

STAR WARS KNIGHTS OF THE OLD REPUBLIC™

PURE PAZAAK

USER GUIDE

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Note that some of the screenshots used will be out of date, but should still be very similar.

<http://purepazaak.collateraldesign.co.uk/>

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LEGAL MUMBO JUMBO

WARNING: PLEASE READ BEFORE PROCEEDING

Safety Warning

A small percentage of people may possibly experience a seizure when exposed to various combinations of lights, flashes and other visual effects which appear in computer games. Although Pure Pazaak has very little, if any of these sort of effects, please practice all the general rules of safe computer use.

If you start experience symptoms such as headaches, twitching, blurred vision and others then immediately stop playing. Also stop playing immediately if you experience symptoms of computer rage at always losing against both AI and human opponents.

Please also remember to not in-advertently become addicted to Pure Pazaak and subsequently a problem gambler at Black Jack and other card games.

Disclaimer

I am not affiliated with any of the companies involved with *Star Wars: Knights of the Old Republic*. This software may be distributed for free, never sold in any way, and as long as the original archive and software included is not modified in any way.

You use at your own risk; I am not responsible for any loss or damage resulting from the use of this software.

INTRODUCTION

What is Pure Pazaak?

Pure Pazaak is a fan game based on the Pazaak mini-game in *Star Wars Knights of the Old Republic*. It has been made to replicate the Pazaak game as closely as possible outside of the normal game.

It is a standalone application, meaning that Pure Pazaak can be played without *Star Wars: Knights of the Old Republic* to even be installed.

The main goals of Pure Pazaak are:

- Provide a way to play multiplayer against another human.
- Play a quick game of Pazaak without needing to run or install *Star Wars: Knights of the Old Republic*.
- Provide more flexible/configurable options than the original mini-game allows.
- Give confidence to the player that the AI players do not cheat or rig the game in any way.

The name "Pure Pazaak" is one of Atton Rand's most recognisable quotes from *KotOR 2*.

Previous generations of the "Pazaak Project"

If you have previously looked at the Pazaak projects you will know about Pazaak Online and Pazaak Arcade. Pure Pazaak is a merged version of these two games into one standard.

Pazaak Online was the very first generation of the Pazaak project, with *Pazaak Arcade* following about a year later due to the unusually (at the time) large interest in a larger scale Single-Player mode, since *Pazaak Online* only had the practice mode.

Pure Pazaak is first generation to fully support the larger-graphic interface introduced into *KotOR 2*.

You can download these previous incarnations of Pazaak for a look at how far it has come! See the website for details.

PAZAAK RULES

Instructions for Pazaak:

When challenging another player to a game of Pazaak, the first order of business is to make a wager on the match. AI players will always accept a bid, as long as it is within their lower and upper limits (if they have any). In a network game, both players must agree to the wager amount. Once the wager has been locked in, the side deck for the match must be selected from the currently available cards in the deck. The side deck must consist of 10 cards. The side deck you then use in the game is a random selection of 4 cards from the set of 10.

Object of the game:

The object of the game is to have the face up cards total higher than the opponent's hand without exceeding a total of 20. If a player's total is greater than 20 at the end of the turn (a 'BUST'), the opponent wins the set. A player must win three sets to win the match. When the match begins, four of the cards from the side deck will be randomly drawn from the player's HAND during the match. Cards from the player's hand can only be used once, so the four cards must last the entire match.

The first player draws a card from the main deck and plays it face up to begin the turn. This is done automatically. After each card is played, an additional card can be played from the HAND by double-clicking or dragging the card into the play area. Playing a HAND card is optional. Also, you can only play one HAND card per turn. The player can also chose to END the turn, or STAND with the current total. This continues until one player wins the set. Ties do not count for anything. The player to reach 3 wins first wins the match.

Tip: If the total is over 20 after the draw and there is a negative card in the side deck, you can play it to bring your total back under 20. Also, as introduced into *KotOR 2*, you automatically win the set if you fill all 9 card slots without going over 20 (think of a 5-card "Full House" in Blackjack). Also be aware that in *KotOR 1*, normal draw cards are yellow/gold while in *KotOR 2*, they are green.



A Pazaak draw deck has 40 cards, 4 each of 1 to 10. The deck is reset after every set.

