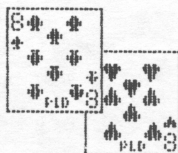
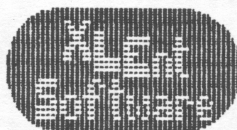
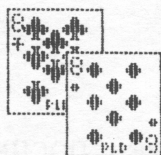


File Modem Options

Cross-Town Crazy Eight

version X.XX

by Patrick Dell'Era



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CROSS-TOWN CRAZY EIGHT

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CROSS-TOWN CRAZY EIGHT

0.0 Introduction

Some activities seem to cut across many boundaries to provide entertainment for a broad spectrum of people. Besides the first thing that leaps into your mind, one might suggest that card games, ice cream, and computers with modems are examples. With Cross-Town Crazy Eight you already have the card game, all you really need after that is the computer, and if you have a modem, that's all the better. If you also have the ice cream, well what more could you ask for??

Cross-Town Crazy Eight is one of those games that kids from eight to eighty can enjoy. It's a simple game to play but can provide enough strategical options to make it interesting. You can play against one to three computer opponents. Or, if you have a modem and a friend with Cross-Town Crazy Eight, a computer, and a modem (ice cream optional), then you may play against each other and up to two computer opponents. But don't be surprised if the computer wins!

1.0 THE RULES

If you are starting a new game, the first thing that must be done is to decide who will be the dealer. To do so, each player 'cuts a card'. The player with the highest ranking card wins the deal (a dubious honor, as you'll see). If more than one player cuts to the same rank card, and that rank is the highest, then the cut must be repeated until only one player cuts to a highest card.

Each player is dealt five cards to begin with. Both the deal and the play start to the dealer's left and go clockwise around the table. After

all players have been dealt their five cards, the next card is turned up (the 'up card'). The remainder of the deck is placed face down. The first player to the dealer's left starts the play. A play is made by:

- 1) putting a card of the same suit as the up card on the up card (e.g. club on a club)
- 2) putting a card of the same rank on the up card on the up card (e.g. four on a four)
- 3) putting an eight of any suit on the up card
- 4) drawing another card from the deck
- 5) passing.

If the first up card turns out to be an eight, then the first player may play any card of any suit he chooses.

A player may pass only if there are no cards left to draw, or if the player already holds 12 cards. There is no obligation to play a playable card.

The up suit can be changed by playing a card of a like rank on it (e.g. ten of clubs on a ten of hearts) or playing an eight. If an eight is played, the player then designates which suit to make it. The suit doesn't have to be the same as the eight. It must be a suit of a card held in the hand of the player playing the eight.

Play continues until a player 'goes out' (plays all his cards). The player to first go out wins the hand. That player then receives the point total of the cards remaining in the opposing players' hands added to his score. If his score is greater than the agreed upon game point goal, then he wins that game. In other words, if the

game point goal is 100, then the first player to reach 100 or more wins the game.

The winner of the previous hand becomes the dealer of the next hand. The dealer remains the same in the event of a stalemate. New hands are dealt until a player reaches or exceeds the agreed upon game point goal.

1.1 Scoring

Aces are worth 20 points. Face cards (jack, queen, king) are worth 10 points. Eights count as 50 points. Twos, threes, fours, fives, sixes, sevens, nines, and tens are worth their face values.

If a player goes out, he adds the total of the points in his opponents' hands to his total score. Not all hands end with a player going out, however!

If all cards have been drawn from the deck and no player can make a play, then the hand ends in a 'stalemate'. In a stalemate, the total points of the cards held in a player's hand is subtracted from the player's own score. This can and does often cause a negative score!

2.0 GETTING STARTED

2.1 What You'll Need

To play Cross-Town Crazy Eight you'll need:

2.1.1 ATARI XL/XE version

- 1) an ATARI 800 with 48K
or an ATARI 1200XL
or an ATARI 800XL
or an ATARI 130XE
- 2) a disk drive
- 3) a monitor or television

Optional equipment include:

- 1) a Joystick
- 2) an ATARI XMM301 or ATARI 1030 modem (or compatible)
- 3) an ATARI 850 interface module (or compatible) with a Hayes SmartModem (or compatible)

2.1.2 ATARI ST version

- 1) an ATARI ST computer
- 2) a disk drive
- 3) a mono or color monitor, or television
- 4) OPTIONAL: a Hayes (or compatible) modem

2.2 Copying Cross-Town Crazy Eight

We recommend that you make a copy of your original XLENT disk.

2.2.1 ATARI XL/XE version

To do this, format a fresh disk. Then use the 'Duplicate Disk' option from DOS. **NOTE:** Cross-Town Crazy Eight does not use DOS, so you will see no Cross-Town Crazy 8 files in the directory. However it is written to a standard DOS disk for ease of copying.

2.2.2 ATARI ST version

To do this, format a fresh disk. Then copy each file from your original disk to the copy. **NOTE:** You have to copy each individual file. Complete disk copies from the desktop (dragging a disk-drive icon onto another) won't result in a usable disk.

2.3 Loading Cross-Town Crazy Eight

2.3.1 ATARI XL/XE version

If you want to use your modem to play a friend, first turn on the modem and the interface module (if required).

Turn on the disk drive. When the busy light goes out, insert your Cross-Town Crazy Eight disk into it and close the disk drive. Make sure you have no cartridges installed in the computer. Then turn on your computer.

2.3.2 ATARI ST version

If you want to use your modem to play a friend, first turn on the modem.

Turn on the disk drive. Insert your Cross-Town Crazy Eight disk into it. Then turn on your

computer. When you see the desktop, double-click on the 'CTC8.PRG' icon.

2.3.3 Both versions

If you are not booting up with the original XLENT disk, Cross-Town Crazy Eight will ask you to insert the original disk. When you do so, the program will come up with all features available.

