program was written on an A1000 with 512k chip and 2 megs of fast ram using Workbench 1.3.

Ver 2.0 was done on an A2000 with 1meg chip and 4meg fast Workbench 3.1

Ver 2.1 - 2.3 were done on an A2500 (A2000 w factory installed 68020) 1meg chip 8meg fast ram Workbench 3.1

It has been reported to also run fine on the following:

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A500   Wb 2.04
A2000/68040~~~~~
~A3000~~~~~
~A4000~~~~~
~A1200   Wb. 3.0
CD32 w SX1 ~~~~~
The game releases all the memory it uses, and will multi-task if you have
enough memory.

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The med Module is one I found on a PD disk and unfortunately I don't know who wrote it. If anybody does, please let me know.

## 1.11 Wow - you used all that stuff?

These tools were used to create this game:

Blitz Basic v2.1 (If you are interested in learning to program on the Amiga, I suggest you try the demo version of Blitz that is found on Aminet. This is an excellent and flexible language that combines elements of basic, c, and can even be used for assembly language programming.)

DeluxePaint IV For the graphics ~~~~~

OctaMed v4 For editing the sound samples ~

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from Aminet:  
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GadToolsBox	GUI tool for laying out GadTools windows
GTBoxConv	Converts the GadToolsBox source to Blitz source
Blacks Editor	Text Editor
Heddley	AmigaGuide Editor
MADS	Drag & Drop file archiver (and de-archiver)
ARC	Creates Aminet Readme file
Iconian	Icon editor

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And most importantly, the helpful and knowledgeable members of the Blitz-list for helping me out when I got stuck.

## 1.12 This &%!\$# game doesn't work!

If you experience any problems trying to run the game, try ↔  
rebooting your

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machine. Some programs do not release all the memory when they exit, and your memory may have become "Fragmented" if you have run several other programs first.

If a Warm Reboot ([Ctrl] + [L Amiga] + [R Amiga] doesn't help, try doing a Cold Reboot - turn the computer off, wait about 1 minute, and turn it on. Some programs leave things in memory that even a Warm Reboot won't remove.

If you don't have a lot of chip mem available (the program needs about 420k chip and 558k total to run with the included module) make sure you close any open windows first - you can even drag the game icon out onto the Workbench and close the game drawer window and "Put Away" any icons that have been "Left Out" on the workbench screen. Now try running the game. If it works OK now, you can go to the Set Up screen and turn the Music option off. Now hit the Save button. The next time you play, the game won't load any music, and will use about 60k less chip ram.

If you can't seem to free up enough chip memory to get the game to run at all, as a last resort you can edit the prefs file by hand. The file is : data/8prefs. It is a standard text file. Being careful not to add or delete anything else (especially do not add or remove any linefeeds!) change the number "1" at the end to "0". This turns the Music loading off. If you mess up, just delete the 8prefs file and the game will fall back to the default settings when it loads.

If this doesn't help,  
    contact~me  
    and let me know what happened.

Please let me know what system you have, what Workbench, how much chip memory and fast memory were available just before trying to run the game, and what other programs or system patches were running at the same time.

## 1.13 Here's what you should have done...

Your comments, suggestions, and bug reports are always welcome.

Most of the improvements that have been added to this program have been suggested by the users -- in fact, I probably would have never bothered to update the program at all if it hadn't been for the many emails I have recieved from the users of this program.

If you have any sound samples you think would be appropriate for the game, please send them to me and I will try to include them (and you will recieve credit in the docs)

## 1.14 I could use your help...

I would appreciate anybody's help with the following:

For the next version, I would like to be able to let the player be able to

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substitute different sound samples if they want to replace the ones included in the game. To do this, I need to be able to determine either:

(in Blitz) when the audio channel has finished playing a sample I have tried using the SetInt commands to check when a sound channel is finished, but I can't get this to work. Has any Blitz programmer been able to do this? If you have please let me know how you did this.

Or, if someone could tell me how to determine the playing time of an iff sound sample from the iff header? I don't know much about this, so you would need to be quite specific, for example:

"The playing speed is found in the (?) bytes at (?) offset from the beginning of the sample, and if you use this formula (????) it will give you the playing time in 1/50's of a second."

Also, completely unrelated to this program:

Does anyone know where to find the color palette information in a ColorFont? I have been trying to locate this information for quite a while, but I have not had any luck.

Any help with either of these problems would be appreciated.

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