

Crazy Eights Version 1.00



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Help File Index

Welcome to the Crazy Eights Version 1.00 help file. Be sure to use this feature whenever you have any questions about Crazy Eights.

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- [Playing Crazy Eights](#)
- [Menu Bar Options and Option Screens](#)
- [Registering Crazy Eights](#)
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Legal Stuff

This is boring, no-fun verbage that we'd really rather not include, but our attorney says we must for our own protection. Please take the time to read and fully understand the licensing agreement before using this software.

- [Evaluation Version License Agreement](#)

Evaluation Version License Agreement

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Playing Crazy Eights

The nuts and bolts of playing Crazy Eights.

- [Rules Of The Game](#)
- ["Action" Cards](#)
- [Using The Mouse and Message Boxes](#)
- [Screen Control and Crazy Clock](#)
- [Scoring](#)

Rules Of The Game

Crazy Eights for Windows is based on the traditional card game of Crazy Eights and is extremely easy to play, even for children. Please remember there are many variations to this game and we have tried to faithfully incorporate some of the more common options into this software. The only other liberty taken herein is the maximum number of thirteen cards in each hand due to display limitations.

Each player is dealt eight cards, then the deck is placed in the middle with a discard card showing face up on the discard pile. Players take turns in rotation. On each turn, a player must try to play a card by matching either the discard card value or the discard card suit.

For example, if the six of diamonds is showing on the discard pile the next player must try to play either a six or a diamond. If the player is unable to play either a six or a diamond and is holding an eight in his hand, he may play the eight and declare the suit as whatever he pleases. If the player is holding no eights in his hand and is unable to make a play, he must draw a card from the deck at which time he may attempt to play again. If he still cannot play, he must pass his turn. You cannot pass your turn until you have drawn at least one card UNLESS you hold the maximum of thirteen cards in your hand already.

(Note: An eight may be played at any time the player feels it is strategically advantageous for him, as in the situation where he is holding card(s) of high point value and the other player is about to go out; the player is NOT restricted to playing an eight only if he cannot make any other play.)

If at any time during play all cards from the deck have been drawn then the top card in the discard pile is set aside, all remaining cards in the discard pile are replaced in the deck and the deck is reshuffled. The discard card that was set aside is then used to restart the discard pile and the game is resumed.

Please note that a maximum of thirteen cards may be held at once within a hand, after which the turn must be passed if the player is unable to make a play. Also, if the respective option(s) are active, be sure to use jacks and twos in your playing strategy.

The overall object is to play all of your cards while you try to force your opponent to hold as many cards in his hand as possible, which count against him in scoring (see SCORING section below).

"Action" Cards

This version of Crazy Eights uses twos and jacks as "action" cards.

"Action" cards work as follows:

If a two is played by the previous player, the next player must draw two cards BEFORE he makes his regular play (unless he already holds the maximum of thirteen cards in his hand). He then plays normally. Please note that even if a player has drawn two cards, if he still cannot play he MUST draw at least one more card before he can pass (unless he already holds the maximum of thirteen cards in his hand).

If a jack is played by the previous player, the next player must skip his turn for that round and play proceeds to the next player.

Either or both of these options may be turned on or off in the PLAYING OPTIONS screen if so desired. "Action" cards also count for more points during scoring if the corresponding option is active (on). "Action" cards are used by default.

(See PLAYING OPTIONS screen section for more information).

Using The Mouse and Message Boxes

The central blue message box below the card decks conveys all pertinent messages to the player. It tells what each computer opponent is in the process of doing and prompts you during your turn. Watch this box for messages and prompts during play. If the messages disappear too quickly, change the Delay Time parameter in the PLAYING OPTIONS screen to a higher number to slow the messages down.

You may also keep track of who is playing by observing which player's box is highlighted, and in the case of computer players, the "I'm thinking..." messages with the spinning reel graphic.

The mouse is your interface to the game. Click on the menu bar, menu options, etc. to select various options and initiate the game. Use the left mouse button to click on any desired item you may wish to choose.

To play a card from your hand, click on the card you want to play. If you wish to draw a card, click on the DRAW button or click on the deck of cards if you prefer. Click on the buttons in the various dialog boxes with the mouse as prompted. Click on the PASS button if you cannot play and wish to pass your turn (you must draw at least one card first).

