HOYLE

official

BOOK OF GAMES

VOLUME 1

HOYLE®
Official
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LIMITED WARRANTY NOTICE

HOYLE

INSTALLING HOYLE

GETTING STARTED: FLOPPY DRIVES

ALL SYSTEMS:

*It is always advisable to make back-up copies of your master program
disks, to increase the life of the masters and guard against accidents.
Follow your computer's instructions to make copies of all game disks.*

MS DOS:

INSTALL THE GAME:

Place your copy of Disk 1 into your floppy disk drive. Type the letter
of the disk drive followed by a colon and press [ENTER] (Example: **a:**).
Type **install** and press [ENTER].

Follow the onscreen prompts, using the up and down [Arrow] keys to
highlight your selections. You will be asked if you wish to install the
game on your hard disk. If you do NOT wish the game to be installed
on your hard disk, press [ESC] to skip this step. If you want to install
the game on your hard disk, enter the letter designation of your hard
disk (usually **c**) and follow the prompts.

*NOTE: If you do not install the game on your hard disk, the install
procedure will write a file named RESOURCE.CFG to disk 1. For the
install to be completed correctly, DISK 1 MUST NOT BE WRITE-
PROTECTED. No other files on disk 1 are written or changed by the
INSTALL command.*

LOADING INSTRUCTIONS:

After completing the INSTALL procedure:

From floppy disk:

1) Place Disk 1 into the drive.

2) Type **a:sierra** and press [ENTER].

From hard disk:

1) From your root directory, type **cd sierra** and press [ENTER].

2) Type **hoyle** and press [ENTER].

ATARI ST

HARD DISK INSTALLATION

1) Double click on the hard disk icon.

2) Choose NEW FOLDER from the file menu, and open the new folder by double clicking on it.

3) Place Disk 1 in drive A.

4) Following your computer's instructions, copy the game disk into the new folder.

5) Repeat steps 3 and 4 for each additional disk.

LOADING INSTRUCTIONS

NOTE: If you are using an Atari 520 ST without expanded memory, turn off all desk accessories (rename .ACC extension .ACX) before running your Sierra game.

From floppy disk:

1) Place disk in the drive.

2) Double click on the game icon.

3) Double click on SIERRA.PRG.

From hard disk:

1) Double click on the hard disk icon.

2) Double click on the game folder icon.

3) Double click on SIERRA.PRG.

CHOOSE A MUSIC DEVICE (Optional)

Your Sierra game is initially set up to play music and sounds through the Atari ST's internal speaker. If you have one of the supported MIDI synthesizers, you may run the MUSIC program to have the game play music through the synthesizer.

1) Double click on the game folder.

2) Double click on MUSIC.PRG.

3) Select MUSIC DEVICE from the Options menu.

4) Select your synthesizer (or ATARI ST INTERNAL SOUND), then OK.

5) Select INSTALL GAME from the File menu. This will replace the RESOURCE.CFG file on your disk.

NOTE: It is important to turn on your synthesizer before playing the game.

INSTALLING THE PROGRAM

From the Workbench, double click on the **game disk** icon, then on the **install** icon. Answer the questions on the screen, using the mouse to make your selections. You will be asked if you want to install the game on your hard disk. If you do NOT wish the game installed on your hard disk, press [ESC] or click on the box that says NO to skip this step. The program will complete the installation automatically.

LOADING INSTRUCTIONS

From floppy disk:

1) Boot your system with Workbench, then insert Disk 1 in any drive.

2) Position the mouse pointer over the game disk icon and double click.

NOTE: If your game has more than one disk, RENAME your copies of all game disks to remove the words 'COPY OF' from the disk name. If the words 'COPY OF' are not removed from the disk names of ALL the copies, the system will continue to ask for the original disk, and will not run the game.

From hard disk:

1) Load Workbench and double click on the hard disk icon.

2) Double click on the SIERRA drawer.

