

COMPUTER CRAPS

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RAMSOFT ENTERPRISES
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written by

RAMON MARTINEZ

Thank you for purchasing this version of COMPUTER CRAPS. This program was especially written for the Texas Instruments' TI-99/4A Home Computer. It incorporates many of the fine features of the program including graphics, speech, color, and sound. It also includes some of the goodies of extended basic including sprites and the prescan abilities of version 110 extended basic.

To run this program, you will need the following items:

- | | |
|--------------------------------|-------------------------------------|
| 1. 1 DISK DRIVE AND CONTROLLER | 3. TI EXTENDED BASIC COMMAND MODULE |
| 2. 32K OF MEMORY | 4. SPEECH SYNTHESIZER (OPTIONAL) |

This version of craps includes the following bets in the game of craps:

- | | |
|------------------|--------------|
| 1. PASS LINE BET | 5. FIELD BET |
| 2. DONT PASS BET | 6. BIG 6 BET |
| 3. COME LINE BET | 7. BIG 8 BET |
| 4. PLACE BETS | |

The instructions on how to play craps are provided in two forms. One form is in the form of a program. The program runs from disk and can be used any time you play the game. The other form is a file that can be accessed by the TI-Writer (PHM 3111). Should you desire a hard copy of the explanation on how to make bets in this game, use the following instructions:

1. Insert the TI-Writer module
2. Press the "2" key twice.
3. Press the "2" key to enter the formatter.
4. Enter "DSK1. INSTRUCT" for the filename (disk in drive one)
5. Enter printer device name with an ".LF" added on (i.e. "PIO.LF").
6. Answer the rest of the questions as appropriate.

To run this program, place the disk in drive one and enter extended basic. The program will boot automatically. Answer any necessary questions. Also, make sure the ALPHA LOCK key is on (depressed). If you want to play the simulation after entering extended basic, type in ' RUN "DSK1.LOAD" ' and press enter. The program blocks start at "LOAD", and the program will take over from there.

DO NOT put a write protect label on the disk's notch. The program stores data on the disk and putting a label on the disk will result in the halt of the program. Also, DO NOT ALTER the disk in ANY WAY. This includes adding files, deleting files, and any other changes. Protections that may be built into the program can have an adverse effect on the functioning of the game.

AT RAMSOFT ENTERPRISES, we take pride in our work, and would appreciate your comments, criticisms, and compliments. Once again, thank you for purchasing RAMSOFT ENTERPRISES software programs.

INNOVATIVE PROGRAMS FOR INNOVATIVE USERS

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*
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 * FULLERTON, CALIFORNIA *
 * 92631 *

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*****
*
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* error free, although I can not guarantee the program to be error free. *
* The program has been reworked to make it easier to copy. Protections *
* once built into the program have been removed. The disk must be in *
* drive one to function properly. *
*
*****
*
* AS THIS PROGRAM IS NOW FREE, PLEASE RESPECT MY WISHES, AND HAVE FUN!!! *
*
*****

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Ramssoft's Computer Craps simulation is based on Las Vegas style craps. It is not just the run of the mill roll the dice game. This implementation supports 7 of the numerous bets on the craptable. The Ramssoft Layout is based on the famous "California Layout" used on Las Vegas Craptables. Due to the graphic resolution of the 99/4A, the full California Layout could not be reproduced. However, all the necessary features of the table have been included. We believe that this game is the best simulation of craps seen on ANY computer to date.

To run our program, you will need the following:

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          99/4A CONSOLE
          48K OF RAM
          ONE DISK DRIVE AND CONTROLLER
          EXTENDED BASIC COMMAND MODULE
          SPEECH SYNTHESIZER (OPTIONAL)
          RS232, PRINTER, AND TI-WRITER (OPTIONAL)

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To load the program, turn on the peripherals, the console, and insert the disk in DRIVE ONE. Insert the extended basic command module and enter extended basic. The program will boot automatically and will start running. Follow the directions and press the appropriate keys to indicate your options.

DO NOT PLACE A WRITE PROTECT LABEL ON THE DISK OR AN I/O ERROR WILL OCCUR AND HALT THE PROGRAM'S EXECUTION!!

If you already know how to play craps, you should be ready to play almost as fast as you can load the program. If you don't know how to play craps, then you will need to read through the following pages describing each bet. GOOD LUCK and may the dice be with you!

CRAPS TERMS:

In craps, certain numbers and certain ranges of numbers have names. The actual terms craps refers to a two, three, or twelve. Some people are under the misconception that craps refers to a seven or an eleven. A seven or eleven is known as a natural. All numbers that are not a natural (7,11) or craps (2,3,12) are known as points (4,5,6,8,9,10).

PASS LINE BET: (P KEY)

The pass line bet involves two parts. The first part is the "come out" roll and the second part is the "point" roll. The come out roll lasts for only one roll. Depending on the outcome of the roll, the pass line bet will either be resolved and the come out roll repeated or the bet will move to the "point" roll.

The objective of the pass bet on the come out roll is to avoid craps (2,3,12). On the come out roll, if you roll a natural (7,11) you win, if you roll craps (2,3,12) you lose, and if you roll any other number (a point), the pass line bet enters the point sequence. The point that you rolled will be your point in the point sequence. If you roll craps or a natural on this roll, process is repeated. This bet pays 2 for 1 (even money).

