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Introduction

The game of Hearts is played without the use of partnerships.   Your objective is to avoid winning any tricks that have hearts or the queen of spades.   MVP Heart's is a computer implementation of this classic game.   Choose your three virtual opponents from one of three difficuly levels.

How to Start

To start a new game of MVP Hearts, choose the Game menu, then choose to start a New game. You will be prompted to choose your opponents. Their skill levels are listed at the top of the dialog. The first hand will then be dealt.

Rules

Players - Four players.   No partnerships.

Cards - A standard deck of 52 cards. The cards rank as follows: A (high),   K, Q, J, 10, 9, 8, 7, 6, 5, 4, 3, 2, (low).

Objective - To avoid winning tricks that contain either hearts or the queen of spades **or** to win tricks with every heart and the queen of spades (called "Shoot the Moon").

Deal -All the cards are dealt, 13 to each player.

Pass - Before the play of each hand, each player chooses three cards from his hand and passes them to the player to his left.   See Change Rules for information on how to modify this setting.

Play - The player with the 2 of Clubs leads the first trick.   Each player must then play a card of the same suit.   If unable to follow suit, any card can be discarded. The highest card of the lead suit wins the trick.   The winner then leads the next trick.   Hearts cannot be played until they are broken.   They are broken either by someone discarding a heart or the queen of spades.   Play continues until all 13 tricks have been played.

Scoring - Players are penalized one point for each heart taken in tricks, or 13 points for taking the queen of spades.   If you shoot the moon (take all 13 hearts and the queen of spades), then   26 points are subtracted from the shooter's score. Optionally you can set this to add 26 points to all the other players.   See Change Rules for more information.

Game - The game continues until a player reaches 100 points (or up to the amount specified in the rule options).

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Game Menu

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Meet the Beginners

Smart Alec - Alec has always been a bright boy.   He taught his cat, Felix, to sit up and beg for his supper.   He has recently begun playing MVP Hearts and has found the game truly stimulating.   Alex is looking for an opponent that is as dedicated as he.   Since Alec has lived to be sixteen (and sometimes people wonder how he has survived that long) he desperately needs others who can stimulate him on an intellectual basis.   Will you be his next victim?

Bobby Smith - This little boy has just recently begun playing on the computer. He is not quite familiar with how everything works, but he has found that he enjoys playing MVP Hearts - a game his daddy taught him how to play.   Bobby is able to strengthen his ability to play the game, as well as make his daddy proud. This is quite an accomplishment for a seven year-old from Tulsa, Oklahoma.   If you don't believe me, you can ask his dad.

Hiroshi Chang -   is an eighteen year-old originally from Hiroshima, Japan, but now resides in Mankato, Minnesota.   Hiroshi has an abundant amount of talent for the sport of - you guessed it - water polo.   When he's not in the pool, or hitting the books, you can now find him in front of his computer playing MVP Hearts.   His coach is always talking about it.   Everyday at practice, Hiroshi's coach is saying, "Leave that computer alone and stop playing that game.   MVP Hearts is too addicting!   Practice, practice, practice!!!"   Hiroshi has yet to decide which hobby he wants to perform on a professional level.   But, between you and me, I vote for MVP Hearts.

Terms

Black Lady or Black Maria- The queen of spades.

Deal - To distribute an amount of cards to the players.

Discard- Play unwanted cards out of the hand, into a trick.

Follow Suit- Play the same suit as the lead card.

Hand - The cards that were originally dealt to a player.

Lead- Play the first card to start a trick-taking round.

Shoot the Moon- Winning all the hearts and the queen of spades.

Trick-A card from the hand of each player.

Exit (Game Menu)

To exit MVP Hearts.   If a game is in progress, you will be prompted to save the game before exiting.

New (Game Menu)

Begins a new game of MVP Hearts.   You will be prompted to choose your three opponents.   There are three distinct skill levels: the first column of players are ranked as beginners, the second column as intermediate players, and the third column as experts.   The experts will play the most challenging game.

Open (Game Menu)

Plays a game of MVP Hearts that you previously saved to disk.   The rule options will be displayed to show you what the rules are.   Note that you cannot change the rule options here.   You play with the rules that were set when the game was saved, not the current rule options.

Change Rules


```
Hearts Rules                                           ☒

Ending Score:    100
                                              ┌──────────────┐
☒ Deuce of Clubs leads first trick.           │      OK      │
☒ Hearts must be broken before lead.          └──────────────┘
☒ Point cards allowed on first trick.         ┌──────────────┐
☐ Score exactly the ending score makes the    │    Cancel    │
   score 0                                     └──────────────┘
☐ Quit hand after all points have been played.
☐ Quit hand if leader has all winners.         ┌──────────────┐
☐ Show hand scores.                            │     Help     │
┌Passing───────────────────────────┐          └──────────────┘
│ ⦿ Left                            │
│ ○ Left, Right, Across             │
│ ○ Left, Right, Across, None       │
│ ○ None                            │
└───────────────────────────────────┘
┌Shooting──────────────────────────┐
│ ○ Adds 26 to everyone elses score │
│ ⦿ Subtracts 26 from the shooters score │
└───────────────────────────────────┘
┌Duplicate Mode────────────────────┐
│ ⦿ Regular                         │
│ ○ Quick Play                      │
│ ○ Results Only                    │
└───────────────────────────────────┘
```

End Score - Set a value from 25 to 10,000.   Once someone reaches this score, the game is over, and the player with the lowest score wins.