3) Click on the drawer for the game.

4) Click on the game icon.

PLAYING HOYLE

OPENING SCREEN

When you load Hoyle's, there will be an animated opening sequence. To bypass this sequence and go directly into the game choice screen, press [ENTER] or click the left mouse button.

You will be asked to input your name. If you have played Hoyle before, the name shown will be that of the player who last played and you may use that name again by simply pressing [ENTER] or you may change the name.

After inputing your name you will see 9 card designs on the left hand side of the screen. There will be a frame around 1 of the decks showing that it is already chosen. If you want, you can choose another deck of cards to play with. If you choose another deck and use the SAVE SETUP option (see Game menu), your new choice will become the default deck.

On the right hand side of this screen is a list of six card games. They are:

Crazy Eights

Old Maid

Hearts

Gin Rummy

Cribbage

Klondike (solitaire)

THE MENUS

At the top of the screen is a menu bar containing four menus — SIERRA (LOGO) GAME, SPEED, and SOUND. Within each menu are a number of choices (commands) you can make.

Menu settings saved using the SAVE SETUP option will become your new default values until another setup is saved.

The Sierra menu:

ABOUT HOYLE contains information about the program.

HELP contains general information about using the mouse , keyboard and menus in the game.

HELP can also be chosen by pressing [F1].

The Game menu:

START A NEW GAME will allow you to exit the current game in order to play a different game, or, you may simply reset the current game's scores.

START A NEW GAME can also be chosen by pressing [F9].

SAVE SETUP allows you to save changes you have made to any of the game setups and the Speed menu. These changes will be written to your game disk, and will become your default setup each time you play Hoyle. They can be overwritten at any time by saving a different setup. Because this menu item writes to your disk, please be sure to remove any write protection before you SAVE SETUP.

SAVE SETUP can also be chosen by pressing [Ctrl-S].

QUIT causes you to exit the Hoyle program. You will be asked to confirm whether you want to quit.

QUIT can also be chosen by pressing [Ctrl-Q].

TURN CONVERSATION ON/OFF toggles the other characters conversing between themselves or with you, the player. This does not affect dialogue necessary for game play.

The Speed menu:

When you choose a speed setting, a box will appear to allow you to change the speed of some aspect of the game. 1 is the fastest setting. Click the mouse on the desired speed setting, or use the [arrow] keys to move the cursor to the desired setting and press [ENTER].

DEAL SPEED sets the speed at which the cards are dealt in the game. When no speed is chosen, the deal speed will be set to the default.

DEAL SPEED may be selected by pressing [Ctrl-D].

PLAY SPEED sets the speed at which cards are played in the game. When no speed has been chosen, the play speed will be set to the default.

PLAY SPEED may be selected by pressing [Ctrl-P].

DELAY SPEED sets the speed of the delay between game actions. When no speed is chosen, the delay speed will be set to the default.

DELAY SPEED may be selected by pressing [Ctrl-W].

ANIMATION SPEED sets the speed of the character animation. When no speed is chosen, the animation speed will be set to the default.

ANIMATION SPEED may be selected by pressing [Ctrl-A].

The Sound menu:

VOLUME allows you to set the volume of game sounds when the sound is toggled on. When no volume is chosen, the volume will be set to the default.

VOLUME may also be chosen by pressing [Ctrl-V].

SOUND ON/OFF toggles the game sound on and off.

SOUND can also be accessed by pressing [F2].

Within some games there is also a menu containing choices specific to that game. These menus will be discussed in those specific game sections.

USING MENUS

If you are using a mouse, move the arrow to the menu name, then click and hold the left mouse button to open the menu. Drag the mouse to the command you want to select. Release the mouse to execute the command you have selected.

If you are using the keyboard, press [ESC] to enter the menu bar. Use the right and left [arrows] to open menus to the right and left, and the up and down [arrows] to select menu commands. Press [ENTER] to execute the command you have selected.