Screen Control and Crazy Clock

Please note that you cannot minimize, maximize or resize the screen in Crazy Eights. If you wish to put Crazy Eights down on the desktop for any reason, position the cursor anywhere on the green playing area of the screen and push the right mouse button. The Crazy Eights playing area will be removed from the screen and the Crazy Clock will appear on the desktop. To return to Crazy Eights, click on the "Smily Face" icon on the Crazy Clock and you will be returned to the game. You may let Crazy Clock run indefinitely, and may even initiate Crazy Clock without a game in progress. (This feature also doubles as a very nice "boss key" function, since you can trigger it quickly with the mouse!)

Scoring

How Crazy Eights keeps score.

- [Scoring Rules](#)
- [The Scoring Screens](#)

Scoring Rules

After one of the players has played all the cards from his hand, the hand(s) of the opponent(s) will be scored and the value of the cards remaining in each hand will be added to the winning player's score. This continues through subsequent hands until one of the players meets or exceeds the game point limit (see PLAYING OPTIONS screen, default is 200 points).

The point values for individual cards are as follows (note that points for jacks and twos may vary according to options set when game starts - see PLAYING OPTIONS screen, by default "action" cards are active):

Ace 1 point

Two 2 points (20 points if draw two option is set to Y)

Eight 50 points

Jack 10 points (15 points if lose turn option is set to Y)

Queen 10 points

King 10 points

All other cards score face (pip) value.

Obviously, given the high point values of certain cards, play strategy dictates that you try to play them as soon as possible, especially if the opponent is about to go out.

Based on these scoring rules, Crazy Eights automatically keeps score throughout the game. When a hand is completed, the game presents two screens to inform the player of scoring progress.

Scoring Screens

Crazy Eights uses these screens to present scoring information to the player.

- The SCORES FOR LAST HAND Screen
- The SCORESHEET Screen

The SCORES FOR LAST HAND Screen

The first scoring screen is SCORES FOR LAST HAND. This screen shows which player went out and how many points were scored by the winning player. It also shows what cards remained in the other player(s) hands and the point value associated with each remaining card.

This screen is only displayed after a player has gone out and the hand is finished. Once the player has viewed this screen and the "OKAY" button has been pushed, this screen cannot be redisplayed.

The SCORESHEET Screen

The second scoring screen is the SCORESHEET. This screen shows the cumulative score for each player.

The first column (Score Forward) displays each player's score prior to the hand just completed.

The second column (Score Last Hand) shows how many points each player held for the last hand completed. If the score in this column is in parentheses, it means that player scored no points on the last hand and the value within parentheses is how many points that player held when the hand was completed. The sum of these points are the value of the winning player's score for that hand, which appears without parentheses (this is the player that just played all of his cards and went out). This sum is added to the winning player's total score - the rest of the player(s) score no points for that particular hand. It is important to remember here that SCORES IN PARENTHESES ARE NEITHER ADDED OR SUBTRACTED FROM THAT INDIVIDUAL PLAYER'S SCORE - THEY ARE FOR INFORMATIONAL PURPOSES ONLY!

The third column (Total Score) displays the total points scored so far in the game for each individual player.

This screen can also be displayed from the FILES menu during the player's turn.

Menu Bar Options and Option Screens

This section covers the options on the menu bar as well as the screens displayed by some of these options.

- The FILE Menu
- The OPTIONS Menu
- The HELP Menu

The FILE Menu

Display Scoresheet - displays the scoresheet showing scores for the current game.

Start New Game - starts a new game if no game is in progress. If a game is in progress, this option is unavailable.

Terminate Present Game - terminates the game in progress. If no game is in progress, this option is unavailable. (Note - if you terminate the present game while a computer opponent is playing, the game allows that player to finish his turn before terminating the game.)

Exit - exit Crazy Eights and return to Windows.

The OPTIONS Menu

Use these screens to select the options you prefer when playing Crazy Eights.

- [The Card Backs Screen](#)
- [The Playing Options Screen](#)

The Card Backs Screen

Click on either the desired card back or the pushbutton below the desired card back to choose the card back you wish to use during game play. (NOTE: This option is unavailable in the Evaluation version of the game. The option screen will still be displayed and you may choose a new back, but the newly chosen back will not be implemented by the game.)