Deuce of clubs lead first trick - When this option is set, the player who holds the deuce of clubs leads the first trick.   If this is not set, the player to the left of the dealer always leads the first trick.

Hearts must be broken before led - When this option is set, a player cannot lead hearts until hearts (or the queen of spades) are broken by being played on a non-heart trick (unless the leading player only has hearts remaining).   If the option is not set, hearts can be led anytime.

Point cards allowed on first trick - When this option is set, no point cards can be played on the first trick.   If this option is not set, point cards are allowed on the first trick.

Score exactly the ending score makes the score 0 - When this option is set, your score will return to 0 if you reach the exact ending score.   For example, if the ending score is 100, and at the end of a hand you have a total of 100 points, your score will be set to 0.

Quit hand after all points have been played - When this option is set, the hand will end once all the hearts and the queen of spades have been taken.

Quit hand if leader has all winners - If this option is set, the hand will stop if the leader has all winners remaining.

Show hand scores - If this option is set, the points scored so far in the hand will be displayed along with each player's total score.   Also, you will not be able to use the View Tricks menu option when this option is set.

Passing - Choose from the following four options:
- Left - Always pass to the player to your left.
- Left, Right, Across - Alternate passing from left, right, then across
- Left, Right, Across, None - Alternate passing from left, right, across, and none
- None - There is no passing of cards prior to play.

Shooting - Choose from the following two options when a   player "shoots the moon" (wins all hearts and the queen of spades):
- Add 26 to everyone elses score
- Deduct 26 from the shooters score

Duplicate Mode - Set how you want the Duplicator's hand to be played.
- Regular - You will have to click OK after each trick.
- QuickPlay - The hand will be played through quickly.   You will not need to click after each trick.
- Results Only - You will not see the hand played.   You will only be shown the results.   You can click on the Tricks button on the Score dialog to see each of the individual tricks.

Records

Hearts Records

Wins		Winning Percentage	
1. Craig	1	1. Craig	0.333 (1-2)
2. I.M.A. Genius	1	2. I.M.A. Genius	0.333 (1-2)
3. Hannah Li	1	3. Hannah Li	0.333 (1-2)
4. Tex Mex	0	4. Tex Mex	0.000 (0-3)

Computer players are displayed in blue.

[OK]   [<<]   [>>]
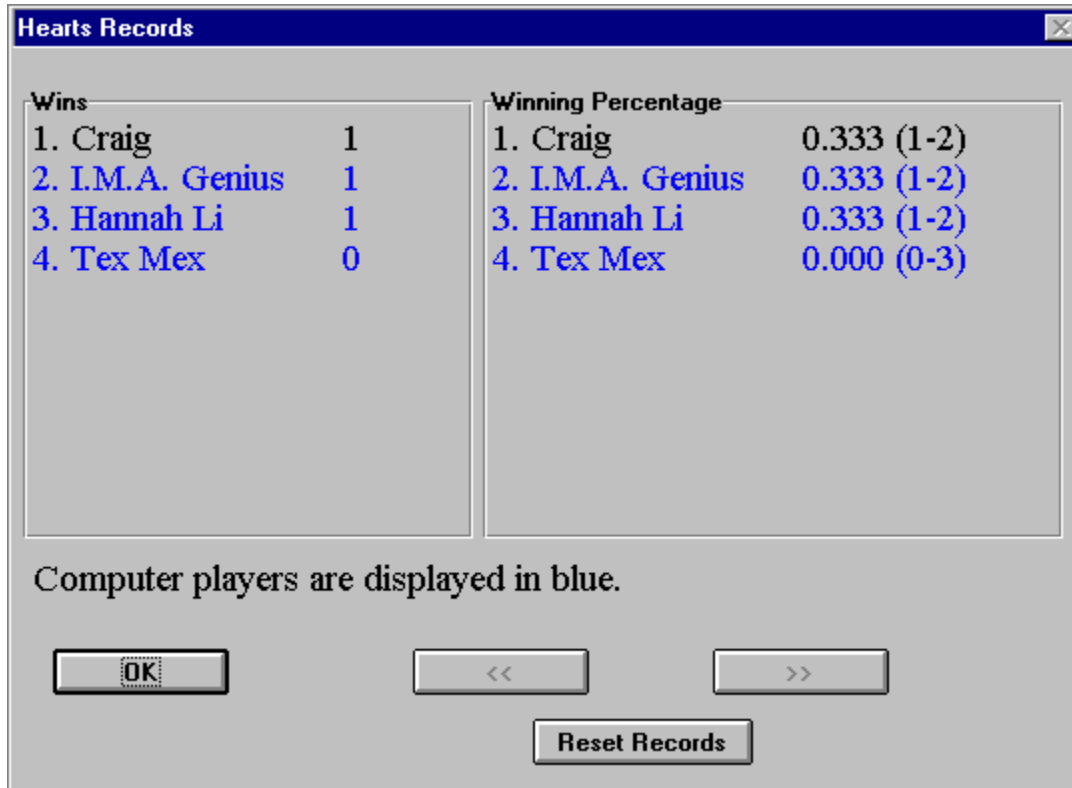
[Reset Records]

This is the location that records your wins and losses, as well as that of your opponent's.   Also, your winning percentage is calculated and is ranked along with your opponent's.   The computer players are shown in blue.   You can reset all records by clicking the mouse on the "Reset Records" button.