If you do not have the original disk, Cross-Town Crazy will come up in a special abbreviated mode. In this special answer-only mode, the only way to play a game of Crazy 8 is to answer the phone with the modem and play against an opponent who has a fully functioning Cross-Town Crazy Eight.

Why do we do this? First, we want you to be able to make backup copies of your program disk. Secondly, we encourage you to give a 'legal' copy of Cross-Town Crazy Eight to a friend so that you two may play each other. However, we don't expect you to give away completely functional disk copies made with a program specifically for this purpose. 'Nuff said?

2.4 Using the Menus

A "menu" is a list of your available options. So when Cross-Town Crazy Eight shows you a menu, what it is doing is presenting you with the choices of action you may take. Most of your options will be presented in menus.

2.4.1 ATARI XL/XE version Main Menu

When presented with a menu, you'll notice that there are several options available. One will be "highlighted" or brighter than the others. You may indicate that the option you want is the

highlighted one by pressing the [RETURN] key or the [FIRE] button if using a joystick.

To highlight a different option, press the [UP] or [DOWN] arrow on your computer keyboard (you don't need to hold the [CONTROL] key), or, if using a joystick, push the stick up or down.

While Cross-Town Crazy Eight is loading, you will see the title page. Then the Main Menu will be on your screen. The Main Menu looks like this:

```
=====
                                CROSS--TOWN
                                CRAZY EIGHT
```

```
-----
                                2.3 (C) 1987 Patrick Dell'Era
-----
```

```
                                PLAY GAME
                                NUMBER OF PLAYERS
                                GAME POINT GOAL
                                RESTORE GAME
                                CALL
                                ANSWER
```

```
-----
                                CROSS-TOWN CRAZY 8
-----
```

```
=====
```

NOTE: CALL and ANSWER appear only if an ATARI 1030 modem (or compatible); or an ATARI 850 Interface with a Hayes compatible modem was connected and turned on before booting the disk.

The top three lines of the Main Menu display the title and credits of Cross-Town Crazy Eight. The area below that shows the various options available. Just below the options area is a single line that scrolls from right to left. This is the messages line. You'll soon see how

both Cross-Town Crazy Eight and a modem-connected opponent use this line! Just below the messages line is a scratch-pad area used for giving Cross-Town Crazy Eight information it needs.

2.4.1.1 The Main Menu Options

2.4.1.1.1 Play Game

The "PLAY GAME" option will take you directly into playing a game against computer opponents only. If you have not 'restored' a game (discussed below), then you will start a new game. The 'number of players' and 'game point goal' (also discussed below) involved with the game will be as last set. Cross-Town Crazy Eight starts out with a two-player game to 100.

2.4.1.1.2 Number of Players

The "NUMBER OF PLAYERS" option shows you how many players you are set up for. If you want to change it, enter 2, 3, or 4 and press [RETURN]. If you enter anything else (including [RETURN] alone), then the number of players will remain unchanged. You may also press the [FIRE] button to indicate no change if you are just checking to see how many players you're set up for.

2.4.1.1.3 Game Point Goal

The "GAME POINT GOAL" option lets you set how many points it will take to win a game. You may only go as high 32,767! If you just want to look at what the game point goal is set at, you may press [RETURN] or the [FIRE] button alone. Otherwise, enter the figure desired and press [RETURN]. NOTE: Don't use comma's (,) in your figure or the game point goal won't be changed.

Of course, it would be impractical to play a game to a large game point goal in one sitting. Therefore, you will learn below how to SAVE a game in progress.

2.4.1.1.4 Restore Game

If you have a saved game on the disk in drive one, then you may 'restore' and continue playing it with the "RESTORE GAME" option. After choosing this option, the disk in drive one will be searched for any saved games. If there are none, you will be told. Otherwise, you'll be shown the number one through six that you saved the game as, and who the principal players were. Games between you and the computer will show the opponents as "YOU" and "ME". To restore any of the games shown, move the cursor key or joystick to highlight the game desired. Then press [RETURN] or [FIRE].

Once the game is restored, one of two actions will happen. If the game you have restored was between you and the computer alone, then you will go directly to the Play Screen. The game will start up from the last time you your turn began.

If the restored game was between you and a human, then you will be returned to the Main Menu. NOTE: You cannot continue a modem game by yourself. This is to prohibit 'accidental' peeking at what your human friend is holding!

2.4.1.1.5 Modem Options

The final two options, "CALL" and "ANSWER", will appear on your Main Menu only if you have booted Cross-Town Crazy Eight with your modem on. Cross-Town Crazy Eight will work automatically with the ATARI XM301 modem, ATARI 1030 modem (and

compatibles) or the ATARI 830 Interface with Hayes SmartModem (and compatibles).

2.4.1.1.6 Call

When you select the "CALL" option, you will be asked to enter who is calling (your name); who to call (the name of your friend); and what number to call (your friend's phone number). You may use upper and lower case letters for the names. The names cannot be longer than eight letters. The phone number may include parentheses and dashes if you want, but they are not necessary.

If you have restored a modem game, then the names and phone number you used before will be displayed. You need only to press [RETURN] over them to re-use them. Or you may make changes and then press [RETURN].

Once you have entered the information needed to make a call, Cross-Town Crazy Eight will tell you who is calling whom at what number and then dial the phone. The scrolling message line will tell you that you may press the [SELECT] console key to stop the process. When your modem connects with your friend's modem, the scrolling message will tell you that a connection has been made. Or, if no connection has been made, you will be told of that. You then press [START] to continue.

If a connection is not made, you will be returned to the main menu. Otherwise, Cross-Town Crazy Eight will tell your friend what kind of a game you propose to play. If your friend agrees, then both of you will go directly to the Play Screen. If your friend wants to change something, then Cross-Town Crazy Eight will show you your friend's counter proposal. This goes on back and forth until an agreement is made.

