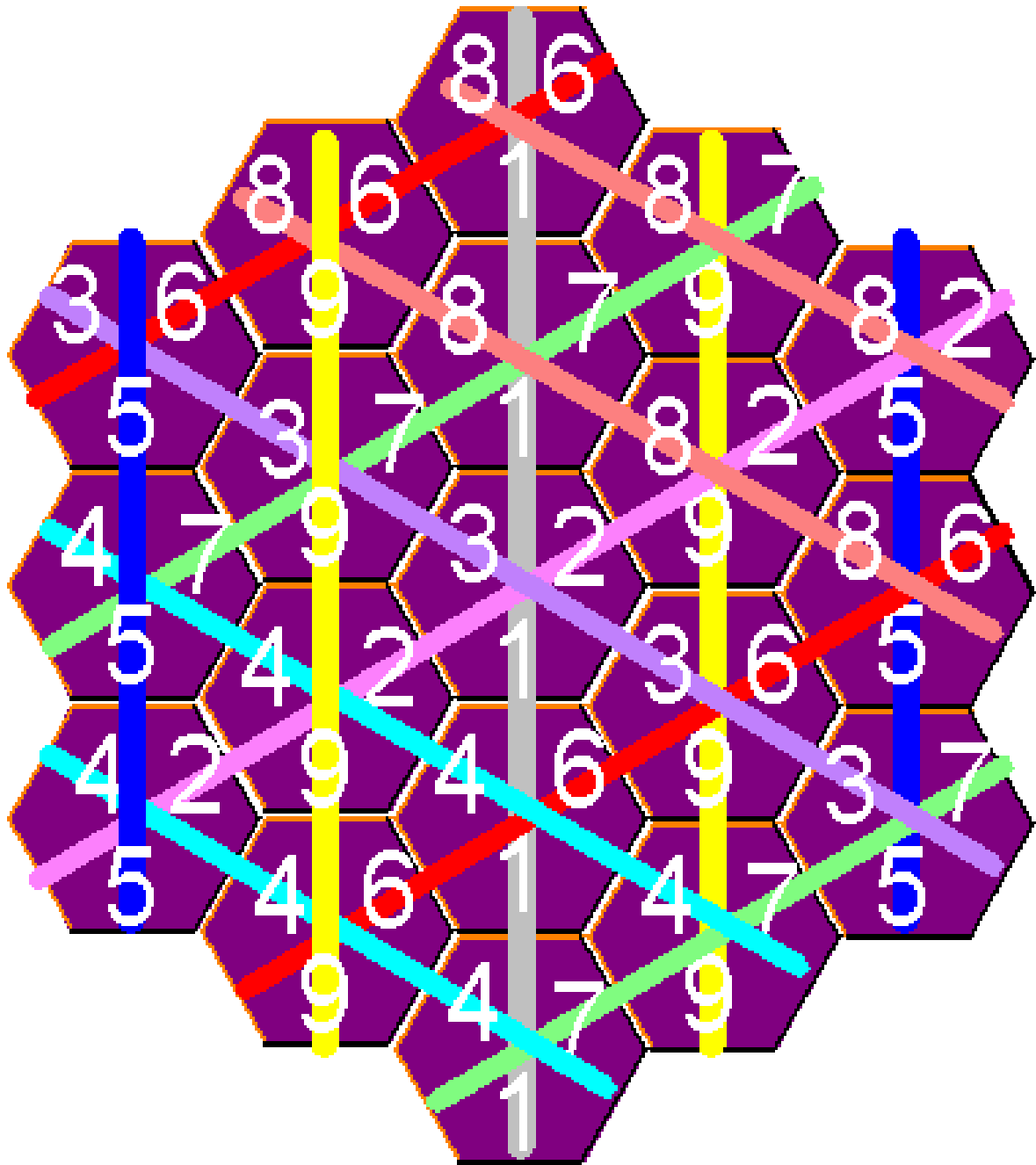


Take it easy



Program version September 28th of 2003

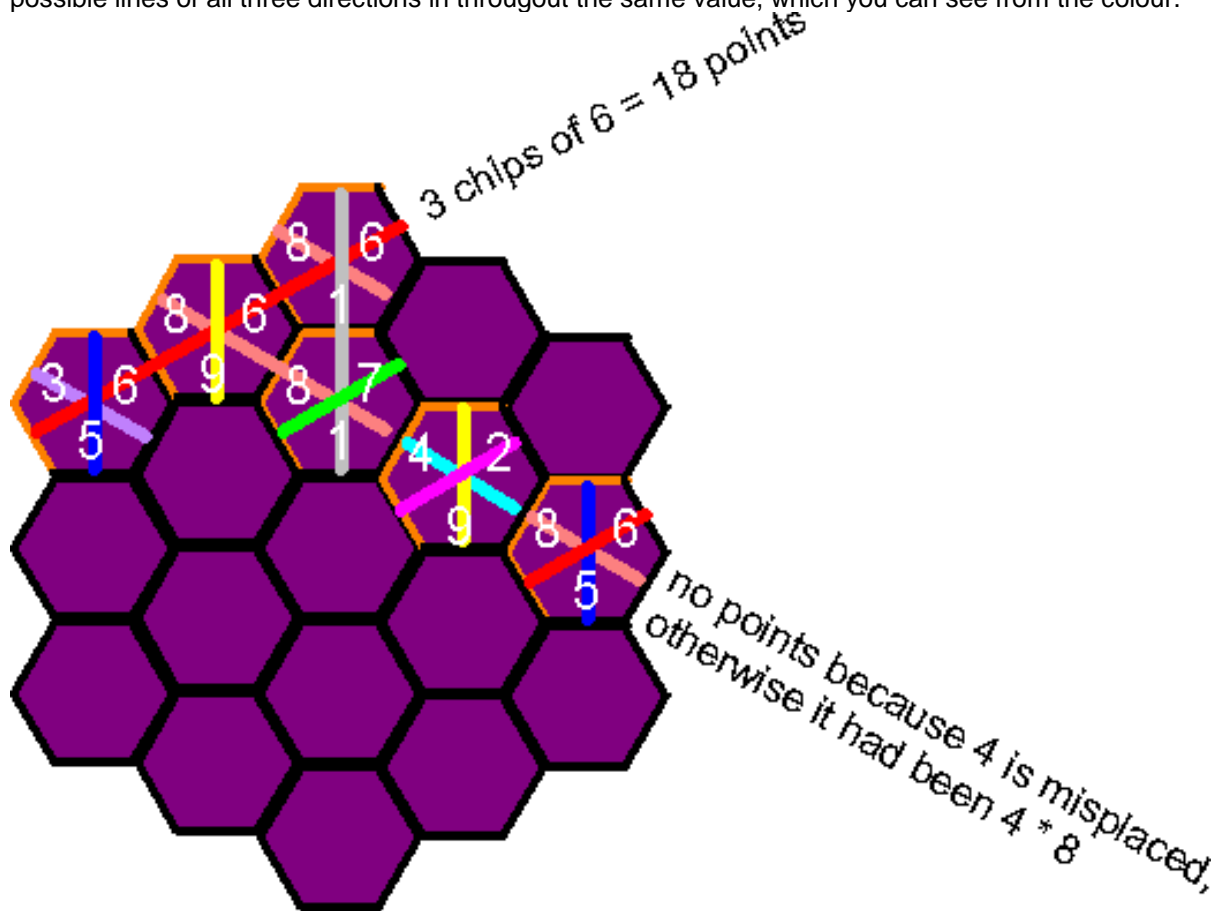
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GERMAN VERSION

You can switch over the Program to german output. For doing so please read the document TEasy_de.doc

The game's goal

You should reach an optimal score. However the maximum score of 307 is practically out of reach, because no player knows, which out of the available chips will remain unusable. Also it does not make sense to copy the placements from the previous player, because then you forfeit your chance of finding a better placement from the history of dealt chips. In order to win you should combine as many as possible lines of all three directions in throughout the same value, which you can see from the colour.



Why does this program exist?

We came to know the game Take it easy on a board. It was awkward to calculate the scores and the winner on ending the game. Therefore I brought the sense of the game to the computer screen and step by step I improved the handling.

Required to the computer

The program is able to run on DOS and needs a PC with colour graphics in simple resolution 640 * 480 dots by 16 colours. The conventional DOS memory of 640 kB should be enough. A mouse will give much comfort. The program is able to start from the floppy disk.