USING MOUSE AND KEYBOARD IN THE GAMES

Mouse:

To select a card, click once on the card. The card will now be shadowed, to show it has been selected.

To de-select a card you have selected, click on the card again.

To play a card you have selected, click the mouse once where you wish to place the card (Example: click once on a card you want to discard, then once on the discard pile).

To move cards in your hand, hold down the left mouse button and drag the mouse from the card you want to move to the new position.

NOTE: In games where a great deal of rearranging is necessary, a SORT feature is available on the game screen.

The card that you are moving will appear in front of the card to which you are pointing.

Keyboard:

To select a card, place the cursor on the card and press [ENTER]. The card will now be shadowed, to show it has been selected.

To de-select a card you have selected, press [ENTER] again.

To play a card you have selected, move the cursor to the place you want to play the card and press [ENTER]. You may also simply press [INSERT] on a selected card and the card will play to the proper place.

To move a card, place the cursor on the card you wish to move and press [ENTER] to select it. Place the cursor at the desired position and press [ENTER] again. The card will appear at the new position.

NOTE: In games where a great deal of rearranging is necessary, a SORT feature is available on the game screen.

CHOOSE PLAYERS

Unless you have chosen Klondike, you will now be shown a screen with eighteen possible opposing players. A message at the top of the screen will tell you how many players you may pick to make up a game.

Click once on a player, (or place the cursor and press [ENTER]) to see an introduction to that player.

Click a second time (or press [ENTER]) to select the character. When you have selected a character, a frame will appear around the character's face.

Click a third time (or press [ENTER]) if you wish to de-select a character. When you de-select a character, the frame will disappear.

When you have chosen the desired opponents, click on the button (or press [ENTER]) at the top of the screen that reads **HERE**. The character screen will disappear, and the game screen will appear.

THE GAMES

CRAZY EIGHTS

Two, three, or four players.
The Crazy Eights menu:

RULES: The Crazy Eights menu contains the Crazy Eights rules. Click the mouse or press [ENTER] to see the next screen.

OBJECT OF THE GAME:

Be the first player to get rid of all your cards. The game is played to 100 points.

HOW TO PLAY:

7 cards are dealt to each player in a 2 player game, 5 cards in a 3 or 4 player game. The rest of the deck is put in the middle, face down to form a draw pile. One card is turned up beside the pile to form a discard pile. Players in turn must match the upturned card by either rank or suit.

8's are wild, and can be used to change suits if players cannot match the top card with the other cards in their hand, or whenever a player wants to change suit.

If a player is unable to match the upturned card by either rank or suit, or by playing an 8, that player must draw the top card from the draw pile, and continue to draw cards until it is possible to make a play.

When a player plays an 8, a box will appear onscreen with symbols for the four suits. If you are the player that changed suit, click the mouse (or place the cursor and press [ENTER]) on the appropriate suit. If another player changes suit, you will see the symbol highlighted in the box. It is also possible to keep the same suit, if you want.

When all the cards are gone from the draw pile, players must pass if they cannot play a card. The first person to discard all the cards from his hand wins that hand.

Score is kept from each hand, with the average points in the losing players' hands (losing players' total scores divided by number of losing players) awarded to the winning player of each hand as follows:

SCORING

8=50 points

Face card=10 points

All other cards=face value (Aces = **1**)

The first player to earn 100 points is the winner.

OLD MAID

Four players.
The Old Maid menu:

RULES: The Old Maid menu contains the Old Maid rules. Click the mouse or press [ENTER] to see the next screen.

OBJECT OF THE GAME

Avoid having the Old Maid in your hand at the end of the game.

HOW TO PLAY

In Hoyle, before dealing, two queens are removed from the deck and 1 special 'Old Maid' card is added. All of the cards are then dealt.

Note: If you were playing with a standard deck of cards, you would remove 1 queen, and then the player with the odd queen would be the 'Old Maid.'