If you have called with a restored game, then your friend's screen will say "(Your name) wants to continue a (2,3, or 4)-handed game to (however many) points with (your friend's name). Press [START] if okay, or [OPTION] to suggest changes...". If you are not continuing an ongoing game, then the word 'continue' is replaced with 'start'.

If your friend wants to change the game point goal or the number of players, then you will see his counter proposal. You may accept his proposal or suggest changes just as you would in "Answer" (see below). As soon as you and your friend agree, you proceed to the Play Screen and begin the game.

NOTE: If a restored game is not agreed upon at the outset, there is no way to re-propose it short of hanging up and re-connecting.

2.4.1.1.7 Answer

The "ANSWER" option picks up the phone and sends out a signal for another modem. It is not an 'auto-answer' type function (in deference to the ATARI 1030 modem). You must wait until you hear your phone ringing. Then, being reasonably sure it is your friend calling to play Cross-Town Crazy Eight, press [RETURN] or [FIRE]. The scrolling message line will tell you that you may press the [SELECT] console key to interrupt and stop the process. When your modem connects with your friend's modem, the scrolling message will tell you that a connection has been made. Or, if no connection has been made, you will be told of that. You then press [START] to continue.

If a connection is not made, you will be returned to the main menu. Otherwise, Cross-Town Crazy Eight will tell you what kind of a game your

friend proposes to play. If you agree, then both of you will go directly to the Play Screen.

If your friend has called with a restored game, then your screen will say "(Your friend's name) wants to continue a (2,3, or 4)-handed game to (however many) points with (your name). Press [START] if okay, or [OPTION] to suggest changes...". If you are not continuing an ongoing game, then the word 'continue' is replaced with 'start'.

To accept the proposed game, just press [START]. If you want to change the game point goal or the number of players, press [OPTION]. You will be asked to enter the changes desired. Then your game proposals will be shown on your friend's screen for his approval or modification. This goes on back and forth until an agreement is made.

NOTE: If a restored game is not agreed upon at the outset, there is no way to re-propose it short of hanging up and re-connecting.

2.4.2 ATARI ST version Menus

Cross-Town Crazy Eight is a full GEM program that uses the standard drop-down menus that you have come to know and love! All of your options will be presented in the menus. You will find that most of the options may also be used directly from the keyboard with 'fast-keys'.

To use a fast-key, you hold down either the 'Control' or the 'Alternate' key then press the other key indicated. For example, you may restore a saved game by selecting it from the File menu, or you may use its related fast-key <Control-R>. Hold down the 'Control' key then press the R' key at the same time.

You will probably notice that all menus (except 'Desk') have a 'Help' option at the bottom. Click on the help items to read about the options in each particular menu. You may also access the help information by pressing the 'Help' key. You will then be able to choose the particular help you need.

The menus are kind of smart. They won't allow you to try to do something that doesn't make sense. For example, you may not 'Save' a game if no game is in progress, nor may you 'Say Goodbye' to a modem opponent if you are not playing one! So when you look at the menus, you will see some items disabled. Don't worry, they'll be there when you need 'em!

2.4.2.1 Desk Menu

The Fuji (Atari) symbol on the far left of the menu line is the desk menu. While playing Cross-Town Crazy Eight, all of the items under it are 'disabled' except, of course, the 'About CTC8' item. It is necessary to de-activate any accessories you have so that you don't inadvertently confuse your modem with another application that accesses it. When you exit Cross-Town Crazy Eight, your accessories will be re-enabled.

2.4.2.2 File Menu

RESTORE GAME

fast-key: Control R

Use this menu selection to continue a game that was previously saved to disk. Saved games have the extender 'CT8'. For example, 'BOBBY.CT8' might be used for a game with Bobby. (Not available during game play.)

REMEMBER: You must 'RESTORE' any game that is to be played by phone BEFORE calling.

SAVE GAME

fast-key: **Control S**

Use this menu selection to save the game in progress to disk. You will be asked to provide a disk filename. The name you give will have the extender '.CT8' added to it. For example, 'BOBBY.CT8' might be used for a game with Bobby. If the filename you give is already on the disk, the first game will be replaced by the new one. (Available ONLY during game play.)

QUIT

fast-key: none

When you are finished playing 'Cross-Town Crazy Eight', select the 'Quit' option. If there is a game in progress, you will be reminded to save it if any plays have been made since the game was last saved. You may choose to not save the game if that is your desire. (Not available during modem play.)

2.4.2.3 Modem Menu

MAKE CALL

fast-key: **Alternate M**

When you want to call a friend by phone (modem) to play 'Cross-Town Crazy Eight', click on 'Make Call'. You will be asked for your name, your opponent's name, and your opponent's phone number. (Not available during game play.)

NOTE: You **MUST** 'Restore' any game that you want to continue **BEFORE** making a call!

ANSWER CALL

fast-key: **Alternate A**

When you hear the phone ringing (and you are reasonably sure it's a friend calling with 'Cross-Town Crazy Eight!'), click on this item. You'll be told who is calling, how many players and points are proposed, and whether this is a **NEW** game or a **CONTINUED** game. You may then accept the proposal or suggest changes. (Not available during game play.)

AUTO ANSWER

fast-key: none

To have 'Cross-Town Crazy Eight' automatically answer the phone, select this option **BEFORE** your phone actually rings. Then your modem will be set to answer the phone automatically after the first ring. (Not available during game play.)

SEND MESSAGE

fast-key: **Alternate S**

Use this menu selection to send your opponent a message. Move the cursor to one of the 5 message boxes. Then type in your message. To send it, click on the desired message, then click on **OKAY**. (Not available during computer only game play.)