Let's start

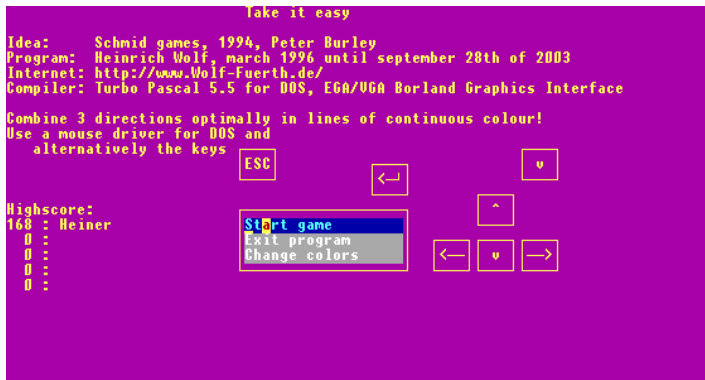
The program needs to be informed by the environment variable `LANG` that you want english output.

```
Microsoft(R) MS-DOS(R), Version 6.20
(C)Copyright Microsoft Corp 1981-1992.
```

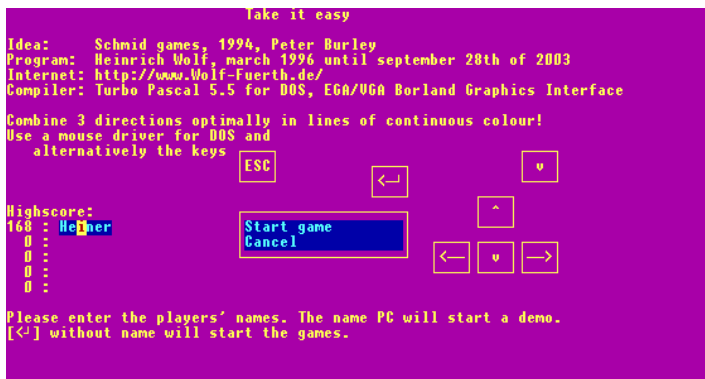
```
C:\>Set Lang=en
```

```
C:\>a:
```

```
A:\>TakeEasy
```



Press `↵` or click on `Start game`.



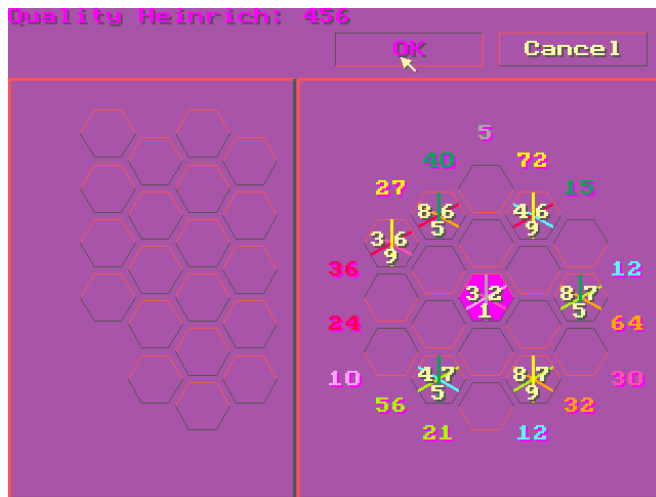
Press `↵` or click on `Start game` again, if you want to play alone. You will be asked your name if you reach the highscore table.




You can cancel here by the `ESC` key or by a mouse click.


In order to serve more than one players you must type in all their names. If the PC shall take part then type in the name `PC` in capital letters. A mouse click on the highscore table will copy the name into the new game. The players will be called one by one by these names to place one chip. These names will be inserted into the highscore table is applied. After the last name entered by `↵`, you press `↵` again to start the game or click on `Start game`.

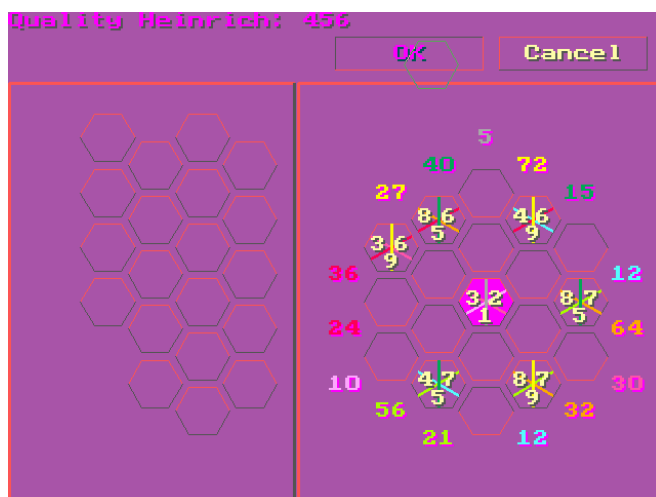
How to handle?

