

EIGHTS

SPECTRUM-61911700

JUEGO

"EIGHTS" es un juego de estrategia de cartas para dos jugadores, tú y la computadora. La computadora generará y manipulará las 52 cartas al mismo tiempo. Procura puntuar. Tú y la computadora jugáis una serie de partidas. El ganador de más partidas alcanzará y sumará un total de 100 puntos.

CONTROLES

As: 2 3 4 5 6 7 8 9 10 J Q K

Tréboles Corazones Diamantes Picas

D: Levantar o Empatar

X: Pasar

REGLAS

Se reparten siete cartas a cada jugador. Para comenzar el juego, el primer jugador puede descartarse de una carta. El segundo jugador deberá entonces jugar una carta de distinto palo o denominación que la del anterior. El primer jugador deberá ahora jugar una carta del mismo palo o denominación que esta última... y así sucesivamente.

INSTRUCCIONES

Una vez cargado el programa es muy sencillo de usar. Se juega la carta en nuestro turno cuando se indica en la pantalla "PLAYER'S TURN". Si el ordenador precisa alguna información, la solicita inmediatamente.

TURNO DEL JUGADOR

Cuando aparece en la pantalla "ENTER YOUR CHOICE" se pueden elegir tres opciones:

- a) DRAW- Robar una carta: pulsar "D"
- b) Pasar: pulsando "X" (sólo cuando no hay cartas en el mazo y no se tienen cartas útiles).
- c) Juego: Siguiendo estas dos operaciones:
 1. Pulsar una de estas cartas: A 2 3 4 5 6 7 8 9 T J Q K
 2. Pulsar C D H S

Si se juega un ocho aparecerá la frase "WHICH SUIT MUST I PLAY?" (qué palo hay que seguir?) y se elegirá éste pulsando cualquiera de los cuatro: C D H S. Se puede cambiar el nivel de dificultad de cada juego pulsando "L" pero únicamente antes de haber jugado la primera carta.

TURNO DE LA MAQUINA

Se indica mediante "MY TURN-I'M THINKING".

Si un jugador no tiene cartas que le permitan seguir jugando, deberá continuar robando del mazo hasta que la consiga. Nótese que no está obligado a seguir robando en cuanto consiga esta carta. Ganará el juego el que primero se quede sin cartas.

La puntuación vendrá dada según las cartas que le queden al perdedor. Las figuras valen 10 puntos, los Ases 1, y el resto, según su propia numeración.

La complicación viene dada por los ochos considerados como "Libres", esto es, se puede jugar siempre con un ocho y si quiere, el jugador cambiará con éste el palo a seguir.

La puntuación del ocho es de 50 puntos para el contrincante si al final de la partida lo seguimos conservando.

Se juega una serie de juegos en los cuales el principal ganador será el que primero alcance los 100 puntos o más. Al final de una serie de juegos se puede empezar otra serie nueva.

AL INICIO DE CADA PARTIDA

Se calcula la puntuación y se añade a la ya obtenida.

AL FINAL DE LAS SERIES

La puntuación final se indica y se nombra al ganador.

CARGA

Presionar LOAD " " Code y luego PLAY en tu magnetófono. El programa cargará automáticamente. (El programa está grabado en ambas caras de la cinta. En caso de dificultad, pon la otra cara, rebobina al principio y carga de nuevo).

Imprime: "Offset LA RIVA. S. A."

LOADING

To load, press LOAD " " CODE. Press PLAY on your cassette recorder. The programme will load automatically. (The programme is recorded on both sides of the tape In case of loading difficulty, turn the tape over, rewind to the beginning and load again).

CONTROLS

Ace 2 3 4 5 6 7 8 9 Ten Jack Queen King

Clubs Hearts Diamonds Spades.

D = Draw

X= Pass

GAME

"Eights" is a card game of strategy for two players, you and the computer. The computer will generate and manipulate the 52 card pack and at the same time, keep score for both of you. You and the computer play a series of games. The overall winner will be the first player to reach an aggregate total of 100 points.