NOTE: The messages remain available unchanged, ready to be re-sent in a moment's notice!

CHIT-CHAT

fast-key: Alternate C

When it is your turn, you may select this option to 'chit-chat' with your human opponent. Your opponent will then automatically enter chit-chat mode at the other end. Terminate chit-chat by clicking on the EXIT button. Either player may end the chit-chat, causing both to go back to the game. (Not available during computer only game play.)

SAY GOOD-BYE

fast-key: Alternate G

When it is your turn and you wish to end the game, selecting this item will cause your opponent to be told good-bye, and the phone line will be disconnected ('hung-up'). You will then have the opportunity to save the game, if you haven't already done so. (Available ONLY during modem game play.) Occasionally the modem will fail to hang up, even though the program thinks it is disconnected. When that happens, you can force the modem to hang-up by pressing <Alternate-H>. (Available ONLY when not playing the modem.)

2.4.2.4 Options Menu

GAME POINT GOAL

fast-key: Control G

Use this menu option to set how many points are needed to win a game. You may re-set the goal to any value up to 32,767. (Not available during actual game play.)

NOTE: Make sure you have set the game point goal to what you want BEFORE calling on the modem.

NUMBER OF PLAYERS

fast-key: Control N

This option allows you to change or find out the number of players in a game. (Not available during actual game play.)

NOTE: You MUST set the number of players to what you want BEFORE making a call!

FAST PACE

fast-key: Control F

After you have played a while, you may want to have the computer not dawdle so much. If so, select 'Fast Pace'. When selected, it will have a check next to it. Click on it again to turn off the fast pace.

PLAY GAME!

fast-key: Control P

When you are ready to play Cross-Town Crazy Eight against your computer alone, select the 'Play Game' option. Games involving another person are started in the 'Modem' menu. You may NOT continue a restored modem game from the 'Play Game!' menu option. (Not available during actual game play.)

ABORT GAME

fast-key: Control A

When you are playing the computer and you want to stop the game, just click on this menu item. You may then start anew game, answer the modem, or whatever. You

will be reminded to save the game, if you haven't already done so. (Available ONLY during play with the computer alone.)

SCORING INFORMATION

fast-key: none

This option will show you what the game point goal is and how many points each card is worth. While you are playing, this is the only way to see the game point goal because the 'Game Point Goal' menu option is not available.

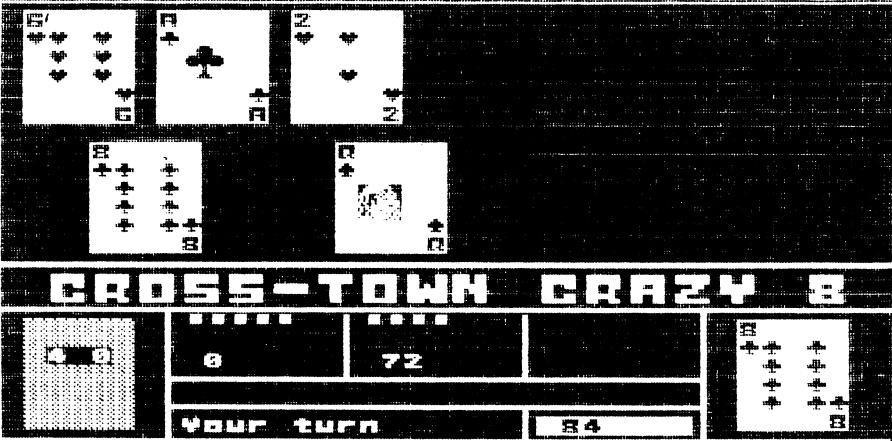
3.0 PLAY CARDS!

3.1 The Play Screen

Once you've selected "PLAY GAME" from the Main Menu, or agreed on a game with a friend with a modem, you will come to the Play Screen. Here is where the action is!

The Play Screen with a typical game in progress looks like this:

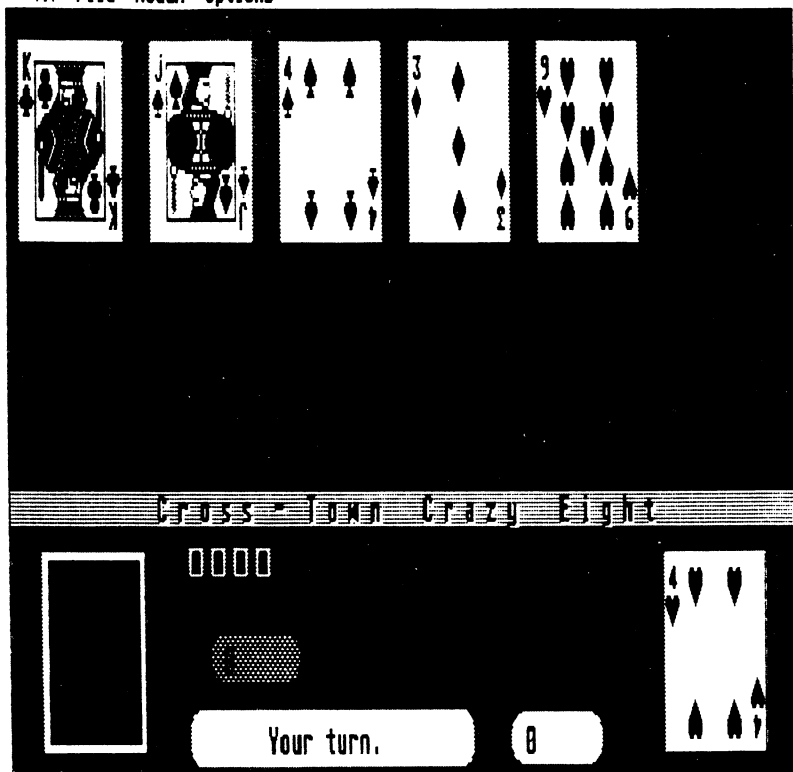
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ATARI XL/XE Version

File Modem Options



ATARI ST version

3.1.1 Describing the Play Screen

The Play Screen is cut into two parts by the message line. In the ATARI XL/XE version, this is a scrolling message line which usually shows the message "CROSS-TOWN CRAZY 8" while a game is in progress. In the ATARI ST version, the message line always displays the message "CROSS-TOWN CRAZY EIGHT".