Every player in the fixed order will get the same chip to place it.



The mouse pointer will show an arrow  where placing a chip or clicking the button is possible. On dragging a chip the mouse pointer will appear as a chip . Where clicking has no effect the mouse pointer will appear as a struck-through circle .

The left mouse key will lay down the chip for testing. The right mouse key will confirm. This possibility corresponds to the mouse pointer appearing as a mouse symbol with black coloured right key . You also can drop a chip very fast on an empty place without testing the quality by clicking the right mouse key. Alternatively you confirm the place by the OK button. The Cancel button will terminate your game. The other players may continue.

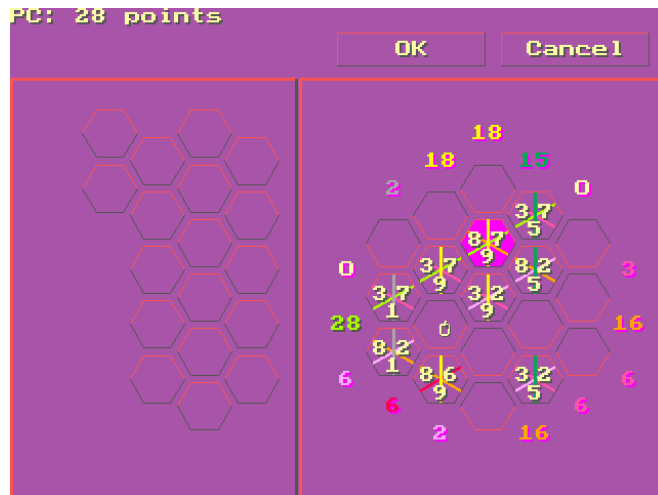


If the program does not find a mouse driver it will display the shape of a chip. Anyway you can move the mouse pointer or the frame of the chip with the keys ← ↑ → ↓. Place a chip for testing by ↵. Confirm by Page↓. ESC will terminate your game.

The points as resulting in the score are displayed on the top in yellow colour. A click on the points will toggle to displaying the quality in pink. Surrounding the board the temporary points of each line are displayed in the line's colours. The quality will prefer two chips of the same colour in one line against them lying in different lines. The PC will check this quality for placing ist chips. The quality is calculated depending on the total number of placed chips from value $*$ (corresponding chips)² up to 4 chips total or from value $*$ (corresponding chips) * linelength for 5 chips total or more. Points with black shadow can no more be changed after confirmed. Points with pink shadow may be lost by misplacing chips. However the result of the game cannot be calculated. That is: Nobody knows the best way of placing the first chips. And in the end of the game the statistical influence from getting one of the remaining chips, that does not fit, will increase.

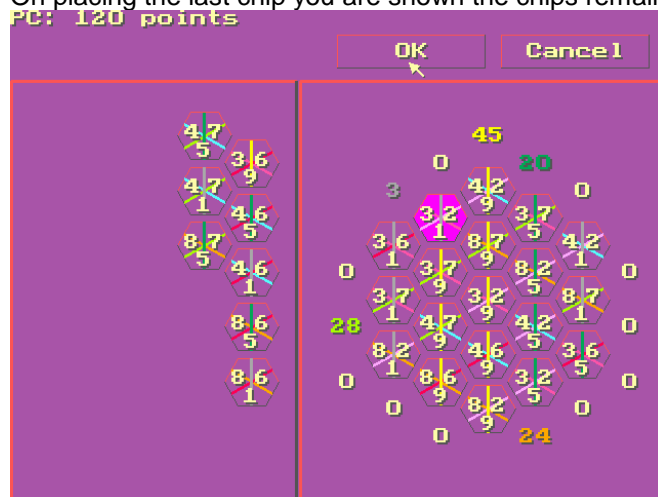
Take it easy

Program for PC



You cannot alter placements of the PC's game. You can acknowledge its choice or cancel its game and toggle between points and quality.

On placing the last chip you are shown the chips remaining unused.



