

**in**

**COLLABORATORS**

	<i>TITLE :</i> in		
<i>ACTION</i>	<i>NAME</i>	<i>DATE</i>	<i>SIGNATURE</i>
WRITTEN BY		October 17, 2022	

**REVISION HISTORY**

NUMBER	DATE	DESCRIPTION	NAME

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# Chapter 1

## in

### 1.1 CardGame / PROXIMA

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|      ****  *   *   *   *   ****   ****  *   *   *   *   *****           |
|
|                      PROXIMA |
|
+-----+

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Introduction

The game menu

Installation

Notes

### 1.2 Introduction

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CARDGAME
+---+---+

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As its name tell it, this game is a cardgame, relatively not well known.

The base system is to announce the number of pleats you think you'll can do with yours cards, and to do anything to realise it...

Code : Emmanuel Létondor  
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Gfx : Guillaume Labrosse  
Adress -> Le clos du verger / 01600 Toussieux

Fabrice Mazat  
Adress -> Le perroux / 69380 Alix

Mod : Thierry Rivier  
Adress -> La roche / 69620 Letra

## 1.3 Installation

That's very simple:

In the disk, there are some files and directories :

- Create a folder (Ex:CardGame) in your game directory, and copy all the files in this new dir.
- Copy the content of each directory of the disk in the corresponding one in your HD, for each file who doesn't exists yet. (BUT NOT THE S DIRECTORY)

Note: As the disk is about to be full, we couldn't put all the required utilities as multiview or more, but you normally have them in your Sys:Utilities/ folder.

Finished !  
(Doesn't need any ASSIGN)

## 1.4 Notes

-----+ General +-----

We must say that ;

We are not responsible of any software or hardware degradation which could be due to this game utilisation.

(How? I don't know, but...)

-----+ Program rights +-----

This program is entirely FREEWARE, and you can do everything you want with this package, since that the readme files are not modified and that you don't use musics or graphics in SHAREWARE/COMMERCIAL products without the autors permission.

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-----+ Creators notes +-----

Notes from the Coder, E.L :

+--+--+--+--+--+--+--+--+--+--+

I just want to give you some little precisions concerning the game:

The cards' rotation isn't precalculated, and the computer is playing as any other player (He doesn't "see" the player cards !)...

The counted time is increased only during the reflexions phases. (Choice of number of pleats, choice of playing a card).

Notes from the Graphist G.L :

+--+--+--+--+--+--+--+--+--+--+

Cherche codeur volontaire et courageux pour gestion de 400 vues d'un petit mec.

Plus sérieusement , cherche contacts cools et motivés (Codeurs , graphistes , musiciens ) pour développer de nouveaux produits . Malgré les protestations du codeur, les amateurs sont aussi les bienvenus ( surtout les nanas comme le souffle le codeur ).

Notes du Graphiste F.M :

+--+--+--+--+--+--+--+--+--+--+

Searching for old stamps + If you are a pretty blond, i'm interested;

Notes from the Musician, T.R :

+--+--+--+--+--+--+--+--+--+--+

The electro-orgasms were digitalised by the coder,  
i must say that.  
Contact me for musics.

## 1.5 The Menu/Game screens

- Greetings, load of fonts.
- Menu, Start of the music "Melodance"

Game ..... : Start the game  
Briefing .... : Explications concerning the rules  
Dos cartes .. : Choice of the cards back  
Hall Of Fames : Best players (Automatically saved in S:)

Quitter ..... : Quit...

- Game screen

The computer is situated on the upper of the screen, and the human player is on the bottom.

Each player has three numbers :

- \* On the left, the number of pleats you must do to win.
  - Yellow: You must do some pleats.
  - Blue : You musn't do any more pleat.
  - Red : You have made too mutch pleats.

\* On the right : E (+F)

E: Number of points.

(We doesn't care of the actual deal)

F: Change of the score since the previous deal.

Exemple : 60 (-6) means that we just loose 6 points and that we actually have 60 points.

The choose of the card to play is made with the arrows on the keyboard, and Return or up arrow validates.

You can press 'ESCAPE' pratically when you want during the game, to get back to the menu.