Above the message line is the cards display area. Usually, your hand is shown in this window. At the end of a hand, all other opponents' hands are revealed here.

Below the message line is the game status window. Everything you need to know (except exactly what your opponents' cards are!) is revealed here.

On the far left of the game status window is the remaining deck of cards. The number on the deck, 40 in our example, tells how many cards remain in the deck. On the far right of the game status window is the up card, an eight of clubs in this case.

Between the deck and the up card is a box that is divided into several areas. Across the top of the box are three rectangular windows. These windows show you how many cards your opponents are holding and how many points they have. In our example, the first opponent is holding five cards and has zero points. The next opponent has four cards and seventy-two points. The third player is out for this game. No score at all indicates that a player is not active.

Below your opponents' windows is a message box and your point total. In our example the message box reads "Your turn". You would have eighty-four points in this example.

Notice what would be your score is highlighted in white or inverse video. As play goes around the table, the score of the player whose turn it is will be highlighted. Furthermore, the message box will tell you whose turn it is.

3.2 Cutting for Deal

To start a new game, the dealer must first be determined by cutting the cards. The message will say "Shuffling cards...". You'll hear the cards being shuffled. Then you will be instructed that it is your turn to cut. Notice that your score box is also highlighted.

ATARI XL/XE version: To cut a card, press [RETURN] or

press [FIRE] on the joystick. Your card will be shown in the cards display window.

ATARI ST version: To cut a card, move the pointing finger to the deck and click the left mouse button. Your card will be shown in the cards display window.

After you have cut, then each player will have a turn. Each of their cards will be displayed in the cards display window.

NOTE: If you are playing the computer alone, you will always cut first. If you are playing a friend on the modem, then the person who CALLED will cut first, and the person who ANSWERed will cut as their turn follows.

If more than one player cut to the highest rank card, then the cut for deal will be done over.

3.3 The Deal

The highlight bar will indicate the dealer. The dealer will deal five cards to each player starting with the player to the dealer's left (clockwise). After all players receive their hands, the next card will be turned up and placed in the up card position of the game status window. The rest of the deck will be placed in the left corner of the game status window.

3.4 The Play

Now we get down to it! The first player to the dealer's left starts the play. If that player is a computer opponent, then he will politely wait until you are ready for him to make a play.

ATARI XL/XE version: The scrolling message line will say "PRESS RETURN OR FIRE WHEN READY". When you are all set and ready to go, press [RETURN] or press [FIRE].

ATARI ST version: There will be a message asking if you are ready. When you are all set and ready to go, click on 'Ready!'.

The only time the computer will wait for you to get ready before playing is on the first play of any hand.

3.4.1 Moving Around

Your hand is displayed in the cards display window. You start out with five cards, and may end up with as many as twelve cards.

3.4.1.1 ATARI XL/XE version

When it is your turn, a blue square (cursor) the size of a playing card will appear on the deck of remaining cards (With two exceptions. See Drawing a Card and Playing an Eight). You may move the square to any card or card position that is legal.

To move the blue cursor, you may either press the cursor control keys ([UP-ARROW], [DOWN-ARROW], [LEFT-ARROW], [RIGHT-ARROW]), or push the joystick in the direction desired. NOTE: There is no left-right movement from the game status window.

If you are at the top of the screen and go 'up', you will end up at the bottom. Moving from the bottom of the screen 'down' puts you at the top. Likewise, going off the screen to the left or to the right puts you on the opposite side of the screen. Keep this in mind for fleet movement!

3.4.1.2 ATARI ST version

When it is your turn, there will be a pointing finger visible. You may move the finger to any card or any of the menus.

3.4.2 Drawing a Card

3.4.2.1 ATARI XL/XE version

If you want to draw a card, put the cursor on the deck of cards on the left side of the game status window. Then, press [RETURN] or [FIRE]. Your new card will be placed into your hand at the first opening. In the example screen, if you drew a card it would be placed right next to the two of hearts.

When you move off the deck after drawing a card, the blue cursor is automatically placed on the last card drawn. Most likely, the last card you drew is the one you will want to play!

3.4.2.2 ATARI ST version

If you want to draw a card, put the pointing finger on the deck of cards on the left side of the game status window. Then click the left mouse button. Your new card will be placed into your hand at the first opening. In the example screen, if you drew a card it would be placed right next to the two of hearts.

3.4.3 Passing

A player may pass only when the player attempts to draw a card and:

- 1) has a full hand already or,
- 2) there are no cards left to draw from.

3.4.4 Moving Your Cards

3.4.4.1 ATARI XL/XE version

To pick up a card from your hand, move the blue cursor to the desired card. Then press [RETURN] or [FIRE].

You will see that the card 'fades out' indicating it is in the process of being moved.

If you would like to organize your hand, you may take the card to another position in your hand and place it there. If there is another card in the position you removing to, the two cards simply exchange positions.

After picking up a card, if you want to play it on the up card, take it to the up card and press [RETURN] or [FIRE] again. To get to the up card, simply take the cursor anywhere off screen to the top or anywhere into the game status box. If you've made a legal play (see Rules), then your card will become the new up card. Otherwise, Cross-Town Crazy Eight will tell you that the play is illegal. You must then take another action, such as playing another card or drawing or passing.