Animation (Options Menu)

You may choose the speed of the card animation.   You can choose between Normal and Fast.

Automouse (Options Menu)

This feature automatically moves the cursor for you.   If you are leading the rick or cannot follow suit, then the cursor is moved to the first valid card that you can play.   Otherwise it is moved to the lowest card of the lead suit.   Note: This is not a hint.   It also moves to the OK button in dialog boxes.   This option may be toggled by choosing the menu option.

Change Player (Options Menu)

Choose Player Name ☒

Enter your name or nickname that you would like to be called while playing.

| Kelly | ▼ |

☐ Do not display on startup.

[OK]   [Cancel]   ◄ [ ] ►
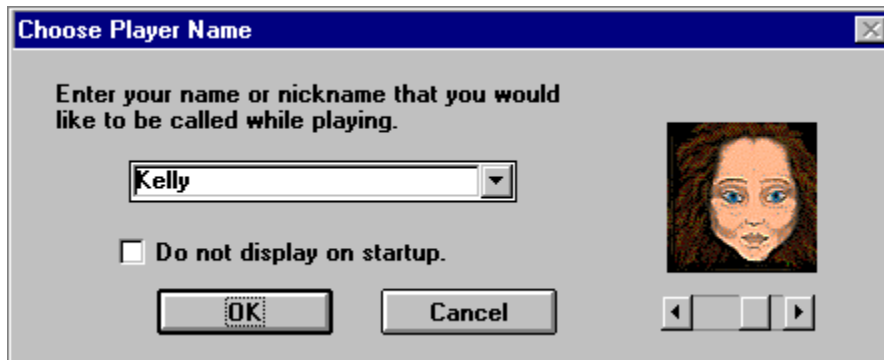
The player must enter his/her name and choose a portrait.   To do this, press on the arrow button and see the three possible portraits.   When you have made your selection, simply have it displayed in the box and select OK.   Note: There is the option of not having this box appear each time the game is started.   To select this function, click on the "Do not display" sentence on this screen.   Also, if you wish to exit this screen, simply click on the cancel key.

Background (Options Menu)

MVP Hearts allows you the opportunity to play a challenging game of hearts on three different textured backgrounds.   Simply select Texture and then choose from wood, marble, and brick.
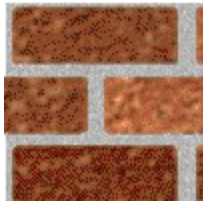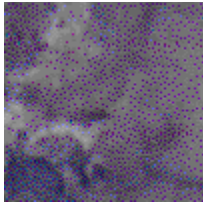
       Wood   Marble   Brick

Likewise, you are able to choose any color from the Window's System Palette.   To select this option, select Color and then pick the color that you want the background to become.   That's it!   It's that easy.   But, be careful.   You may need to set the <u>text color</u>   to visualize some of the background colors that you choose.

Color

Basic colors:

Custom colors:

Define Custom Colors >>

OK   Cancel

Color|Solid

Hue: 131   Red: 21
Sat: 161   Green: 83
Lum: 60   Blue: 106

Add to Custom Colors
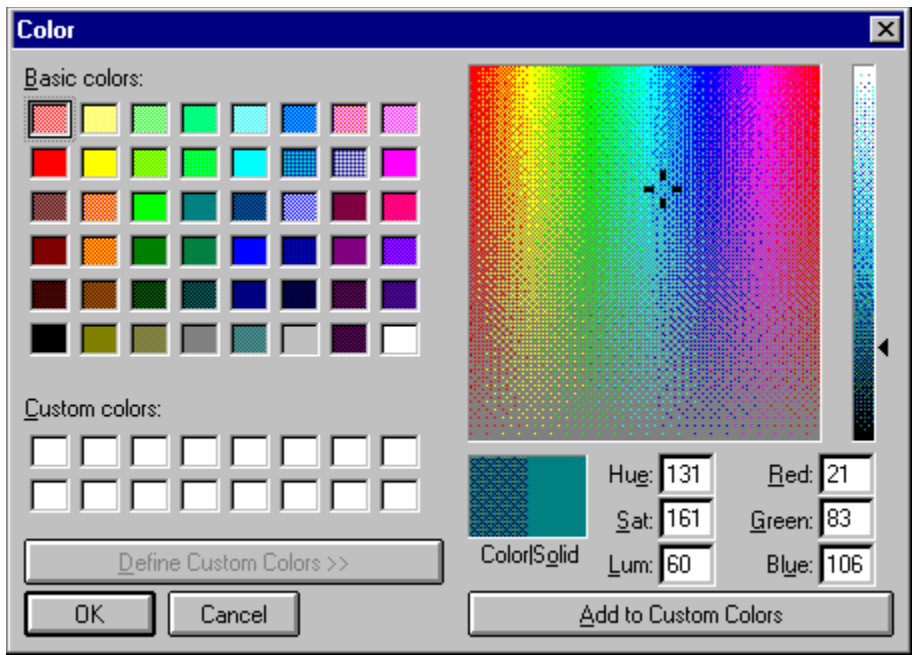
Text Color (Options Menu)