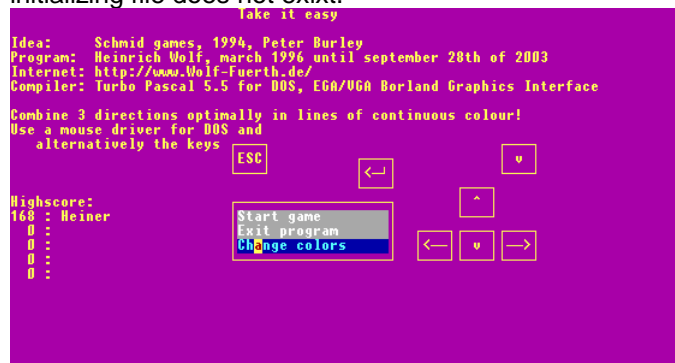
Settings

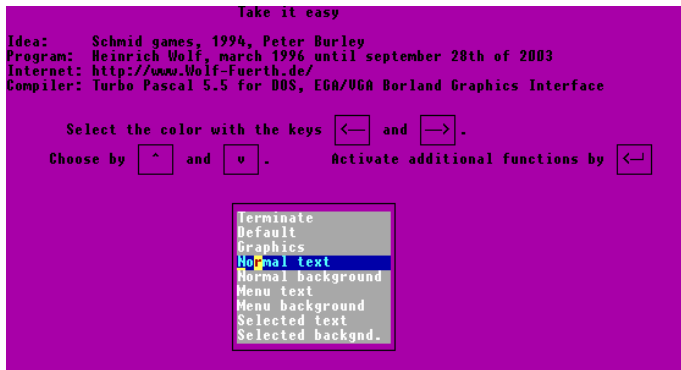
The Program will save the highscore table in the file `TakeEasy.ini` If you defined an environment variable `UTILITY`, e.g.

```
C:\> Set Utility=C:\TakeEasy
```

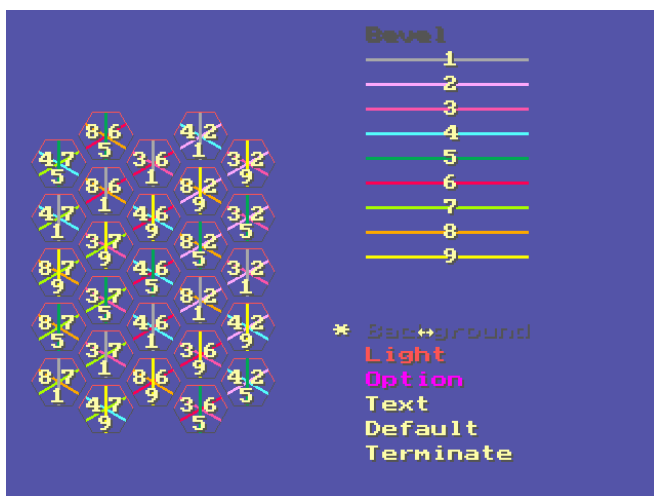
you find these settings in the fixed path

`%UTILITY%\TakeEasy.ini`, e.g. `C:\TakeEasy\TakeEasy.ini` You can change the appearance in colours. This will also be saved in the initializing file. The program uses default values if this initializing file does not exist.





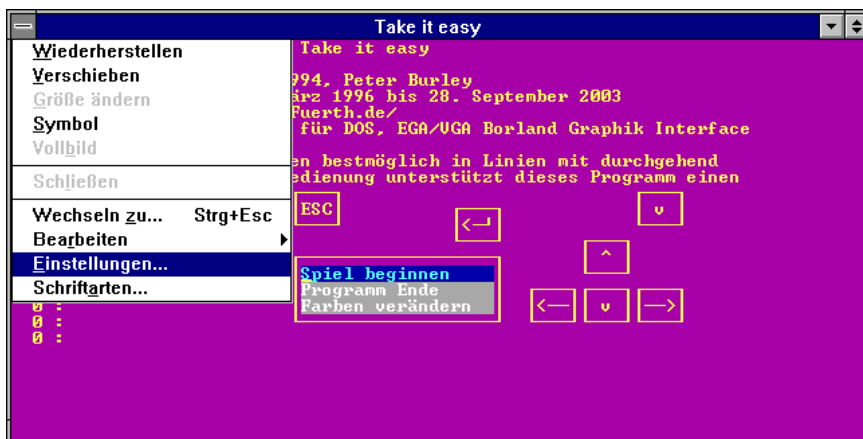
Chose items or submenus using the mouse or the ↑ ↓ keys. Change the colour of the item with the right mouse key or the → key in forward sequence. The left mouse key or the ← key will change the colour in reversed sequence. Call the Graphics menu, Default values in text mode or Terminate by ↵ or the left mouse key.

