

```
*****
*
*          CRIBBAGE          *
*
*    OS-9 Level 2/CoCo 3 Version  *
*
*          Copyright 1990        *
*    Bob van der Poel Software    *
*
*****
```

## — Introduction —

This software is offered for sale on an "as is" basis. No guarantees are made or implied.

Thank you for purchasing this software. We hope you will find it useful. Please show the program to your friends. If they like it, ask them to purchase their own copy. Continued customer support will enable the author to develop more programs for you. Continued sales also help to feed the family. Please do your part to stop software piracy...it hurts everyone—especially you, the biggest loser when no more software is developed for your computer!

Unlike much other software you purchase today this package is not copy protected. In fact we encourage you to make as many copies as you need for your own personal use. But please be fair with us too. Don't give copies of this program away to your friends—after all, if it's good enough for you to spend your money on, why shouldn't they do the same?

The following instructions assume that you know how to play *Cribbage*. If you do not know how please list the file "rules". This file is pre-formatted for standard printer paper. For a hardcopy use the OS-9 command "list rules >/p".

It is suggested that you copy game from the distribution disk to your own OS-9 commands disk. Please refer to the copy

command in your OS-9 manual, The game is located in the CMDS directory of the distribution disk, It is called "crib".

To start the game, after copying it to your own CMDS directory, simply type the command "crib <enter>" from your OS-9 prompt.

## — System Requirements —

*Cribbage* requires the following system to operate:

- 512K CoCo3,
- Disk drive,
- OS-9 Level II operating system,
- Mouse or joystick (or optional keyboard mouse may be used),

## — Getting Started —

Before starting the game you must ensure that a few default conditions are true, otherwise the game will not function (or even worse, it will function improperly).

1. Make sure that you are in a true window (ie, W1,,W8), *Cribbage* will not function in a VDG type window, You must be operating under either "windint" or "grfint",
2. Ensure that the software graphics fonts, pointers and patterns have been previously loaded or are available as:

- /dd/sys/stdfonts
- /dd/sys/stdptrs
- /dd/sys/stdpats\_4

If these have not been loaded, *Cribbage* will attempt to do so, If they cannot be located the program will terminate.

Note that *Cribbage* only checks to see if the FONTs have been

loaded; there is no reliable way to test the pointers and patterns. If the FONTS have been loaded, but the pointers and patterns have not the program will not function properly.

3, Ensure that the device "/dd" is not write-protected, *Cribbage* will attempt to keep configuration information and the games records in the file "/dd/LOG/crib,scores". The directory "LOG" will be created if it does not exist, If for some reason the directory or file cannot be created *Cribbage* will continue, but the information normally saved will not be available for the next game,

4, Ensure that your mouse or joystick is connected to the right port, If you have the hi-res mouse adaptor it should either be disconnected OR enabled with the proper software, *Cribbage* uses the default mouse settings, If you do not have a joystick or mouse you can play *Cribbage* with the keyboard mouse--press the CTRL and CLEAR keys to enable this OS-9 feature,

The first time you use *Cribbage* you will be asked two questions, The first is if you have a RGB type monitor, This refers mainly to the Tandy CM-8 monitor, Press the <Y> key if you have this monitor, any other key if you do not,

The next question asks if you have the "fast graphics enhancement". This refers to a speedup patch to "windint" written by Kevin Darling, This patch is available in the file "fstgfr.ar" in the OS-9 forum on Compuserve, It is also available on many other electronic forums, If you have this enhancement you should press the <Y> key, No harm will be done if you answer <Y> if you do not have the enhancement, but we find that the card dealing graphics are just too slow without it, The dealing graphic and the deck cut are the only items changed by this option,

Both these options will be saved in the file /dd/LOG/crib,scores,

Next you will be asked for your name, Your name will be used to save scores (and to properly address insults), If you have played

before and not finished the last game you will be asked if you wish to continue the last game--answer either <Y> or <N>.