MVP Hearts allows you to choose the color of the text during your game of hearts. You may choose the text color by selecting Text Color from the Options Menu. Note: Not all colors will show up good on all backgrounds.
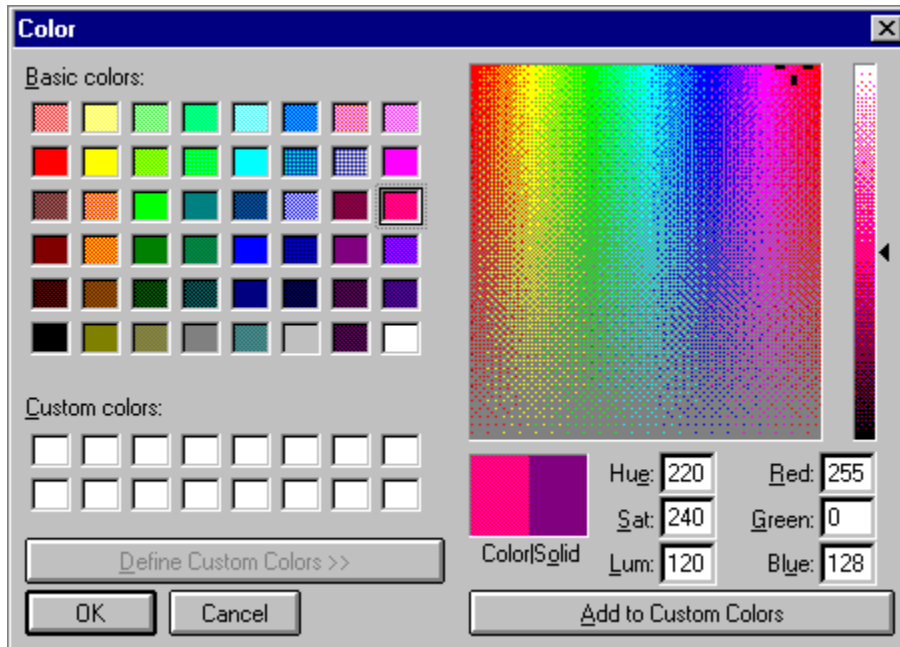
Card Back (Options Menu)

There are sixteen different card backs that come with MVP Hearts.   To choose the card back of your dreams, simply select the desired card back and press the OK button.   Nothing to it.

Music (Options Menu)

There are a number of original music scores that come with MVP Hearts.   To select these, click on the Options Menu and select Music.   If you would like to listen to music throughout the game, then select Music Enabled by clicking on it. If you would rather listen to music only after winning or losing a game, then select Event Music Only by clicking on it.   Also, if you find some music that you prefer, you may select   from one to six categories by selecting those buttons.   When you are finished making your selections, press the OK button.

Sound Effects (Options Menu)

You can enable or disable the sound effects by choosing the Sound Effects item in the Options menu.   A check will be displayed next to the menu item when sound effects are enabled.

Save (Game Menu)

This entitles the player to continue the game he/she is in the process of playing by saving it onto a disk.

Close (Game Menu)

Ends a game immediately.   You will be prompted to save the game.   Choose yes to save the game to a file, no to quit without saving, or cancel to return to the game.   After closing, you will return to the title screen.

Meet the Players

[Beginner](#)
[Intermediate](#)
[Expert](#)

Meet the Intermediates

Tiny Tim - Now here's a swell guy from Memphis, Tennessee.   Tim has found a love even stronger than that of his musical talent playing the viola: playing the game MVP Hearts.   Now, it is quite obvious why Tim isn't that tiny, it's because he needs to be strong to carry his viola in one hand and his computer in the other. Conequently, Tim has reached intermediate status at MVP Hearts.

Foxy Roxy - is a twenty-six year-old bombshell from San Diego, California.   You can find her hanging out on the beach, shopping at the mall, or going cruising around town in her cherry red convertible.   Roxy has just recently reached intermediate status in MVP Hearts and, likewise, has found the different levels to be quite stimulating.   She hopes that one day she might be an Ambassador to the United Nations;   but some goals may just be too far out of reach.

Esther Little - Esther Little is a perky old lady from Boston, Massachusetts.   She has many grandkids and even a few great-grandkids.   She is so old that I am not even able to count that high, using all of my fingers and toes.   But, just between you and me, I think that she was a witness to the invention of the wheel.   When Esther isn't running after all those children that keep coming and visiting her, or stuck in that Boston traffic, you can find her at home, sitting with an afghan on one knee and her laptop on the other, refreshing herself with a game of MVP Hearts. Esther feels that you're never too old to try something new!

Meet the Experts

Tex Mex - Now, here is a bad ol' boy from deep, down in Texas. I'd tell you his age, but I'd be a very unhappy camper. Tex does engage in some rather unscrupulous behaviors. For example: he hunts kittens and puppies, and even small deer. When he's not entertaining himself in the above mentioned quests, you can find him playing MVP Hearts, where he has reached expert status.

I. M. A. Genius - Ignathious Michael Alexander Genius is here, or I. M. A. Genius, for short. He is from a little town called Germantown, Tennessee. It is located just outside of Memphis. Genius feels strongly that his nickname suits him, especially his playing style during a challenging game of MVP Hearts. Just try for yourself and see if he is a true genius at heart.