The 'Old Maid' is the odd queen that can not be one of a pair. *In the Hoyle Program, two queens are removed and replaced with a special 'Old Maid' card.*

After the deal, players remove any pairs from their hands. These cards are no longer in the game.

Each player takes one card from the player on the right. If this new card makes a pair, the pair is removed. Play continues until one player is left with the Old Maid as their only card. That player loses the game.

HEARTS

Three or four players.

The Hearts menu:

RULES: The Hearts menu contains the Hearts rules. Click the mouse or press [ENTER] to see the next screen.

OBJECT OF THE GAME

Avoid capturing hearts and the Queen of Spades

-or-

Capture all hearts <u>and</u> the Queen of Spades (also called 'Shooting the Moon').

HOW TO PLAY

All cards are dealt (except in the 3-player game, when the 2 of Diamonds is discarded to make the remaining cards divisible by 3 hands). Before any cards are played, players pass three cards of their choice to another player. In the first hand, players pass to the left; in the second hand, to the right; in the third hand, across the table; in the fourth hand, no cards are passed (the object of passing is to choose the 3 cards which will help your hand the least or which may hinder your opponent's hand the most).

Note: In 3 player Hearts there is no pass across.

The player who holds the 2 of Clubs leads the first trick. The trick is decided by the highest ranking card of the lead suit (Aces are high). If a player does not hold a card in the lead suit, that player may play any other card. The winner of a trick leads the following trick.

Hearts may not be led until they have been played in a previous trick ('broken'), or if the player has no other suits in his hand.

SCORING

The object is to have as low a score as possible. When one player has reached a score of 100, the player with the lowest score wins the game.

If a player has captured all the hearts and the Queen of Spades, that player is awarded a **0** score and all other players are penalized with a score of **26** points for that hand.

In all other cases, players take their scores based on the cards they have captured during that hand. Cards are scored as follows:

Hearts = **1 point each**

Queen of Spades = **13 points**

GIN RUMMY

Two players.

The Gin Rummy menu:

The Gin Rummy menu contains two choices:

RULES contains game rules. Click mouse or press [ENTER] to see the next screen.

GAME LIMIT allows you to set a different limit for the score of the game. Limits are **100, 200, 250, 300** and **500 points**. Any limit you set and save using the SAVE SETUP option in the Game menu will become the new default value until another setup is saved.

OBJECT OF GAME

In your hand, create 'sets' of cards consisting of three or more of the same rank, or a run of three or more of the same suit (Example: three Aces, three Kings, 4,5,6 of Hearts, 9,10,Jack of Spades. Try to have the lowest possible value of ungrouped cards (known as 'deadwood') in your hand when either you or the other player 'knocks' (ends the hand).

HOW TO PLAY

10 cards are dealt to each player. The rest of the deck is placed face down in the middle to form a draw pile. One card is turned face up beside it to form a discard pile. Players in turn choose the top card either from the draw pile or the discard pile, then discard a card from their own hand.

On the first turn only, the non-dealer can choose either to take the card in the discard pile or pass that turn. If the non-dealer passes, the dealer then has the same option for that turn.

Either player may legally knock when they have ten points or fewer of deadwood. A player knocks just before discarding a card, and the cards remaining in both hands are counted.

A player who knocks with no deadwood is said to have 'Gin'.

If a player knocks illegally (with 11 or more deadwood) the other player may either accept or refuse the knock. If the knock is refused, the knocker has to show all cards to the other player.

SCORING

When one player knocks, the player with the lowest deadwood scores the difference between his deadwood and that of the other player, plus any bonus points.

A player who knocks with Gin earns **25** bonus points in addition to regular points.

If the knocking player does not have Gin, no points are awarded for any cards in the other player's hand that can be added to the sets in the knocking player's hand. This is called "Playing Off."