3.4.4.2. ATARI ST version

To pick up a card from your hand, move the pointing finger to the desired card. Then click the left mouse button. The pointing finger will become a palm down flat hand, indicating that the hand is holding a card.

If you would like to organize your hand, you may take the card to another position in your hand and place it there. If there is another card in the position you are moving to, the two cards simply exchange positions.

After picking up a card, if you want to play it on the up card, take it to the up card and click the left mouse button again. If you've made a legal play (see Rules), then your card will become the new up card. Otherwise, Cross-Town Crazy Eight will tell you that the play is illegal. Click the left button to acknowledge. You must then take another play action, such as playing another card or drawing or passing.

3.4.5 Playing an Eight

3.4.5.1 ATARI XL/XE version

If you play an eight on the up card, then you have to indicate what suit to make it. Cross-Town Crazy Eight will say "Choose suit." in the message box of the game status window. The eight you have played on the up card will 'fade out' indicating that a suit is being declared for it. The blue cursor will be placed at the first card position of the cards display window.

To choose a suit, move the cursor to a card of the suit you want. Press [RETURN] or [FIRE] to select it. **NOTE:** On your next turn, the blue cursor will automatically be placed on the same card again in the assumption that it would be the card you most likely would want to play.

As soon as you choose a suit, the eight that has been played on the up card changes its suit to the one selected. That's how in our example Play Screen there can be two eights of clubs!

3.4.5.2 ATARI ST version

If you play an eight on the up card, then you have to indicate what suit to make it. Cross-Town Crazy Eight will say "Choose suit." in the message box of the game status window. The flat hand will become a pointing finger again.

To choose a suit, move the pointing finger to a card of the suit you want. Click the left mouse button to select it.

As soon as you choose a suit, the eight that has been played on the up card changes its suit to the one selected. That's how in our example Play Screen there can be two eights of clubs!

3.5 Play Time Options

3.5.1 ATARI XL/XE version

While playing Cross-Town Crazy Eight, you may send quick messages to your friend, chit-chat, save the game in progress, or say goodbye. For any of those actions, you need to go to the Play Time Options Menu by pressing [START] whenever it is your turn.

Unless you have picked up a card first, you will then see the Play Time Options Menu. It looks like this:

```
=====
                                CROSS--TOWN
                                CRAZY EIGHT
-----
```

```
-----
                                2.3 (C) 1987 Patrick Dell'Era
-----
```

```
-----
SEND MESSAGE
CHIT-CHAT
SAVE GAME
SAY GOODBYE
EXIT
-----
```

```
-----
                                CROSS-TOWN CRAZY 8
-----
```

```
-----
NICE PLAY
OH, SHOOT!
-----
```

```
=====

3.5.1.1 Sending Messages
```

When you choose "SEND MESSAGE" in the Play Time Options Menu, you will be asked to type in your message in the "scratch-pad" area at the bottom of the screen. Your message may be a maximum of 37 characters long. If the cursor doesn't go down to the next line while you are typing in your message, it won't be too long. If you do enter message that is too long, Cross-Town Crazy Eight will tell you. Then just move the cursor and make whatever edits you need to shorten your entry.

Once you have entered a message that is brief enough, Cross-Town Crazy Eight will scroll it across your scrolling message line. You'll be asked to press [START] if you want to send it as is, or press [SELECT] to change it. Take a look at it. If the message is just the way you want it to appear on your friend's

3.5.1.3 Saving Games

You can arrive at the "SAVE GAME" option either by the Play Time Options Menu, or by pressing [SYSTEM RESET] while a game is in progress. However, pressing [SYSTEM RESET] is an emergency feature not to be used under normal circumstances.

The "SAVE GAME" option allows you to save the game you are playing. Everything up to when your turn started will be saved.

The game will be saved to your game disk only. If you try to save a game to any other, you will be asked to insert the game disk.

You will be asked to enter a number from one to six. All you need do is press the number you want to use without pressing [RETURN].

After you have completed the Save Game function, you will be returned to the Play Time Options Menu if that is how you got here. If you arrived at "SAVE GAME" by [SYSTEM RESET], then you will be returned to the Main Menu.

3.5.1.4 Say Good-Bye

If for some reason you need to stop the game before someone wins, you may do so by selecting this option. Your opponent will be told good-bye, and the phone line will be disconnected ('hung-up'). You will then have the opportunity to save the game.

3.5.1.5 Back to the Game

When you are ready to continue playing, you can get back to the game with the "EXIT" option. You will return to the game exactly where you left it. You can go back and forth from the Play Screen to the Play Time Options Menu without any problem.

3.5.1.6 Erasing a Message

If your friend has sent a message to you that is scrolling on your screen, you have the option of eliminating it. If you press [OPTION], the scrolling message will be replaced with a stationary "Cross-Town Crazy 8".

3.5.2 ATARI ST version

While playing Cross-Town Crazy Eight with a friend, you may occasionally desire to communicate. There are two methods available in Cross-Town Crazy Eight. You may send a message to your friend or chit-chat.

3.6 Winning a Hand

The first player to play out all his cards is the winner of the hand. When a hand is won, the message window will tell who the winner is. The highlight bar will also show the winner.

Then, all other players' hands will be displayed in the cards display window. Going around the table clockwise starting with you, each player's cards will be displayed. The highlight bar will indicate whose hand is being tallied. The total of points in the player's hand will be shown in the message box. The points will be added to the winner's score.

ATARI XL/XE version: When you are ready to go on to the next player, you may continue by pressing the [RETURN] key or the [FIRE] button.

ATARI ST version: When you are ready to go on to the next player, you may continue by clicking on 'Okay'.

The winner of the hand becomes the dealer of the following hand.