Hannah Li - Hannah has learned how to play a game of hearts pretty well. She is originally from Thailand and goes back to visit her family, occasionally. She has two daughters and a son, and she is a great mom - when her family can keep her away from the computer long enough. But, that's what happens when you have to keep up your sought-after expert status.
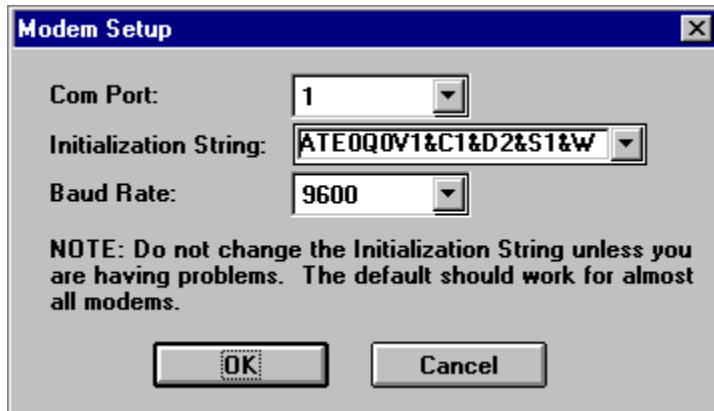
Listen NETBIOS (Multiplayer Menu)

Allows a remote player to connect to you over a NETBIOS network.   You will be notified when a player establishes a connection.   The player connecting to you chooses the rules, the opponents, and seating arrangements of the game to be played.

Waiting for the dealer to connect.

Cancel

Listen Modem (Multiplayer Menu)

Allows a remote player to connect to you over a modem.   Fill in the appropriate modem information.   You will be notified when a connection is established.   The player connecting to you chooses the rules, the opponents, and the seating arrangements of the game to be played.

Listen Direct Connection (Multiplayer Menu)

Allows a remote player to connect to you over a null modem cable.   You will need to specify the port where the null modem cable is located, as well as the baud rate.   You should be able to leave the baud rate at the default setting of 128,000.   You will be notified when a connection is established.   The player connecting to you chooses the rules, the opponents, and the seating arrangements of the game to be played.

Connect NETBIOS (Multiplayer Menu)

This allows you to connect to a player on a NETBIOS network.   You can connect to 1 to 3 additional players.   The remote player must have already done a Listen NETBIOS from the Multiplayer Menu.   Choose the name of the player from the list and click OK.   The connection will be established.   Place the player in the appropriate seat.   You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can then choose the rules for the game to be played.

Select a player to connect to ✕

Craig

OK

Cancel

Help
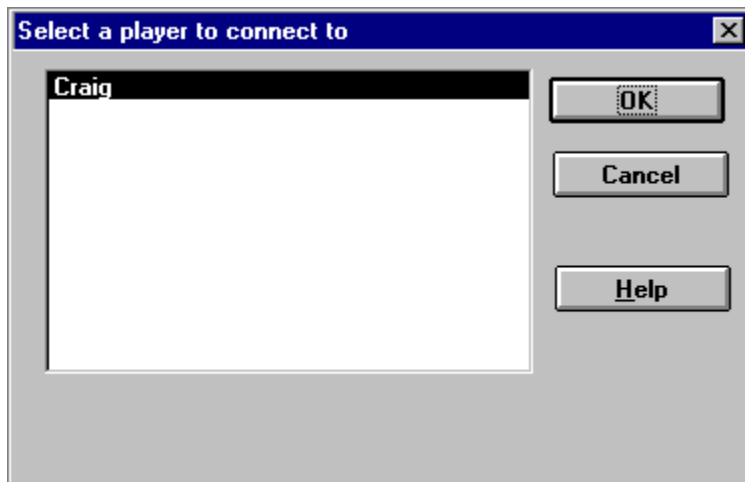
Connect Modem (Multiplayer Menu)

This allows you to connect to a remote player using your modem.   The remote player must have previously selected Listen Modem from the Multiplayer Menu. Add their name, number, and modem information into your directory.   Select the player from that list to connect to, and click on the OK button.   The connection will be established.   Place the player in the appropriate seat.   You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can then choose the rules for the game to be played.

Choose Modem Connection

Name	Number	Com Port	Initialization String	Baud Rate	Dial Type
Brendon	555-1212	1	ATE0Q0V1&C1&D2&S1&W0	9600	Tone

[OK] [Cancel] [Add] [Delete] [Edit]

New Modem Connection

User:

Modem Number:

Com Port: 1

Initialization String: ATE0Q0V1&C1&D2&S1&W

Baud Rate: 9600

Dial Type: Tone

NOTE: Do not change the Initialization String unless you are having problems. The default should work for almost all modems.