If the knocking player's deadwood (not counting cards played off) is higher than or equal to that of the non-knocking player (except in the case of Gin), the non-knocking player receives **25** bonus points in addition to regular points ('undercut bonus').

Cards are scored as follows:

Face cards = 10 points

All other cards = **Face value** (Aces = **1**)

CRIBBAGE

Two players.

The Cribbage menu:

The Cribbage menu contains two choices:

RULES contains game rules. Click mouse or press [ENTER] to see the next screen.

COUNT SPEED allows you to set a faster or slower speed for the counting of the hand at the end of the hand. 1 is the fastest speed. Any speed you save using the SAVE SETUP option in the Game menu will become the new default value until another setup is saved.

OBJECT OF THE GAME

Be the first player to move your cribbage pegs from the beginning to the end hole on the cribbage board. Certain combinations of cards are worth points during play and during the counting of the hand.

HOW TO PLAY

6 cards are dealt to each player, and the remaining cards are set aside face down.

Each player chooses two cards to give to the 'crib', an extra hand that is counted into the dealer's score at the end of each hand. (the player who is not dealing tries to give the least useful cards to the crib, while the dealer can afford to give useful cards).

After the crib hand has been formed, one 'starter' card is placed face up on the deck; this card will be used during counting at the end of each hand, but if it is a Jack, the dealer immediately scores **2 points** for 'Nobs'.

Players play cards onto the table in turn, and attempt to make scoring combinations during play while keeping the other player from scoring. Points won during play are pegged as they are won.

Aces always have a value of 1.

SCORING POINTS DURING PLAY

Playing a card that makes the total of played cards **15 = 2 points**

Playing a card that makes the total of played cards **31 =2 points** (except after 'go'. See below)

Making a **pair** with the previous card in play = **2 points**

Making **three of a kind** with the two previous cards in play (a '**Pair Royal**') = **6 points**

Making **four of a kind** with the three previous cards in play (a '**Double Pair Royal**') = **12 points**

Making a **run** of **3** or more cards (Ex: J/Q/K/, 7/6/4/5, A/3/5/4/2) = **one point for each card in the run.** Runs do

not have to be in order, as long as no cards intervene that do not form part of the run, but all cards must be in play (not shadowed).

As each point is earned during play, the player earning the points takes his rearmost peg and advances it the total number of points ahead of his frontmost peg. *The computer will peg for you automatically.*

GO

When a player cannot play a card without exceeding **31**, that player tells the other player to 'go' and forfeits his turn. The other player pegs **1 point** and then plays a card if he can without exceeding **31**.

NOTE: When the count reaches 31, or when neither player can play a card without going over 31, all cards in play up to that point are now out of play. The program will shadow the cards to show that they are no longer in play and cannot be counted in any succeeding counts or scoring.

If a player makes **31** on the turn after go, only **1 point** is scored, rather than the usual two.

After **31** has been reached, or after neither player can play without exceeding **31**, the count begins again at **0**.

COUNTING THE HAND

(Aces = **1**)

When all eight cards have been played, the hands are counted, beginning with the non-dealing player.

Cards are scored as follows, using the starter card as a fifth card in *each hand*:

Each combination of cards totalling **15 = 2 points**

Pair = **2 points**

Pair Royal = **6 points**

Double Pair Royal = **12 points**

Run of 3,4, or 5 = **3,4, or 5 points**

Flushes (cards of the same suit) of 4 or 5 = **4 or 5 points** (starter card can not count toward a flush of 4)

(Crib hands can only have a flush if all 5 cards are of the same suit)

Jack of the same suit as the starter ('Nobs') = **1 point**

As each player's hand is totalled, that player takes his rearmost peg and advances it the total number of points ahead of his frontmost peg. The dealer pegs the score for the crib hand after pegging the score for his own hand. *The computer will peg for you automatically.*

The *first player to peg to the end of the board* wins the game. Since the non-dealing player pegs first, it is possible for that player to win a game on the last hand, even if the dealer's score would have been greater.