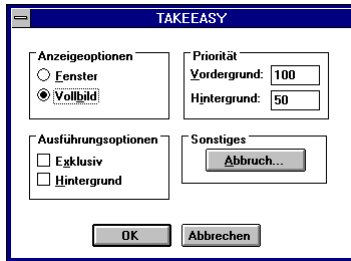


You handle this menu by the same keys or mouse clicks. The mouse pointer will appear as an arrow ↷ to show you where clicking left is supported. On appearance of a double arrow ⇨ the colour will change in either sequence depending on which mouse key. Where clicking has no effect the mouse pointer will appear as a struck-through circle ⓧ.

Starting the program on Windows 3.1

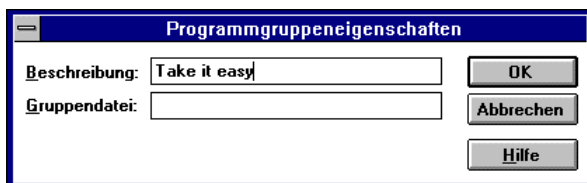
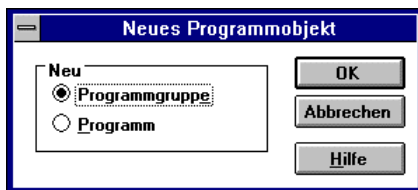
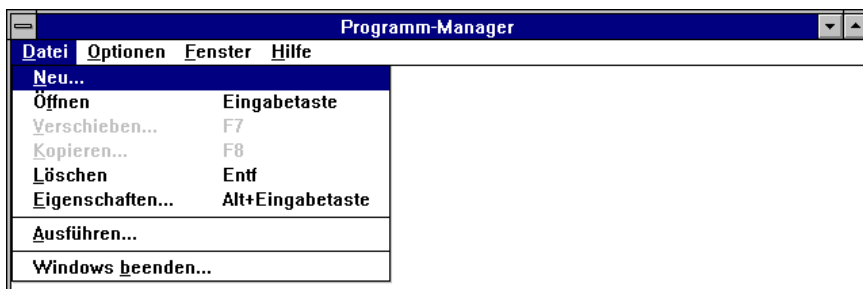
You must start the DOS application Take it easy in full screen size, so that the DOS graphics are supported independently from Windows' graphics settings. Please do not mind that the following screenshots are in german words.





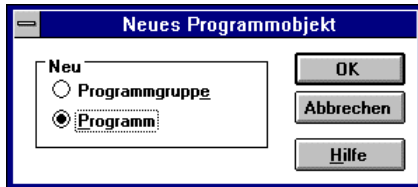
Creating an Icon in Windows 3.1

I assume that you copied these program files onto your hard disk. The following examples are proceeding on the assumption that you created the directory C:\TakeEasy and placed the files there. If you want to create the icon in a new program group, then choose File new ... from the program manager.

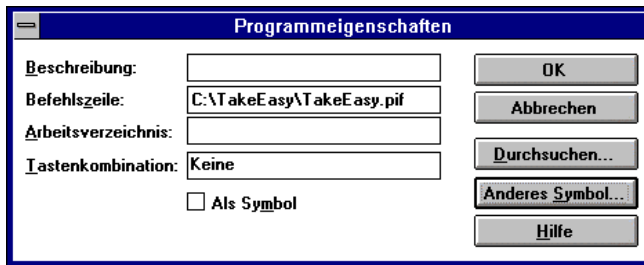


Type in a description for the new group. The file name will be created by Windows automatically. Click OK. While having the focus on the desired program group, after opening it if necessary, you call the menu File new ... for inserting the program.