+ , - , ± cards:



These cards adjust the total of your current total by the amount shown on the card. Double-check the sign of ± cards before using them.

3&6 cards:



This card will change the sign of all the 3s and the 6s in your play area (both drawn & from side deck)
Example: if you have $10+5+6=21$, then playing a 3&6 card will result in $10+5-6=9$.

2&4 cards:



Works the same way as the 3&6 card but it will change the values of your 2s and 4s.
Example: if you have $2+4+3+4+9=22$, then playing a 2&4 card will result in $-2-4+3-4+9=2$.

Double:



This card doubles the value of the card just drawn. Also can be interpreted as this card taking the same value of the card just drawn.

Tie breaker:



This card is a special ±1 card. Playing this card to level the score with an opponent who has stood will win the set for you, instead of just a tie. It must be **the final card played in the set** to have effect.

+/- 1/2 card:



This card can change both its sign and its value. That is, it can set to +1, -1, +2 or -2.



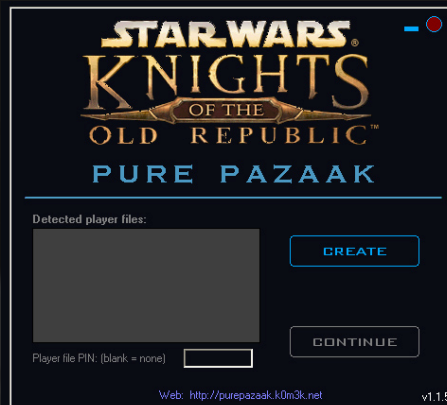
GETTING STARTED

Downloading & installing the game:

1. Go to <http://purepazaak.k0m3k.net> and go to the Download section. Choose a source and download the file.
2. Unzip all the files to a new folder and you should end up with about 9 files + 2 folders.
3. Copy the 2 font files, [bnkgothicL.ttf](#) and [bnkgothicM.ttf](#), into the Windows font folder (eg, *C:\Windows\Fonts*)

Creating a player:

The first step in the game is to create a player file. The player file will store all your progress and options.



Splash/Player Select Screen

1. Click **"Create"**
2. Enter a player name
3. Enter the filename you want to save it as. It is recommended that you avoid special characters even if supported by the operating system, eg. \$ (you do not need to enter a filename extension)
4. Enter a PIN. Leave blank to not set one.

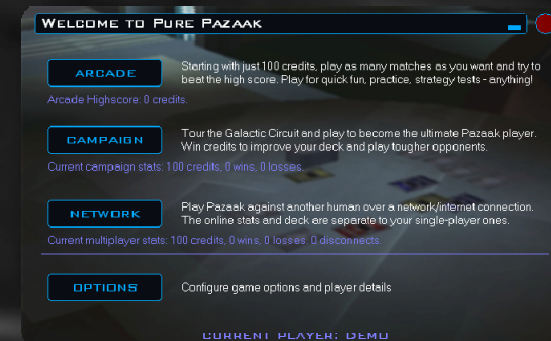
Loading a player:

Once you are back to the start of the player select screen, select your player file (these are filenames, not player names) from the list and click **"Continue"**.

Tip: Pressing Enter will automatically load the selected player. If you are the only, or top listed player, then you can just press Enter to load your file after the select screen loads.

Tip: To reduce CPU usage (useful for loud CPU fans) double-click the colour fading text "Pure Pazaak" to stop the effect.

THE MAIN MENU



Main Menu

Arcade:

Play Pazaak against *Suvam Tan* with access to all cards in any combination. Play a few quick games or try to beat set a new personal best high score. You must "retire" by clicking **"End"** to save the high score.

To reset your high score double-click the high score blue text below the button.

Campaign:

The main single-player campaign is found here. Starting with 100 credits and the standard *KotOR 1* Pazaak deck, work your way up to harder opponents. You must beat an opponent 10 times to unlock the next level.

If you lose all your credits and have no surplus cards to sell, the campaign will be over. To reset a failed campaign, double-click the campaign statistics text below the button.

Network:

Go to the Network connection screen to set up a match against another player via. DirectIP. *More in Network Play.*

Options:

Go to the Options screen.