Games are played in matches, with the third peg used as a 'game peg' to keep track of the number of games each player has won. The first player to peg **seven game points** wins the match. Winning a game by **more than 30 points** (also called 'skunking' your opponent) is worth **2 game points**. Winning a game by more than **60 points** (a 'Double Skunk') is worth **4 game points**.

KLONDIKE

Solitaire.

The Klondike menu:

The Klondike menu contains four choices:

RULES contains game rules. Click mouse or press [ENTER] to see the next screen.

ORIGINAL KLONDIKE selects the original Klondike rules: one card is flipped at a time, and the deck is played through only once.

FLIP 3 UNLIMITED allows three cards to be flipped at a time, with unlimited times through the deck.

FLIP 1 UNLIMITED flips one card at a time, and allows unlimited times through the deck.

NOTE: The selected variation of Klondike can be set to default by selecting SAVE SETUP from the game menu so that it will become the default for subsequent Klondike games.

OBJECT OF THE GAME

Play as many cards as possible into the four foundation piles at the left. Foundation piles begin with Aces, and advance in order through Kings *of the same suit.*

HOW TO PLAY

Dealing the setup

The cards are dealt into 7 piles from left to right.

The first deal places seven cards left to right — one face up and six face down.

The second deal skips the first pile and deals a face up card on the second pile and five face down cards on the five remaining piles. The third deal skips the first two piles and places a face up card on the third pile, then four face down cards.

Subsequent deals follow the same pattern, until the last deal places one face up card on the rightmost pile.

The finished setup has piles of 1,2,3,4,5,6, and 7 cards from left to right. The remaining cards form the play deck.

Playing the deck

Original Klondike Rules

Flip one card at a time from the deck and play the cards onto the foundation piles or onto the setup piles to form columns. The deck is played through *only once*.

Flip 3 Unlimited

Flip 3 cards at a time and play the uppermost card in turn. The deck can be played through repeatedly, until no more plays are possible.

Flip 1 Unlimited

Flip one card at a time. Deck can be played through repeatedly until no more plays are possible.

ALL KLONDIKE GAMES

Cards are played by placing them in columns onto cards one higher in rank, and of opposite color (Example: Black Queen can be placed on Red King; Red 6 can be placed on Black 7; Black 10 can be played on Red Jack). An entire column of face up cards can be moved onto another column if the proper cards are at the top and bottom of the columns.

Only Kings may be used to fill empty columns.

Aces are played only into the foundation piles, followed by 2's, 3's, etc. of the same suit. When all four foundation piles are complete from Ace to King, that hand has been won.

The program will complete your play for you when all cards are in an unobstructed position to go onto the foundation piles and win the hand. When this option is available, an AUTO PLAY box will appear. Click in the box if you wish the program to complete the placement of the cards.

You will be scored after each hand, with **5 points** added to your score for each card placed onto a foundation pile, or **500 points** for each hand won. **50 points** are deducted for each hand.

If you plan on installing this Sierra game on your hard disk, you need a CONFIG.SYS with files set to 15 or greater.

To find out if you already have a CONFIG.SYS, at the DOS prompt type CD\ then press ENTER. Next, type DIR CONFIG.SYS and press ENTER. If you get a "File Not Found" message you must create a CONFIG.SYS. If you already have this file, you must edit it. Follow these steps to create a CONFIG.SYS:

COPY CON CONFIG.SYS	(press ENTER)
FILES = 15	(press ENTER)
Press the ◄F6►	(press ENTER)

You should see the message "1 File(s) copied". You will have to reboot your computer for the CONFIG.SYS to take effect.

If you already have a CONFIG.SYS, you must edit the file to include a Files = 15 (or greater) statement. Use your favorite word processor or the EDLIN program which comes with MS-DOS. Refer to your DOS manual for EDLIN commands.