[OK] [Cancel]

Connect Direct Connection (Multiplayer Menu)

This allows you to connect to a remote player using a null modem cable. You will need to specify the port where the null modem cable is located, as well as the baud rate.   You should be able to leave the baud rate at the default setting of 128,000. The connection will be established.   Place the player in the appropriate seat.   You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can then choose the rules for the game to be played.
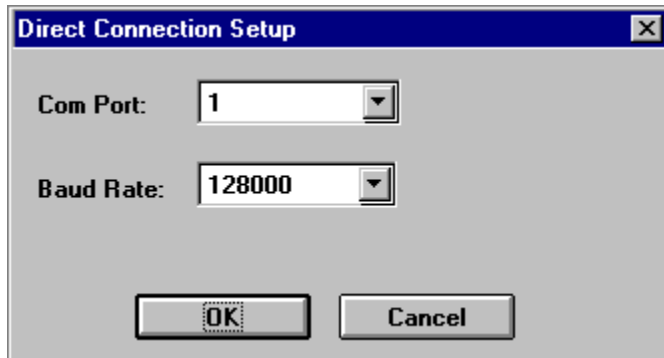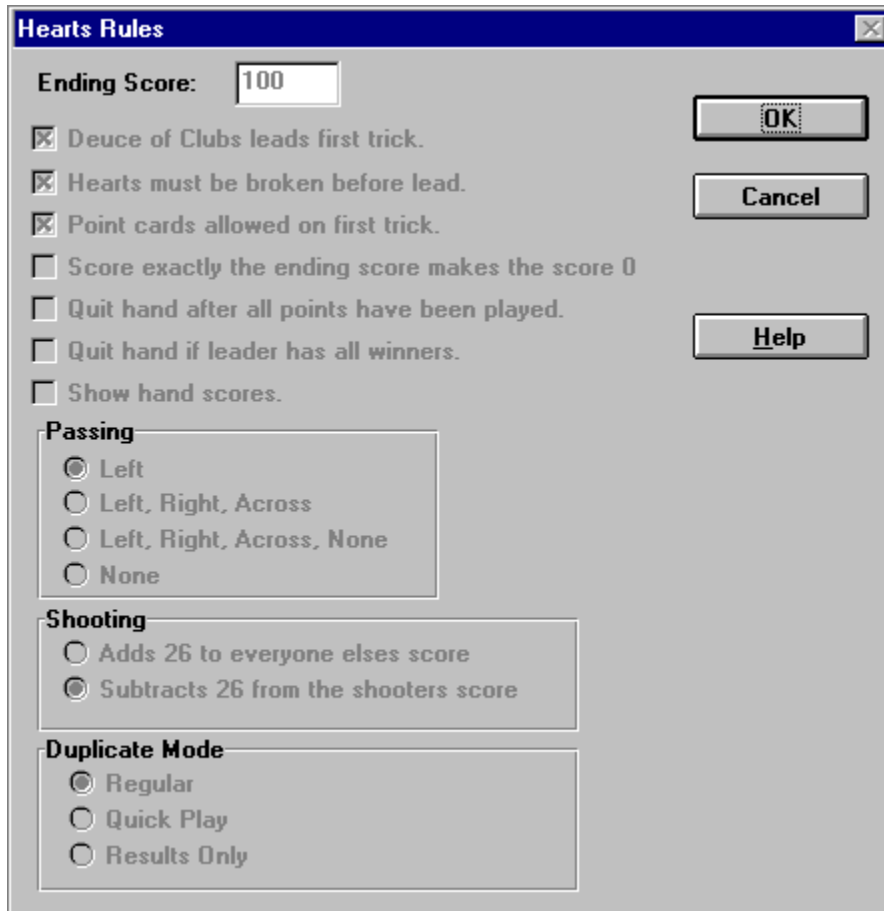
Chat (Multiplayer Menu)

This allows public communication at anytime.   Choose chat from the Multiplayer Menu to display the chat dialog box.   Enter the text that you want to send and click on the send button.   The message will be displayed on all of the player's screens.

Rules (View Menu)

Choosing this menu item during a game allows you the ability to view the rule settings.   You cannot change any rules during the play of a game.

End Score - Set a value from 25 to 10,000.   Once someone reaches this score, the game is over, and the player with the lowest score wins.

Deuce of clubs lead first trick - When this option is set, the player who holds the deuce of clubs leads the first trick.   If this is not set, the player to the left of the dealer always leads the first trick.

Hearts must be broken before led - When this option is set, a player cannot lead hearts until hearts (or the queen of spades) are broken by being played on a non-heart trick (unless the leading player only has hearts remaining).   If the option is not set, hearts can be led anytime.

Point cards allowed on first trick - When this option is set, no point cards can be

played on the first trick.   If this option is not set, point cards are allowed on the first trick.

Score exactly the ending score makes the score 0 - When this option is set, your score will return to 0 if you reach the exact ending score.   For example, if the ending score is 100, and at the end of a hand you have a total of 100 points, your score will be set to 0.

Quit hand after all points have been played - When this option is set, the hand will end once all the hearts and the queen of spades have been taken.

Quit hand if leader has all winners - If this option is set, the hand will stop if the leader has all winners remaining.

Show hand scores - If this option is set, the points scored so far in the hand will be displayed along with each player's total score. Also, you will not be able to use the View Tricks menu option when this option is set.

Passing - Choose from the following four options:
- Left - Always pass to the player to your left.
- Left, Right, Across - Alternate passing from left, right, then across
- Left, Right, Across, None - Alternate passing from left, right, across, and none
- None - There is no passing of cards prior to play.