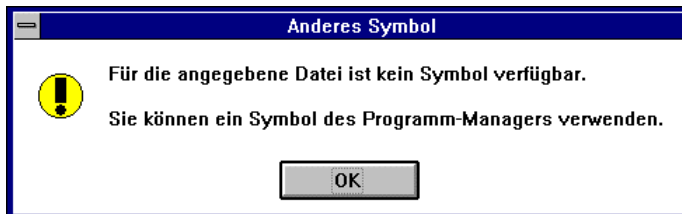




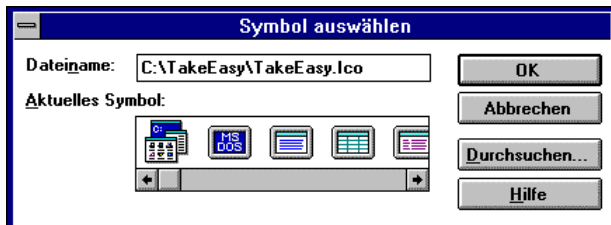
I shipped the Program-Information-File `TEasy_En.PIF` which is prepared to activate full screen size and to assign the description `Take it easy`. Together with this I shipped the language setting in `TEasy_En.Bat`



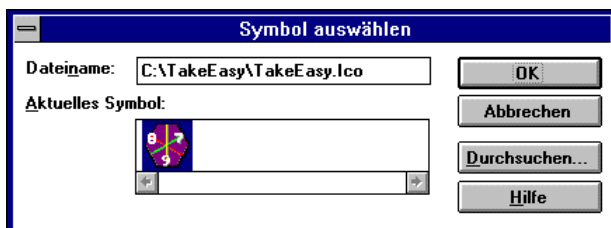
I also shipped an icon to be selected by the button `Other Icon...`



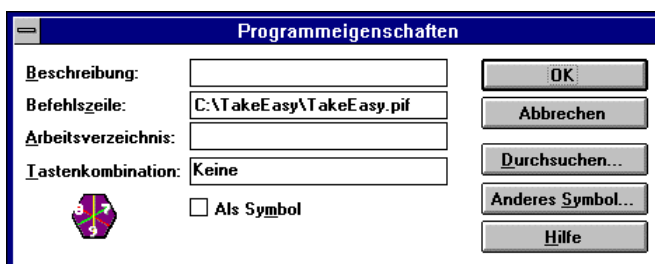
Although you choose an icon not supported from the program manager please click `OK` and type in the filename `TakeEasy.Ico`



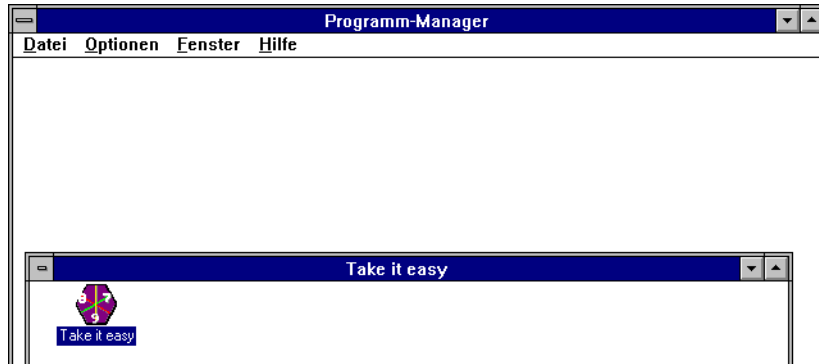
After the first mouse click on `OK` the icon for Take it easy will appear.



The second click on `OK` will assign the icon to the program.



Clicking `OK` in this dialogue will insert the program into the program manager.

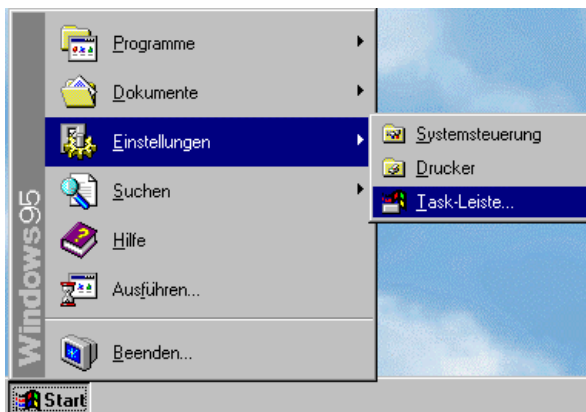


Starting the program on Windows 95

Windows 95 will automatically activate full screen size if required by DOS graphics.