## — Playing the Game —

In these instructions the term "clicking" is used quite often, To "click" a card move the arrow pointer with the mouse/joystick so that it is on the card and press the mouse/joystick button, To "click" menu option move the arrow so that it is somewhere on the word and press the button,

At certain times during the game you will see a message at the bottom of the screen: "<click> to continue", This is there so that you can examine the current state of the game and continue at your leisure, Simply press the mouse button when you are ready to continue,

A "help" option is displayed during discard selections and during play, Clicking this option will sometimes coax the computer to give suggestions, The availability of help is a matter of how many games you have won to date, the current score and how the computer feels at the time, If help is given it always based on the same logic the computer would use to make its own selection,

At the start of a game the computer will decide who gets first deal, You have nothing to do with this important decision--but the computer is quite honest about it,

For each hand you will be dealt 6 cards, These are shown at the bottom of the screen in sorted order, (If you have the fast graphics option you will see the cards being dealt across the screen in unsorted order first,) The first item of business is to select two cards for the discard, Do this by clicking the card you wish to discard, A red border will appear on this card, After you have selected 2 cards the word "okay" will appear in the bottom right of the screen, If you are satisfied with your selection move the arrow to this word and press the mouse button, If you wish to change your selection you can unselect a

card by clicking it again. If you ask (and are granted) help the two suggested cards will be highlighted and placed to the right of your hand. Again, you can override this suggestion by un-clicking the cards and making your own selections.

Next the turnup card will be selected. If you have the fast-graphics option enabled and it is the computer's deal the deck will be fanned out at the top of the screen. Place the arrow somewhere in this fan and click; otherwise the computer will cut the deck. The turnup card will be displayed at the top right of the screen. Of course, any points for turning up a Jack will be given to the dealer.

Once the discards have been selected play commences. You will be advised (in the dialogue area at the center of the screen) when it is your turn to play and the current count and points gained. If you do not have a card to play click the "GO" option. The help option will highlight a suggested card, but you do not have to play it. Play the card you want to by clicking it. As the cards are played they will appear at the top of the screen. The computer will check to see if you have cards left when playing—if you don't it will "say go" for you if necessary.

After all the cards have been played the hands will be counted in the proper order—first the non-dealer, next the dealer, and lastly the crib hand. You must enter the value of the hand—the computer will NOT count it for you. To enter the value of the hand simply enter the appropriate number and press the <ENTER> key.

The computer will verify all hand counts. If you try to cheat and enter a value which is too large the computer will display a nasty message and ask you to re-enter the value. If you miss points the computer will call muggins. The extra points will never be given to you. However, in the spirit of fair play the computer will not always take the extra points either—it depends on the score, and the time of day.

The game will continue until either you or (quite often) the computer reaches a score of 121. At that time you will have a

small menu in the lower right corner of the screen. Clicking "QUIT" will take you to the exit menu; "REVIEW" will display the three hands and "MORE" will start a new game.

## — Quitting —

We're not sure why you would ever want to use the quit option; but perhaps all good things must come to an end at some time, If you hit the <BREAK> key at any time during play (except when you are entering a score) a menu with three options will be displayed. Select any option by clicking it,

1. CONTINUE: This will cancel the exit menu and continue the game at the point you pressed <BREAK>.

2. QUIT: This will exit *Cribbage*. Before exiting the current scores will be saved to the file /dd/LOG/crib,scores. If you are in the middle of a hand the score at the start of that hand will be used. If you restart a game, you will always restart at the beginning of a hand. Note that the cards will not be the same in the new hand and the one you were playing when you quit.

3. RE-START: This restarts *Cribbage*. Essentially it is the same as exiting the game and then starting it over. This option is mainly intended for those users who have more than one person playing the game--this option will permit the second person to enter his or her name. Note that the current scores are saved before the game is restarted.

## — The Fine Print —

This manual was created using the *Ved* text editor and the *Vprint* text formatter, both from Bob van der Poel Software. It was printed on a Roland PR-1212 printer in proportional and elite print.

*Cribbage* was written in C using the Microware C compiler. Thanks to the CIS OS-9 forum members who helped us in the

arcane points of this powerful language. Thanks also to Zack Sessions for permission to use his card drawing primitives in this game.

*Cribbage*, as well as this documentation, is protected by copyright. The original purchasers are granted permission to make copies of the programs (but not the documentation) for their own personal use. Neither the programs nor the documentation can be lent to anyone, placed in any library of any type, or given away. The making of illegal copies is prohibited by federal law. Remember, software piracy is theft.

OS-9 is a trademark of Microware Systems Corporation.

Your comments, suggestions and questions are always welcome at Bob van der Poel Software. But if you want an answer to your query please enclose either a proof of purchase or quote our invoice number—frankly, we're tired of answering questions from people who have stolen our software.

Thank you for the support you have shown us by purchasing this package. If you'd like to be added to our mailing list for future upgrade and other product information please feel free to write us at either of the following addresses:

Box 355  
Porthill, ID  
USA 83853-0355

Box 57  
Wynndel, B.C.  
Canada V0B 2N0