If a point is rolled in the come out roll sequence, pass line play enters the point sequence. In the point sequence, only two numbers have any meaning. The numbers are seven and the point (4,5,6,8,9,10) that you rolled that brought you out of the come out roll sequence. In this process, you win if you roll the point before a seven and lose if you roll a seven before your point. Remember, your point was the point (either a 4, 5, 6, 8, 9, 10) that you rolled in the come out roll routine. While in this portion of the bet, any number other than the point or a seven do not effect this bet, although the roll may affect other bets.

Once you enter the point sequence, you cannot remove the bet. It will either be won or lost by a roll of the point or a seven. Once the pass line play enters the point sequence, you cannot make another pass line bet. You can determine the mode of pass line play by the position of the black "+" character on the Ramssoft Layout (playing field). If the character is not located on top of one of the point boxes and is to the left of the four box, you may make a pass line bet. If the marker is in a point box, you must wait until either a seven or the point is rolled. If you win (roll your point before a seven), you get paid 2 for 1 (even money). If you lose (roll a 7 before the point), you lose the amount of the pass line bet. As in all bets, our casino requires a bet of a minimum of five dollars and a maximum of five hundred dollars.

A couple of things to make notice of is that on the come out roll, if you do not roll a point, you have a 2 to 1 chance of winning (8 out of 36 to win and 4 out of 36 to

Ransoft Enterprises Computer Craps

lose). If you roll a point, the odds are in the houses favor. The odds range from 1 to 2 on a four or a ten to 5 to 6 on a six or eight.

DONT PASS BET: (D KEY)

The dont pass bet is almost just the opposite of the pass line bet. This is to say that you win on the come out roll if craps is rolled and lose on the come out roll if a natural is rolled. If play enters the point sequence, you win on a seven if it is rolled before the point. You lose if the point is rolled before a seven.

As mentioned above, this roll is almost just the opposite of the pass line bet. The way it differs in its' opposite type play is that on the come out roll, if a twelve (one of the craps numbers) is rolled, it is barred. This means that you tie and do not win. This is standard practice and is necessary to put the odds of winning back in the casino's favor.

A thing to keep in mind on this bet is that on the come out roll, if a point is not rolled, the odds are 2 to 1 that you will not win (8 to 3 that you will lose money).

On the dont pass bet, you may remove your bet at any time (in the pass line bet, you could not remove your bet once in the point sequence). However, once in the point sequence, the odds are in your favor and to remove this bet would be unwise. The maximum bet of \$500 and minimum bet of \$5 apply to this and all bets

COME LINE BET: (C KEY)

The come line is effectively the same as the pass line bet. This bet only differs in the timing of the bet. An easy way to remember when this bet can be made is that it can only be made when a pass line bet cannot be made (when the point is set). When you make this bet, your chip will be placed in the come line field for the come out roll sequence and then will be placed in the appropriate point box if a point is rolled. If a natural is rolled, you win, and if craps is rolled, you lose.

Once the point for your come line bet is set, you cannot remove it. This bet pays 1 to 1 (2 for 1). House limits (\$5-\$500) apply to this bet.

A note to keep in mind is that although this bet is effectively the same as the pass line bet and works the same way, it is possible to win on the come line and lose on the pass line on the same roll (a roll of 7 with a pass line bet set and a come line bet in the come out roll sequence will result in this circumstance).

FIELD BET: (F KEY)

The Field bet is a fairly simple bet. The bet only lasts for one roll. You win if you get one of the numbers on the field (2, 3, 4, 9, 10, 11, 12). You lose on a 5, 6, 7, or 8. If you get either a two or twelve, you are paid double the amount of your bet. House betting limits apply to this bet. You may make this bet at any time.

BIG 6: (6 KEY)

The Big 6 bet is also a simple bet. The object of this bet is to get a six before a seven. The bet lasts until either a six or seven is rolled, or until it is removed. You may remove this bet at any time. The bet pays even money.

BIG 8: (8 KEY)

The Big 8 is played the same way as the Big six except the object of the bet is to get an eight before a seven.

PLACE BETS: (B KEY)

The place bets are similar to the Pass Line bet. The object of a place bet is to get the point (4, 5, 6, 8, 9, or 10) placed before a seven. Depending on which point you place, you are paid better than even money. The payments on the points are as follows:

4 or 10: 9 to 5 (9 paid for every five bet)

5 or 9: 7 to 5 (7 paid for every five bet)

6 or 8: 7 to 6 (7 paid for every six bet)

You may make a place bet at any time, and you may remove the bet at any time. This bet can be made at any time. You may make as many place bets as you want, but due to the computers graphics, if you place more than four bets, one of the chips will "wash out". That is, it will be there, but you won't be able to see it (the chips are sprites).

-----KEYBOARD MAP-----

P	PASS LINE
D	DONT PASS
C	COME LINE
F	FIELD BET
6	BIG 6 BET
8	BIG 8 BET
B	PLACE BET

-----HOUSE LIMITS-----

MAXIMUM BET:	\$ 500
MINIMUM BET:	\$ 5

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>>>> ALPHA LOCK MUST BE ON! <<<<
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THANKS FOR USING RAMSOFT SOFTWARE

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