Inserting into the Windows 95 launching bar

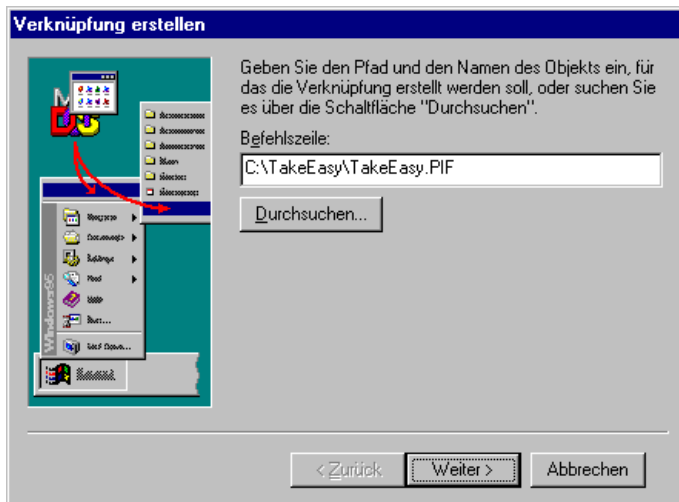
I recommend that you create the directory named C:\TakeEasy on volume C: of your hard disk. Place the program files there, because the shipped file TEasy_En.PIF is prepared with a link to this location. In order to insert the program into your launching menu configure the settings of the launching bar. Please do not mind that the following screenshots are in german words.



Insert the program into the launching menu.

Take it easy

Program for PC



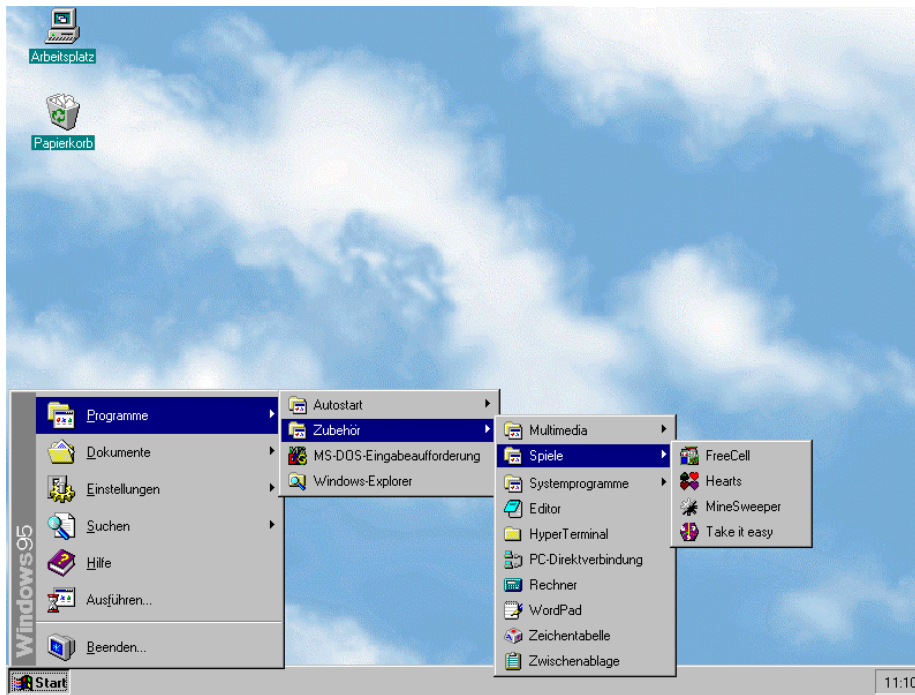
The shipped file TEasy_En.PIF is prepared to activate full screen size and to assign the description Take it easy and the icon TakeEasy.Ico Together with this I shipped the language setting in TEasy_En.Bat



Choose a program group from your launching menu and click the Continue button. Accept the description Take it easy with Continue and confirm the entry in the launching bar with OK.

Take it easy

Program for PC



Now the program is available in the launching menu.

The game's sense was invented by

Schmid games, Peter Burley, 1994

I developed the program with that compiler:

Borland Turbo Pascal 5.5 for DOS

I avoided Opcodes of 80x87 processors as far as I know and I assume, the program will also run on 80286 processors.

The graphics are built on Borland Graphics Interface EGAVGA.BGI This driver is embedded in the program and need not be shipped as an additional file.

Program's author

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