Shooting - Choose from the following two options when a   player "shoots the moon" (wins all hearts and the queen of spades):
- Add 26 to everyone elses score
- Deduct 26 from the shooters score

Duplicate Mode - Set how you want the Duplicator's hand to be played.
- Regular - You will have to click OK after each trick.
- QuickPlay - The hand will be played through quickly.   You will not need to click after each trick.
- Results Only - You will not see the hand played.   You will only be shown the results.   You can click on the Tricks button on the Score dialog to see each of the individual tricks.

Display Size (Options Menu)

Choosing this menu item allows you to set the display area used by the game. Choose from one of the following options: 640x480, 800x600, or 1024x768.

Note: Your Windows display setting must be at least this large or you will not be able to see the entire play area.

Card Fronts (Options Menu)

There are two different card fronts that come with MVP Hearts.   To choose the desired card front, simply select the card front and press the OK button.

Seating (Multiplayer Menu)

This feature allows you to change the seating arrangement when playing in Multi-player mode.   To place a player in a different position, click on the desired position.   If there is only one other player, he/she will be placed automatically.   If there are multiple players, you will be prompted to choose one to place in the specified seat.
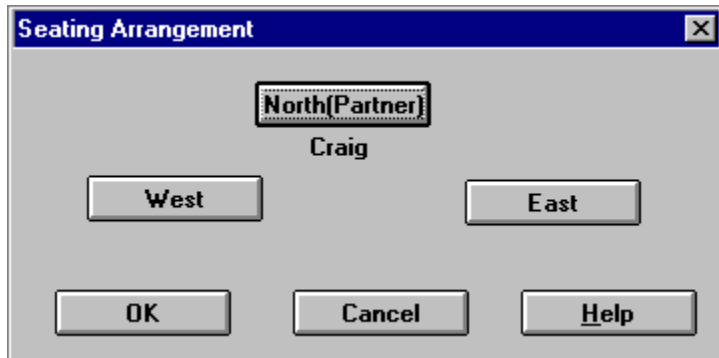
Listen TCP/IP (Multiplayer Menu)

Allows a remote player to connect to you over a TCP/IP network.   You will be notified when a player establishes a connection.   The player connecting to you chooses the rules, the opponents, and seating arrangements of the game to be played.   Note that your IP address is displayed at the bottom of the listen dialog. If you would like to play over the internet, you will need to tell the other player what your IP address is.   He will then enter this to connect to you.

Waiting for the dealer to connect.

Cancel

IP Address: 100.100.100.105

Connect TCP/IP (Multiplayer Menu)

This allows you to connect to a player on a TCP/IP network.   You can connect to 1 to 3 additional players.   The remote player must have already done a Listen TCP/IP from the Multiplayer Menu.   Choose the name of the player from the list and click OK.   If you would like to connect to a player over the internet, then you must enter their IP address in the manual entry box at the bottom of the dialog.   Your opponent will need to tell you what their IP address is.   The connection will be established.   Place the player in the appropriate seat.   You are always SOUTH, so you can select either WEST, NORTH, or EAST. You can then choose the rules for the game to be played.
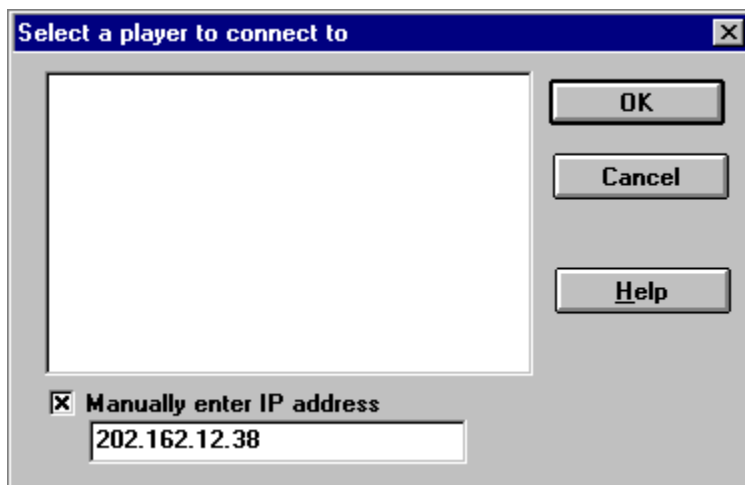
Playing MVP Hearts over the Internet

MVP Hearts can be played by up to 4 people over an internet connection.   One player is the host (which we will refer to as Player A), and needs to issue Mulitplayer->Connect->TCP/IP from the menu.   All other players (which we will refer to as Player B) need to issue Multiplayer->Listen->TCP/IP.

To establish this connection, Player B will need to let Player A know their IP address.   This is listed in the dialog box that is displayed when you issue a Listen->TCP/IP from the Multiplayer menu.   Player B can convey their IP address to Player A using some form of Internet chat tool, or by using Internet mail.   Player A then chooses Connect->TCP/IP from the Multiplayer menu, and enters Player B's IP address in the edit box at the bottom and clicks OK.

Once all players are connected, Player A sets up the rules for the game.   See Change Rules for more information.   After the rules are set up, Player A must start the game by choosing New from the Game menu.   Just play the game as you normally would from this point.   You can open public chat at any time by choosing Chat from the Multiplayer menu.