3.7 STALEMATE

A stalemate occurs when no player has a playable card and there are no cards left to draw. The message box will let you know when a stalemate has occurred.

A stalemate causes each player to deduct the amount of points he has in his hand from his score. Starting with you and going clockwise around the table, each player's cards will be displayed. The highlight bar will indicate whose hand is being tallied. The total of points in the player's hand will be shown in the message box. The points will be subtracted from his score.

ATARI XL/XE version: When you are ready to go on to the next player, you may continue by pressing the [RETURN] key or the [FIRE] button.

ATARI ST version: When you are ready to go on to the next player, you may continue by clicking on 'Okay'.

The dealer remains the same for following hand.

3.8 WINNING THE GAME

When a player reaches the agreed upon Game Point Goal, he wins the game! The message box will indicate when a player has won.

3.8.1 ATARI XL/XE version

After a game has ended because a player has won, one of two things will happen. If you were playing the computer only, then you will be returned to the Main Menu. If, however, you were playing a friend on the modem, then Cross-Town Crazy Eight will let the two of you agree on a new game. The way this happens is very similar to the original CALL and ANSWER sequence above.

Whether you were the CALLER or the ANSWERer, you will be told that a new game is being established. Then you will have to press [START] to indicate that you wish to play another game, or [OPTION] to say goodbye and hang up the phone.

If the CALLer desires to play another game, he will be shown how many players you're set up for. He may change this if he desires. Then he will be shown the Game Point Goal. Again, the CALLing player may change that.

Then if the ANSWERer also wants to play another game, a new game is proposed. In the exact same way as in the CALL and ANSWER sections above, the two players agree to a game and then play.

3.8.2 ATARI ST version

After a game has ended because a player has won, one of two things will happen. If you were playing the computer only, then the play screen will be cleared and prepared for your next action. If, however, you were playing a friend on the modem, then Cross-Town Crazy Eight will let the two of you decide on a new game. The way this happens is very similar to the original CALL and ANSWER sequence above.

First, you will be asked if you want to play another game or say goodbye. If the CALLer wishes to play another game, he will be allowed to re-set the number of players and game point goal.

After the CALLing player has set the number of players and the game point goal he wants, a new game is proposed to his friend. In the exact same way as in the CALL and ANSWER sections above, the two players agree to a game and then play.

If either player indicates that they wish to say goodbye, then the other player will be notified and the phone line will be disconnected.

3.8.3 BOTH versions

When you start another game, you will again cut for deal.

computer. When you see the desktop, double-click on the 'CTC8.PRГ' icon.

2.3.3 Both versions

If you are not booting up with the original XLENT disk, Cross-Town Crazy Eight will ask you to Insert the original disk. When you do so, the program will come up with all features available.

If you do not have the original disk, Cross-Town Crazy will come up in a special abbreviated mode. In this special answer-only mode, the only way to play a game of Crazy 8 is to answer the phone with the modem and play against an opponent who has a fully functioning Cross-Town Crazy Eight.

Why do we do this? First, we want you to be able to make backup copies of your program disk. Secondly, we encourage you to give a 'legal' copy of Cross-Town Crazy Eight to a friend so that you two may play each other. However, we don't expect you to give away completely functional disk copies made with a program specifically for this purpose. 'Nuff said?

2.4 Using the Menus

A "menu" is a list of your available options. So when Cross-Town Crazy Eight shows you a menu, what it is doing is presenting you with the choices of action you may take. Most of your options will be presented in menus.

2.4.1 ATARI XL/XE version Main Menu

When presented with a menu, you'll notice that there are several options available. One will be "highlighted" or brighter than the others. You may indicate that the option you want is the

You'll want to set up a designated time for connecting with a friend for playing Cross-Town Crazy Eight. If your friend is going to call you, you can practice playing Cross-Town Crazy Eight to idle away the time. When you hear the phone ring, you can press [SYSTEM RESET]. Don't save the game. Simply press [RETURN] when asked what number to save the game as. When you get to the Main Menu, you can then proceed to ANSWER. If you're smooth enough, you'll have time. Otherwise, your friend may have to call back.

You should become familiar with the Carrier Detect light on a Hayes SmartModem (or compatible) modem or the "busy" light on an ATARI XMM301, 1030 (or compatible) modem (See your modem owner's manual.) It is possible to become disconnected from your friend. If that occurs, these lights will probably go off. If you see these lights go off, you may save the game in progress by pressing [SYSTEM RESET]. See "Saving the Game" for further details on saving the game.

There could be occasions when the busy light or carrier detected light will remain on, but nothing happens for an implausible length of time. If you suspect that there is trouble and you won't be able to continue playing, turn your modem off. This assures that your friend's busy light will go off. Then SAVE the game! Now you can RESTORE the game and call back to continue the game. (See "Restoring A Game")

If you resort to pressing [SYSTEM RESET] to abort a game in progress, you don't have to re-boot Cross-Town Crazy Eight to either CALL or ANSWER. If, however, you have to turn your modem off, then you'll need to re-boot. (See "Getting Started")

Sometimes when two Hayes type modems attempt to hang-up at the same time, neither succeeds. If this happens when Cross-Town Crazy Eight attempts to say good-bye, you have a problem of the program thinking that the phone is back on the hook while Ma Bell knows better!

In such an event, there is a hidden command to tell the modem to hang-up the phone. Simply press [CTL]-H (press the CONTROL key and then press 'H'). This key is active only when the program thinks the phone is hung up anyway. So you can't accidentally hangup without the normal precautions.

Some operations take a little longer when connected with modems. Don't panic immediately if there seems to be a "hitch in the get-along". Also, don't forget, you're dealing with a human on the other end. They are not known for speed or reliability!!

Remember, if you want to continue a game with a friend, the CALLER must restore the game before calling. The layer who ANSWERS must accept the game proposal the first time, or there is no way to continue a restored game without hanging up and re-connecting.

