LogiTrumps Deluxe

A card game for the Amstrad CPC.

# Description



LogiTrumps is a trump card game with retro computers. It’s like we used to play it in the 80ies. Each player (you and the computer) gets the same number of cards. Each card represents a retro computer and has several values like year, memory and colours. Each card has its strengths and weaknesses. If a computer has a lot of memory or colours, he usually is not that old and therefor would likely loose in the year category. Usually the higher value wins. The year category is the only category where the lower value wins. The player who gets all cards first wins the game.

## Improved

This is the most improved LogiTrumps version with maximum 256 bytes per line. It has a nicer interface which looks similar to real cards and moreover has 36 instead of only 8 cards. It’s not necessary to press return after typing a number in order to select a card.

# How to play

At the beginning of the game the cards are shuffled. You and the computer get the same number of cards. You can choose a category by typing the corresponding number. The program will calculate weather you won, lose or make a draw against the computers card. If you win, you get the computers card. If you lose the computer gets your card. If it’s a draw you keep your cards and just continue with the next card. If it’s the computers turn you can just watch what the computer choses and what happens.

# Emulator Usage

Disk: Run the emulator of your choice. Insert the disk. (Show the directoy with cat.) Load the program (load “logitrum”). Run.

BAS-File: Just drag and drop the file over the JavaCPC emulator (or another one, that allows that).

# Variables and Data Structures

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| --- | --- |
| Variable | Usage |
| u | Users turn (1) or computer (0) |
| p[] | Person’s array for position of cards |
| c[] | Computer’s array for position of cards |
| r | Number of cards of person |
| e | Number of cards of computer |
| t$[] | Name of cards |
| a(card, factor) | Factors of the cards |
| p | Current position/card of person |
| c | Current position/card of computer |
| n | Round |
| b | Selected factor |
| z | Factor to print |
| d | User (1) or computer (0) to be printed as symbol |

# Code

 

# Code description

1 Set up the screen, the title and the cards.  
2 Read the cards into variables.  
2-3 Shuffle the cards.   
4 Get the currently playing card’s positions. Calculate the selected category (for the computer player).  
5 Print the user’s card. Ask the user if it’s his turn for the category.  
6 Print computers card. Some more data.  
7 Check if turn won and adapt cards and cards count.  
8 Check if turn lost and adapt cards and cards count.  
9 Print stats. Wait for a key. Check, if game over and print result or go on.  
10 Wait for a key. Clear and reset data. Restart.

# Line lengths

Well, 256 characters are the machines limit anyway.