Please turn over for the full game instructions.

RULES

Seven cards are dealt to each player. To start the game, player 1 can discard any card. Player 2 must then play a card which is either of the SAME SUIT or of the SAME DENOMINATION as the card just played. Player 1 must now play a card of the SAME SUIT or SAME DENOMINATION as this card and so on. If a player does not have a playable card in his hand, he MUST DRAW from the deck until he picks up a card that he can play Note that he is NOT COMPELLED TO STOP DRAWING as soon as he picks up a playable card — but the game is won by the FIRST PLAYER TO RID HIMSELF OF ALL THE CARDS IN HIS HAND. The winner's score is determined by the cards left in the loser's hand. Picture-cards score 10 points; aces score 1 point; and the rest of the cards(except the 8s — see below) score the amount of their face value!

The complication arises from the ruling that ALL EIGHTS ARE 'WILD' — i. e. an EIGHT can ALWAYS BE PLAYED, and the player can then SPECIFY THE SUIT WHICH HIS OPPONENT MUST PLAY.

When you play an EIGHT, you will have to choose the suit with which to ask the computer to follow. Similarly, when the computer decides to play an EIGHT, it will let you know the suit with which you must follow.

Because an EIGHT is so valuable, it will score 50 points for your opponent if you are still holding it at the end of the game.

You play a SERIES of games, in which the overall winner will be the first player to reach an aggregate total of 100 points or more. Scoring is, of course, carried out totally automatically; and

in those games in which you manage to beat the computer, it will show you the cards that it is still holding, so that you may gain some insight into its strategy. At the end of a series of games, you will have the option of starting a new series.

INSTRUCTIONS

When loading is completed, you should proceed as prompted on the screen. The programme is very easy to use. When it is your turn, just enter your card, or other choice, as shown in the section "PLAYER'S TURN" below. Whenever the computer requires you to take any action apart from this, it will ask you specifically for it.

PLAYER'S TURN

When "ENTER YOUR CHOICE" flashes at the top of the screen, you have three choices:-

- a) DRAW a card by pressing "D".
- b) PASS, by pressing "X" (but you are allowed to do this only when the deck is empty and you do not have a playable card).
- c) PLAY one of the cards in your hand - you do this simply by performing the following two operations:

First	Press ONE of A 2 3 4 5 6 7 8 9 T J Q K
Second	Press ONE of C D H S

The following display will appear at the top of the screen (for example) "YOUR CHOICE - TEN OF SPADES" - and your card will appear on the discard pile. If you play an EIGHT, the question "Which Suit must I play" will appear with a flashing cursor. Answer this by pressing ONE of C D H S. The machine will then proceed with its turn.

At the start of any game in a series, you can change the skill level by pressing "L" but you can only do this before you play your first card!

MACHINE'S TURN

During the machine's turn the display will indicate "MY TURN — I'M THINKING". You can just sit back and watch as no action is necessary. If the machine decides to play an EIGHT, it will draw your attention to this, and let you know the Suit with which you must follow.

AT THE END OF EACH GAME

The score of the winner of that game will be automatically calculated and displayed, and added to his total score.

AT THE END OF THE SERIES

The final scores will be displayed and the overall winner declared. Remember that the overall winner is the first player to reach a total of 100 points or more. You can then play another series if you wish.

DOES THE COMPUTER CHEAT?

A note for the wary! When you are playing you can see the number of cards that the computer is holding in its hand, but NOT what they are! The computer plays its hand in a similar fashion, i. e. it plays as if it can tell only the NUMBER of cards that you are holding at any particular time. It does not "peep" to see which cards they are and adjust its play accordingly - if it did, it would become totally unbeatable. Besides, you would not want to play with an opponent who kept doing this - and the computer cannot play itself! Anyway, it doesn't need to cheat, it plays so well. Good Luck!

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