Change to a different player:

To load a different player, double-click the player name at the bottom of the menu.

GAME OPTIONS



Options Screen

Changes don't take effect until you click OK.

Player Details:

Change your player name or PIN. To change your player filename just rename the file in Windows.

Auto 'End Turn' if Total < 10:

At the start of your turn after drawing a card, if your total is below 10, the game will automatically "End Turn" for you. It is impossible to bust since the largest card value is 10.

Auto-confirm dialog boxes:

Automatically close in-game message boxes (eg, "You have won the set") after a short delay.

Pulsing/Fading effects:

Turn on/off the pulsing and fading effects. They are the fading effect on the turn indicator lights in-game, and the card pulsing effect with the *KotOR* 2 interface. You can temporarily turn off the turn indicator pulsing effect in-game by double-clicking them.

Sound Muting:

Each of the 4 muting options mutes a set of sounds. Hover highlights is the small click noise each time a button lights up. Confirm sound is standard sound when a button is clicked. In-game Turn sound is that beepy sound you hear every turn transition. In-game Event sounds are the sounds which occur in response to game event such as the end of a set/match. If you want more specific muting you can replace the relevant sound file with a mute sound file.

Turn System:

This is the order that players go in during the match. Random per Match will randomly choose a player who will go first for all sets in the match.

Always You is the original *KotOR* turn system where the player always goes first

Alternates is the system in *KotOR* 2 where the players take turns in going first each set. The player who goes first the first time is random.

In a Network match, the Turn System is overridden and is always *Alternates*.

Turn Speed:

Changes the speeds of the in-game timings to make the game go faster or slower. Most noticeable difference is the turn transition delay including card draws.

Arcade Opponent/AI:

If you have unlocked the special Arcade opponent then you choose which to use in Arcade mode.

The AI option selects which AI process to use in Arcade matches. Pure Pazaak is the default original Pure Pazaak AI written by me, while K2 is based off the process described by Akari (dev).

Campaign matches will still use the Pure Pazaak AI.

Show minimize button:

The minimize button is the small horizontal line next to the quit button in the top-right corner of each screen.

Game Interface (K1/K2):

This selects the appearance of the in-game screens. K1 will use the original *KotOR* appearance/layout while K2 will use the better, larger interface in *KotOR* 2.

The *KotOR* 2 look requires a higher resolution. Most displays now are at least 1024x768 anyway, however because the game window will be exactly 1024x768, the Network chat box which is added to the bottom of this will be cut-off. It is possible, and recommended, to just use another IM program instead. (IM = instant messenger, like MSN, ICQ, AOL, etc.)

Continued...

Player Portraits:

To select a portrait, click in the grey outline to bring up the selection window of the internal player portraits. Note that there will be a short delay in loading this screen for the first time each the game is run.

To use a custom portrait/image, rename the image file (JPEG/GIF/BMP) to match the player filename, and place it in the **Portraits** folder in the Pure Pazaak folder. It should then override whatever portrait has been selected and be displayed in it's place with a green border instead of grey. You should still pick a portrait from the stock set because in a network match your opponent may not have your image file – it does not send it to them automatically. To remove a custom portrait just delete or rename the image file.

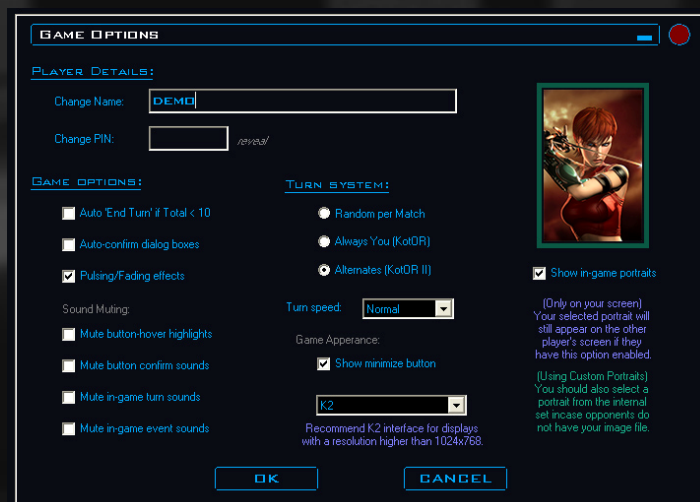
The image should be 100x154 pixels. Anything else will be resized very poorly so you should resize it in a proper image editing application yourself.



