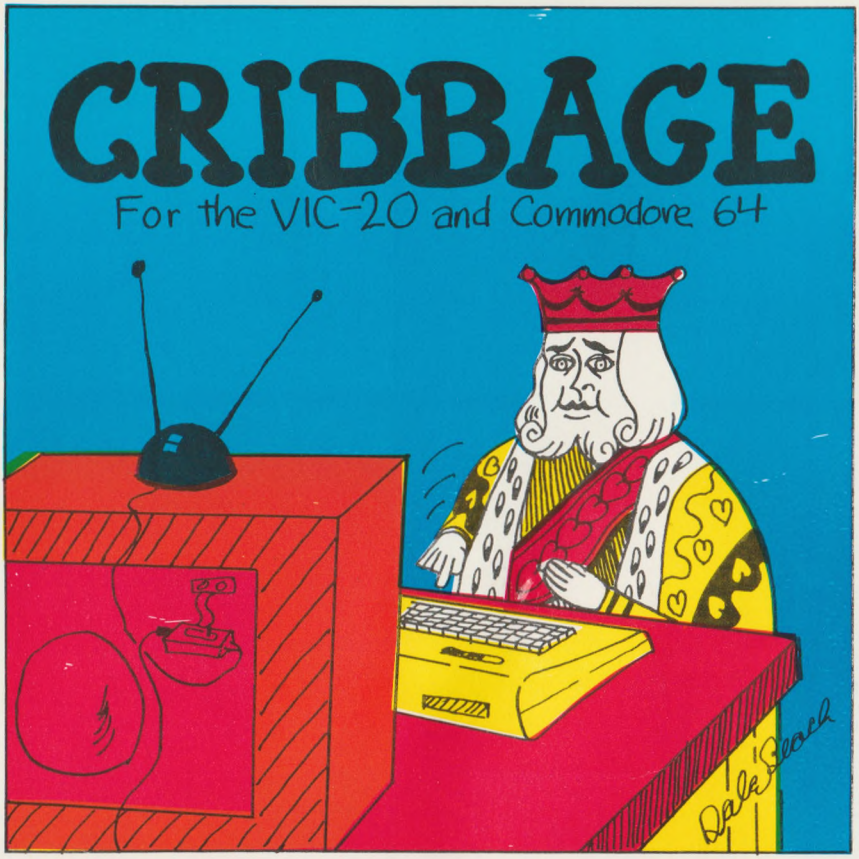
CRIBBAGE

For the VIC-20 and Commodore 64



Abacus Software

RUNS ON VIC-20 W/16K MEMORY EXPANDER
OR
RUNS ON STANDARD COMMODORE-64

CRIBBAGE for your VIC-20 or COMMODORE-64

(C)1983 Charles Sharp, Jr.

Your VIC-20 or COMMODORE-64 will provide you with a worthy opponent in the centuries old game of **CRIBBAGE**. The game is won by the first player to score 121 points. Standard cribbage rules are used.

Object of the game:

The objects of cribbage are to form counting combinations of the cards such as pairs, triplets, fours, runs of 3 or more, flushes and sums of 15 or 31. A point is also scored for playing the last card of a series totaling 30 or less. Points are counted in three different ways: 1) as cards are alternately played, 2) by counting the different combinations in your hand including the starter, and 3) by counting the combinations in the crib including the starter. A more complete description of the game can be found in most rule books for card games.

Playing the game:

The mechanical functions of the game such as dealing and scoring are handled by your VIC-20 or COMMODORE-64 thereby allowing you to devote full concentration to winning. There are a couple of important points to be aware of, however.

First: Your cards appear on the top of the screen. The computer's cards appear towards the bottom of the screen.

Second: You select cards by position rather than card name. Your cards are always numbered beginning with 1 on the left and ending with either 4 or 6 on the right depending on the number of cards on the screen. When a card is played, an 'X' appears on it to remind you not to play that card again.

Third: If you cannot play a card without totaling more than 31, type the word **GO** and press the **RETURN** key. You must also do this when your turn is indicated and you have no cards left.

While your VIC-20 or COMMODORE-64 plays a skillful game and seldom makes a wrong move, it is possible and even very likely that you will win sometimes. **GOOD LUCK!**

LOADING INSTRUCTIONS

CRIBBAGE is supplied for the VIC-20 or COMMODORE-64 on either cassette or diskette. The game requires a 16K memory expansion if used on a VIC-20. The game will run on a standard COMMODORE-64. If you do not have the memory expansion plugged in:

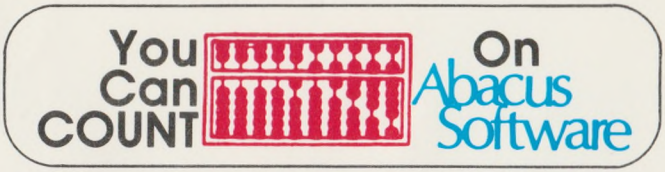
1) Turn off the VIC-20.
2) Insert your memory cartridge.
3) Turn on the VIC-20 and continue with loading instructions.

LOADING FROM CASSETTE:

1) Insert the cassette into the cassette drive and make sure that the tape is completely rewound. Be sure the side for your computer is facing upwards.
2) Type **LOAD** and press the **RETURN** key.
3) Press PLAY on the cassette drive. The computer will inform you when it has found CRIBBAGE. If you are using a COMMODORE-64, press the C= key to continue with the loading.
4) When **READY** reappears on the screen, type **RUN** and press the **RETURN** key. The game will begin. NOTE- because of the length of CRIBBAGE, it may take several minutes to load the program into your micro.

LOADING FROM DISKETTE:

1) Carefully insert the diskette into the disk drive.
2) If using a VIC-20 type **LOAD"CRIBBAGE-20",8** and press the **RETURN** key.
   If using a COMMODORE-64 type **LOAD"CRIBBAGE-64",8** and press the **RETURN** key.
3) When **READY** reappears, type **RUN** and press the **RETURN** key. The game will begin.



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FOR THE VIC-20



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FOR THE COMMODORE-64



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