Troubleshooting

Q. Why does my mouse cursor move automatically?   This really annoys me and I keep clicking on the wrong card.

A.   Many people find this feature very handy while playing a game.   If you prefer to move the cursor on your own, you can change this by choosing the **Automouse** item in the **Options** menu.

Q.   I am trying to start a network game using NETBIOS.   I know I have NETBIOS set up, but the game keeps telling me it is not installed.   What is going on?

A.   For some reason, you need to make sure NETBEUI is set as your default protocol in Windows 95.   Go to Start, and choose Control Panel from the Settings menu.   Open the Networks icon.   Then open the properties for your NETBEUI entry.   Click on the advanced tab, and make sure there is a check next to the entry that says "Set this protocol to be the default protocol."   After rebooting, the problem should be gone.

Q.   If I display help during a game, the colors go crazy.   What's the deal?

A.   MVP Hearts uses its own 256 color palette.   When other applications get focus (including Help), they load their own 256 color palette.   This causes MVP Heart's colors to look strange until it regains focus.

If you are still having problems after reading through the help, you can obtain technical support through the following channels:

GO MVPSOFT on CompuServe, and post a message in message section 17.

Send email to mvpsoft@compuserve.com

Post a message in the Web Forum at http://www.mvpsoft.com

Fax your problem to (616) 831-7982.   Please include either a return fax number or an email address.

Call (616) 831-7981 to speak with a technical support representative.   Please do not call the 800 order line, as these personnel are not qualified to answer any

technical questions.

More MVP Card Games

If you enjoy playing MVP Hearts, you'll love to try some of our other card games.

MVP Cribbage - Nominated by Computer Gaming World as the best Shareware Card Game of 1997.   Try your luck against a skillful computer opponent or take on a friend over the internet.   Supports both 2 player and 4 player team play. Various muggins options are also available.

MVP Spades - Six virtual opponents challenge you to a hot game of Spades. Wonderful graphics and music provide the atmosphere.   Are your card-playing skills up to snuff?   Live online and network multiplayer support included so you can play against your friends.

MVP Euchre - This is the best Euchre game ever, with the strongest play and the most options.   You can even play your friends in multiplayer modem, network, and direct connection modes.   Written by the winner of Computer Gaming World's Best Shareware Card Game of 1996.

MVP Bridge - If you like to play Bridge or would like to learn, you will love MVP Bridge for Windows.   MVP Bridge was selected by Computer Gaming World as shareware card game of 1994.   Features include Rubber, Chicago, and Duplicate play; 13 conventions; your choice to card backs and fronts; multiplayer support for network, modem, and single computer; a complete tutorial to polish your game; and the best user interface of any Bridge game available today.

Download the shareware version of any of these great games today from http://www.mvpsoft.com.

Location

Select a location for the player you just connected to.

Obtaining Technical Support

Before seeking technical support, please read through the help file.   If you are still having problems after reading through the help, you can obtain technical support through the following channels:

GO MVPSOFT on CompuServe, and post a message in message section 17.

Send email to mvpsoft@compuserve.com

Post a message in the Web Forum at http://www.mvpsoft.com

Fax your problem to (616) 831-7982.   Please include either a return fax number or an email address.

Call (616) 831-7981 to speak with a technical support representative.   Please do not call the 800 order line, as these personnel are not qualified to answer any technical questions.

Duplicate (Game Menu)

Duplicate play allows you to test your skill against the computer's.   Once you finish playing a hand, The Duplicator will replay the same hand.   Your score for the hand will be compared to the Duplicator's.   You continue playing hands until either you or the Duplicator reaches the game ending score (100 by default).   The winner is the player with the lowest score.

Win Trick (Options Menu)

This feature allows you to choose whether or not you want the Win Trick dialog to disappear on its own. If set to Wait for OK, then you must click on OK before proceeding on to the next trick. You can also choose from 1/2, 1, 2, or 3 seconds, in which case the box will automatically disappear after the allotted time. Note: you are still able to press the OK button to proceed to the next trick.

AutoPlay Last Trick (Options Menu)

This feature allows the last trick in the hand to be played automatically.   Choose this menu option to enable or disable this feature.

Tricks (View Menu)

This feature allows you to review the tricks that have been played.   The word "LEAD" is written next to the person that lead the trick.   The word "WON" is written next to the person that won the trick.   Use the scroll bar to move from trick to trick.
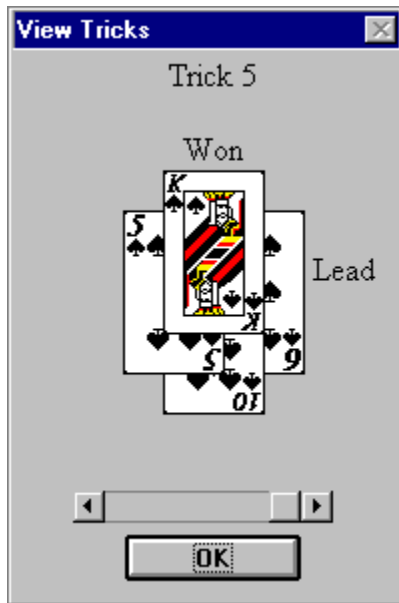
Hand (Replay Menu)

Choose this option to replay the current hand.

Trick (Replay Menu)

Choose this option to replay any trick in the current hand.