Example:

Player filename = "demo" (well, "demo.pzk")

So name the image file = "demo.jpg"



Options Screen showing custom portrait



Portrait Selection screen showing override and stock selection

Show in-game portraits:

Toggle showing the portraits or not at all, **on your screen only**. Therefore you should still choose a picture just in-case (can still stick with blank).

You can temporarily hide the portraits during a game by double-clicking them but they will be hidden for the rest of the match.

Keyboard hotkeys:

If all those *Auto*-features don't make it lazy enough for you, you can now get even more lazy by not even having to move the mouse. All the main game functions are now mappable to keys, such as Spacebar to End Turn.

Note that this is still a **beta** feature so it is recommended that you stick to the mouse if possible.

DECK CONFIGURATION

Deck mode (default)

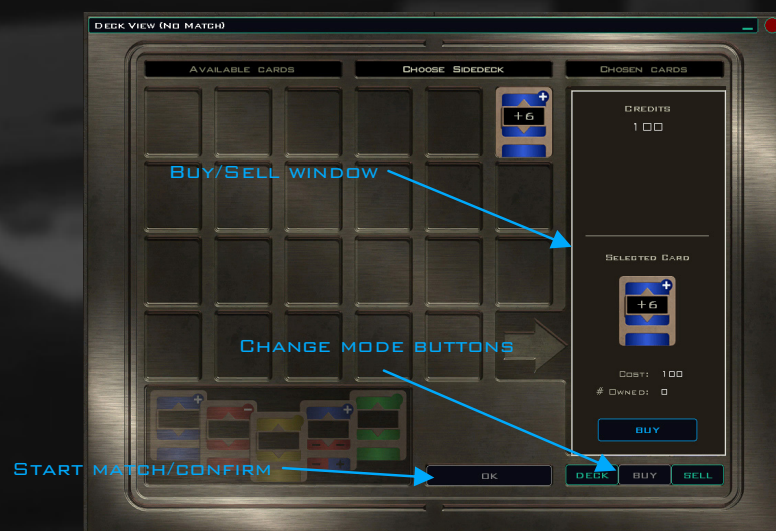
Deck mode is the standard deck selection mode where you select 10 cards to go into your side deck. To add a card to the side deck or remove it from the side deck, simply click the target card. You must have a full side deck before being able to proceed with the match or any card trading.

Buy mode

You can only buy/sell cards in Campaign mode and normal Network matches. To enter buy mode, simply click "**Buy**" and all the cards you are able to afford (maybe none) will be shown. To buy a card, click on it to show it's cost and enable the button.

Sell mode

You can only buy/sell cards in Campaign mode and normal Network matches. You can only sell cards not in the side deck and they will vary in value depending on the type/value, with Special and Flip cards selling for the higher percentages of the original value. To enter sell mode, simply click "**Sell**" and all the cards you are able to sell.



Can only see the cards you can afford

MAIN GAME SCREEN



Main in-game/match screen

The main in-game screen is pretty straight forward and functions no differently to the original *KotOR* interface. As mentioned previously portraits and the pulsing turn light visuals can be turned off by double-clicking and these have been annotated.