The Playing Options Screen

This screen allows you to set the parameters used during game play. The following parameters may be set as follows:

PLAYER NAME - Enter your name. The game will refer to you as "PLAYER 1" during play if you elect not to change this field. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to "PLAYER 1".)

PAUSE INTERVAL (1-9, SECONDS) - Use this option to adjust the pause intervals (in seconds) used during message displays. This can be useful for slowing down the messages on faster systems. Entering a 1 gives the fastest pauses, 9 gives the slowest. The default value is 2 (seconds).

NUMBER OF POINTS IN GAME - Enter the number of points you wish to play to before game ends. The default value is 200 points.

NUMBER OF PLAYERS (2 OR 4) - Enter the number of players in the game (yourself included, of course). The default value is 4.

DRAW TWO CARDS WHEN TWO IS PLAYED - Enter Y or N for this option. If Y is entered, every time a two is played the next player draws two cards. This option also effects scoring. If Y is entered, twos score 20 points; if N is entered twos score 2 points. Please note that even when the next player must draw two cards, he then proceeds with his turn as usual. The default value is Y.

SKIP TURN WHEN JACK IS PLAYED - Enter Y or N for this option. If Y is entered, every time a jack is played the next player loses one turn. This option also effects scoring. If Y is entered, jacks score 15 points; if N is entered jacks score 10 points. The default value is Y.

VERIFY CARDS PLAYED - This option provides a yes/no prompt every time a card is selected for play, allowing the player an opportunity to change his mind if he wishes. This is especially useful for beginners while learning game strategy. Defeating this option with a N response speeds the game up considerably for more advanced players. If Y is entered, the selected card is displayed and a yes/no prompt is given - the card played may be changed if a negative response is given. If N is entered, the selected card is still displayed, but the yes/no prompt is not given; the selected card is played IMMEDIATELY and cannot be changed. The default value for this option is Y. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to Y.)

(Please note that in the case of an eight being played, you always have the additional option of canceling the play by selecting "NO" from the suit selection dialog box. This is to afford the player the utmost opportunity to consider playing an eight since they are so important to game strategy. No matter whether VERIFY CARDS PLAYED is set to Y or N, you always will be able to cancel an eight played if you change your mind.)

The HELP Menu

Index - Displays the help file index.

About - Displays the "About Crazy Eights" screen.

Registering Crazy Eights

We hope you enjoy Crazy Eights, and urge you to purchase the registered version of the program if you plan to continue using Crazy Eights beyond the 30 day trial period. (If you have not done so, please read the Evaluation Version license agreement contained in the LEGAL STUFF section of this document. Also, please be sure you fully understand the license agreement before using this software.) Naturally, all menus and options are fully functional in the registered version, and those annoying "nag" screens are eliminated as well.

To receive your registered version, simply mail a check or money order for \$15.00 (U.S. funds only, please - includes shipping and handling) to the address shown below. Please print out the order form, and be sure to state whether you prefer a 3.5" or 5.25" diskette (also add \$1.00 if you require a high-density diskette). Please mail your order to the address shown below:

Dean Software
4914 78th Avenue
Hyattsville, MD 20784

You may also use the above address if you wish to contact us for any other reason, or call us at (301) 577-1902 (voice). Please leave a message if you get the answering machine, we will return your call as soon as possible.

Thank you once again for supporting the shareware software concept.

Registration Form

Please print out and use this form when ordering Crazy Eights. To print this form, go to the FILE menu and select PRINT TOPIC.

Crazy Eights For Windows Version 1.00

Name: _____

Address: _____

City: _____

State: _____ ZIP: _____

Telephone: _____ - _____ - _____

Where did you hear about Crazy Eights For Windows? _____

DISKETTE INFORMATION

Please check the desired choice for your software diskette. The registration fee is \$15.00 (U.S. funds only, includes shipping and handling). Make sure to add \$1.00 to your order total if you want a high-density diskette:

5.25" DD (360K) [] 5.25" HD (1.2M) [] (Add \$1.00)

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Please send this completed form, along with your check or money order to:

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