You and your friend should establish the following procedure for re-connecting after being disconnected for any unexpected reason:

The player who originally made the first call will also make the re-connect call.

The player who originally answered the first call will wait patiently for the re-connect call to answer again.

You'll notice that some of the sound effects Cross-Town Crazy Eight make are different when you are connected to another modem. This is necessary because ATARI 8-bit computers use some of the same timers to create sounds to time the baud rate of the modem. If sound is used un-judiciously, the modem gets confused.

4.2 ATARI ST version

If you are going to use a modem (see "What You'll Need"), then here are some ideas.

If you experience difficulty getting the modem to work, then your modem probably wasn't booted properly. Make sure all necessary cards are connected. Turn everything off. Turn on your modem, disk drive, and computer in that order. That should do it. You'll want to set up a designated time for connecting with a friend for playing Cross-Town Crazy Eight.

If your friend is going to call you, you can practice playing Cross-Town Crazy Eight to idle away the time. When you hear the phone ring, you can press <Control-A> to Abort Game. Don't save the game. Simply click on 'Discard' when asked whether or not to save the game. You can then press <Alternate-A> to ANSWER. If you're smooth enough, you'll have time. Otherwise, your friend may have to call back.

It is also possible to get connected for a game after a normal voice conversation by phone without hanging up and re-dialing. Both parties have to make sure to boot up Cross-Town Crazy Eight properly with the modem on. Don't forget to set the game point goal, number of players, or restore the necessary game! Then you must decide who will be the designated caller and who will be the designated answerer. When you are done talking, without hanging up, the 'caller' proceeds to make a call in the normal way EXCEPT: enter nothing for the phone number. (The easiest way to do that is to press ESCape when the cursor is in the phone number entry line of the Make Call dialogue.) The designated answerer then selects 'Answer Call' from the Modem menu or presses <Alternate-A>.

You should become familiar with the Carrier Detect light on your modem (See your modem owner's manual). It is possible to become disconnected from your friend. If that occurs, this light will probably go off. If you see this light go off, you may save the game in progress by pressing [UNDO]. See "Saving the Game" for further details on saving the game.

There could be occasions when the busy light or carrier detected light will remain on, but nothing happens for

an implausible length of time. If you suspect that there is trouble and you won't be able to continue playing, abort the session by pressing [UNDO]. Then SAVE the game! Now you can RESTORE the game and call back to continue the game. (See "Restoring A Game") If you resort to pressing [UNDO] to abort a game in progress, you don't have to re-boot Cross-Town Crazy Eight to either CALL or ANSWER. If, however, you turn your modem off, then you'll need to re-boot. (See "Getting Started") Some operations take a little longer when connected with modems. Don't panic immediately if there seems to be a "hitch in the get-along". Also, don't forget, you're dealing with a human on the other end. They are not known for speed or reliability!!

Remember, if you want to continue a game with a friend, the CALLER must restore the game before calling. The player who ANSWERS must accept the game proposal the first time, or there is no way to continue a restored game without hanging up and re-connecting.

You and your friend should establish the following procedure for re-connecting after being disconnected for any unexpected reason:

The player who originally made the first call will also make the re-connect call.

The player who originally answered the first call answer again.

If the two of you don't establish the above protocol, you could waste a lot of time trying to call each other back and forth to re-connect.

4.2.1 Phantom Keyclicks

Occasionally when using the modem, you will hear a series of 'phantom' keyclicks as though a key were being held down. This is a problem of the operating system, not Cross-Town Crazy Eight. It will cause NO

problems. Cross-Town Crazy Eight does its best to minimize the possibility of this happening, but when it does, just press any key to stop it.

4.2.2 Help Files

On your disk are the files that are displayed whenever you seek Cross-Town Crazy Eight's 'Help' function. Their names are:

```
FILE.HLP
MODEM.HLP
OPTIONS.HLP
GENINFO.HLP
```

There is next to nothing magic about these files. In fact, you may modify, shorten, lengthen, or even delete them without causing any problems.

Here is the format of the help files for your modification:

top margin	0	lines	
left margin	0	characters	
right margin	59	characters	
bottom margin	0	lines	
form length	9	lines	
first line	20	characters max	title
second line	20	characters max	fast-key
remaining lines	60	characters max	help text

You may use any word processor or text editor that can output in ASCII format without special printing and formatting characters.

CAUTION: Do NOT modify your original XLENT Software disk! Use a backup disk.

4.2.3 Playing Cards

While the author and his artistic staff (read 'wife') spent many hours (read 'gross understatement') designing the playing cards used in Cross-Town Crazy Eight, you may design your own.

The file 'CTC8.DAT' is a standard medium resolution Degas screen. You may modify it to your heart's desire using 'Degas' or 'Degas Elite' by Tom Hudson. Just be sure that the parts you see stay in their same positions of the Degas screen or your Cross-Town Crazy Eight screen could look very bizarre indeed!

CAUTION: Do NOT modify your original XLENT Software disk! Use a backup disk.

4.2.4 Hastening the Shuffle

Of course Fast Pace speeds up the game a bunch. However, you may hasten it a little bit more by pressing any key when you hear the shuffle sound. The sound routine is immediately aborted, but rest assured, the cards are thoroughly shuffled!

ACKNOWLEDGEMENTS

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REPLACEMENT POLICY

The original diskette is guaranteed against defects due to faulty materials or workmanship for ninety (90) days from the date of purchase. If you are having problems, please return the diskette to XLENT Software, P.O. Box 847, Springfield, VA 22150. Please include a copy of your sales receipt.

We welcome any written comments or suggestions that will help us provide you with the software you want. Send them to:

XLENT Software
P.O. Box 5228
Springfield, VA 22150

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