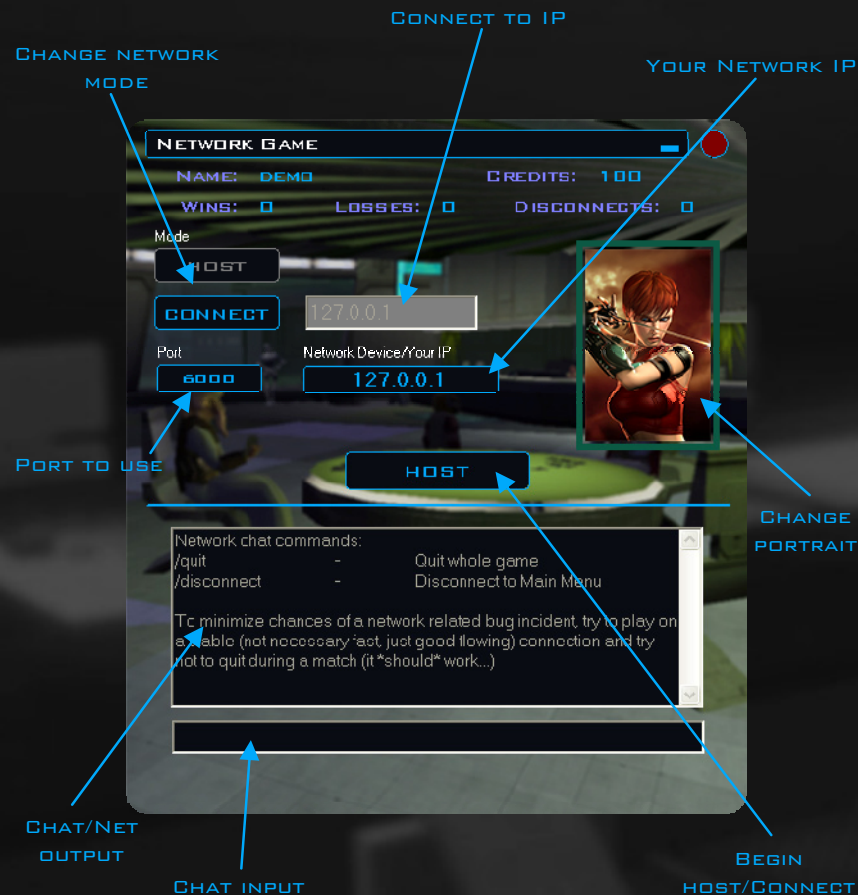
Your opponent's side deck will always be shown face down so that you will only be able to see how many cards he has left but not what they are.

The turn buttons and cards are disabled unless it is your turn, although the side card flip commands will still be enabled. To forfeit a match while the "**Forfeit**" button is disabled, you can use the standard Close/Quit red circle in the top-right corner, however it is recommended you just wait to minimize the risk of bugs.

NETWORK PLAY

Introduction

The one biggest feature that *KotOR* originals do not have is multiplayer against another human. In Pure Pazaak multiplayer is established via a DirectIP connection (will work over LAN and internet connection). Pure Pazaak does not have a central multiplayer server like commercial games, so finding an opponent is hard especially with the relatively small player base it has. It is best to organise games with local friends/family.



Find an opponent

You can try looking for an opponent by joining the Pure Pazaak IRC channel on game surge; basically being used as a game lobby like you see with proper games.

To join the IRC channel without installing an IRC client:

1. Go to: www.gamesurge.net/chat/ (requires Java)
2. When it loads you'll automatically connect to GameSurge.
3. Type into the command box: `/nick nickname`, where nickname is your desired nickname.
4. Type: `/join #purepazaak` to join the channel (don't be surprised if it's empty...so stay for a short while)
5. To announce that you're free to play a match, just type the chat message and press Enter.
6. What you want to do now will vary, but to let's say you want start a private chat session to respond to someone's offer (and tell them your details like your or their IP, etc). Double-click their name from the list of people and a new chat window will appear in the Private taskbar section.
7. Exchange network details (IP and Port)

Establishing connection

1. Click the button of the role you want to be (host/connect). By default host starts selected.
2. Click the port button to change to the agreed port.
3. If you are connecting, enter the other computer's IP into the box. You also need to make sure it is using the correct network device. Check that the IP of the device you want to use is one selected. If not, click the button to bring up a list of detected devices/IP and choose the matching one.
4. Open the connection (usually works better if the host has already started hosting).

Continued...

Custom Portraits

If your opponent doesn't have your custom portrait image file in their own *Portrait* folder then it they will see your default selected one. If you want to publicly have your custom picture available so you don't have to send it to everyone you end up playing, make a post in the Pure Pazaak thread and attach your portrait. All you then have to do is point people to that post, and if you change your portrait just update the attachment.

Game Modes

Normal mode is the original network mode where you start with a *KotOR 2* standard deck and earn credits by winning matches to improve your deck. Arcade mode will ignore player stats/wagers and like normal Arcade mode, give the player access to all cards; the mode for people who just want to play multiplayer Pazaak and don't care about stats or building up the deck. The host decides what game mode to use (but obviously can not force you to hit start and accept).

In Network games, the turn system is always *Alternating* and game speed is *Normal*. It does not matter if two the players are using differing interfaces (*K1/K2*)

Network chat

Network chat boxes will be attached to the bottom of the normal game screens. If you are using the *K2* interface remember that it may be cut-off at the bottom of the screen. Even if you can see it and use it properly you may opt to use a proper IM program anyway.

The chat input box currently supports 2 commands:
/disconnect: will close the connection and return you to the menu. If you are in the middle of a match you will forfeit it.
/quit: will quit the whole Pure Pazaak program. If you are in the middle of a match you will forfeit it.

Disconnects

If there is a connection problem during the game and match ends up being terminated, both players will be refunded 50% of the wager (so still a **net loss**) and a "disconnect" point added to the stats, except in Arcade mode.

Non Pure Pazaak Network Considerations

If you are having repeated trouble connecting, don't forget to check other properties of networking, such as firewalls, NAT/Port forwarding, general latency, etc. Please check your relevant software/router manuals and internet searches to configure your software (like firewalls) and hardware (like broadband routers) to work with the network settings you want to use.

Although all this is not specific to Pure Pazaak, feel free to ask for help with these things in any of the Pure Pazaak threads.

Beta Warning/Network Bugs

The network mode in this game is like in permanent beta status. It is able to play a full game of Pazaak but is very unpredictable if something goes wrong. For example there is a bug called the "*Lost turn bug*" where both players end up waiting for each other to "**End Turn**" and the game goes nowhere...

However like with other bugs please submit them regardless.

(CORRECT AS OF V1.2.4)

CARD PRICES APPENDIX



Cost:
600
Sells for:
240



Cost:
450
Sells for:
200



Cost:
400
Sells for:
160



Cost:
300
Sells for:
120



Cost:
200
Sells for:
80



Cost:
100
Sells for:
40



Cost:
660
Sells for:
330



Cost:
550
Sells for:
285



Cost:
440
Sells for:
220



Cost:
330
Sells for:
165



Cost:
220
Sells for:
100



Cost:
110
Sells for:
55



Cost:
1200
Sells for:
720



Cost:
1000
Sells for:
600



Cost:
850
Sells for:
510



Cost:
650
Sells for:
390



Cost:
420
Sells for:
252



Cost:
220
Sells for:
132



Cost:
2000
Sells for:
1750



Cost:
1000
Sells for:
700



Cost:
1000
Sells for:
700



Cost:
1000
Sells for:
700



Cost:
2500
Sells for:
1750



FAQ/HELP

How to use Update zip files

Extract the contents of the zip file and overwrite the existing files. Make sure that you have latest base version before doing so as the update zip assumes you have it.

None of the graphics appear (no backgrounds and black cards)

You may be missing the file [comctl32.ocx](#). This is also available from the Downloads page. If that doesn't work then I don't know...if a re-download and VB runtimes don't solve it then contact me (take some screenies).

My font looks nothing like the screenshots or is way off-centre

Try re-installing the Font files. Delete them from the font folder if they're already there and re-copy them into it.

The Tie-Breaker didn't do anything!

Was it the last card played in the set (i.e. you played it)? Read the card description on page 6 again.

How come my opponent beat me even though my total is higher than his?

Was it a 9-card win? See the [Tip](#) on Rules page 5.

No buttons are appearing in the Deck screen!

This bug has mysteriously struck just a few people. Whilst looking into the cause and a fix, the buttons have been mapped to keyboard keys as well.

ENTER = Continue, **1,2,3** = Deck, Buy, Sell modes

Spacebar = Perform trade

Just remember though that sometimes the buttons aren't supposed to appear, e.g., no trading in Arcade mode.

CONTACTING ME

Forum Threads

(Obsidian forums checked most often)

Obsidian forums:

<http://forums.obsidianent.com/index.php?showtopic=35894>

LucasForums:

<http://www.lucasforums.com/showthread.php?s=&threadid=150010>

BioWare forums:

PM me, "dufflover"

You can also send me a PM on any of those message boards.

Feel free to comment on anything; bugs, suggestions, thanks, no thanks, you screwed up my comp, whatever!