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## Registering Your Software

**Affairs of The Court 1.0 - \$14.95**

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## Section 2: The Rule Book

### 1.0 Background:

Affairs of the Court is played with a standard fifty-two card deck. The object of the game is to reduce your opponent's point total to zero from a starting position of one hundred points. The first player to reduce his/her opponent's points to zero or less is the winner.

The game is divided into rounds, turns, and bonus. Thirteen turns and a bonus comprise a round. Each turn is comprised of one card being played by each player. Points are updated at the end of each turn and at the end of the bonus. To determine the winner, the point totals are evaluated at the end of each **ROUND** (not each turn). If both players have zero or less points at the end of a round, the game is a draw.

### The Suits:

Hearts:	Add points to one player.
Diamonds:	Subtract points to one player.
Clubs:	Subtract points to one player.
Spades:	Subtract points to both players.

### The Ranks:

2 thru 10:	Add or subtract points equal to the face value of the card.
Jacks:	Block the effect of the opposing card
Queens:	Reverse the effect of the opposing card
Kings:	Block and capture the opposing card
Aces:	
Ace of Spades:	Switches the players total scores
Ace of Hearts:	Takes both players to the higher total score
Ace of Diamonds:	Doubles and reverses the effect of a numbered card
Ace of Clubs:	Doubles and reverses the effect of a numbered card

Jacks, Queens, Kings, and Aces are considered Court cards. **Court cards take effect only when played with an opposing card of the same suit.**

## 2.0 Beginning a Game

2.1 Shuffle the cards. Human player draws first.

2.11 If another round is required, the person with more points draws first.

2.2 The draw consists of three steps.

2.21 Draw and view the top card from the deck.

2.22 Add this card to your hand or discard it.

2.23 Draw and view another card from the deck.

2.231 If the first card drawn was added to your hand, discard this card.

2.232 If the first card drawn was discarded, add this card to your hand.

2.3 Continue drawing cards in this manner until the entire deck has been exhausted. Each player should begin a round with thirteen cards in their hand.

### 3.0 Playing the Game

3.1 The player who drew first makes the first lead.

3.11 All following turns are led by the player winning the preceding turn.

3.12 A player may lead any card from his/her hand.

3.2 The player following must follow suit if possible, otherwise, he/she may play any card from his/her hand.

3.3 Cards are discarded after being played (see rule 4.322 and 4.323 below).

### 4.0 Determining the Outcome of a Turn

4.1 Both players play numbered cards.

4.11 The card with the higher face value takes effect (see rules 4.13 and 4.14 below).

4.12 The scoring effect is determined by the suit of the winning card (see rule 4.14 below).

4.121 If it is a heart, the person playing it adds the face value to his/her point total.

4.122 If it is a diamond or a club, the person playing it subtracts the face value from his/her opponent's point total.

4.123 If it is a spade, both players subtract the face value from their point totals.

4.13 If the cards have the same rank, both card effects take place.

4.131 The person who led this turn will lead the next turn.

4.14 If the cards have the same suit, the scoring effect is greater. The face values of the two cards are added together to determine the points added or subtracted from a player's point total.

4.15 The player playing the higher numbered card leads the next turn (see rule 4.13 and 4.131 above).

4.2 One player plays a numbered card and the other player plays a Court card.

4.21 If the cards are of different suits, the numbered card wins the turn (see rule 3.11 and 4.12 above).

4.22 If the cards are the same suit, the Court card wins the turn (see rule 3.11 above).

4.221 If the Court card is a Jack, no points are distributed during the turn.

4.222 If the Court card is a Queen, the points are assigned to the *opposite* player than normal with the *same* effect (see rules 4.121, 4.122, and 4.123 above).

4.223 If the Court card is a King, no points are distributed during the turn, and the player playing the Court card captures the numbered card and places it in his/her hand.

4.224 If the Court card is an Ace.

4.2241 If Spade, total scores are switched.

- 4.2242 If Heart, both players go to high total score
- 4.2243 If Diamond or Club, numbered card value is doubled and subtracted from the player playing the numbered card

### **4.3 Both players play Court cards.**

- 4.31 If the cards are of different suits, no points are distributed during the turn.
  - 4.311 The player leading this turn wins the turn (see rule 3.11 above).
  
- 4.32 If the cards are of the same suit, the Court cards take effect. The player playing the higher court card wins the turn (see rule 4.15 above).
  - 4.321 Affair of the Court ( A Jack and a Queen).  
All cards of the suit being played are discarded from both players hands.
  - 4.322 Messenger to the Court (A Jack and a King).  
The player playing the King captures the Jack and places that card in his/her hand.
  - 4.323 Marriage of the Court ( A Queen and a King).  
The player playing the King captures the Queen and places that card in his/her hand.
  - 4.324 Traitor in the Court (An Ace with any other Court card).
    - 4.3241 If Spade, total scores are switched.
    - 4.3242 If Heart, both players go to high total score
    - 4.3243 If Diamond or Club, no scoring effect.

## **5.0 The Bonus Round**

- 5.1 After one player has played all of the cards in his/her hand, the other player may still have cards left because of captures and Affairs of the Court.
  
- 5.2 Any numbered card left in a player's hand after his/her opponent is out of cards may be played with their full effects taking place (see rule 4.121, 4.122, and 4.123 above).
  
- 5.3 This play is optional and the decision to play or not to play is made individually for each card. Remember, Court cards have no effect in this turn.

## 1.0 Entering a New Player

When you first enter Affairs of The Court you will need to tell the computer who you are for statistical tracking. You may enter as either a Guest Player, or by typing in your own name (this later option is only available in the registered version). Once your name has been entered, you can later select your name from the selection box provided.

## 2.0 Drawing Your Hand

Drawing cards **WITHOUT** Quick Play Option:

- Click on deck
- View card
- Click on either Keep or Discard button
- Click on deck
- Click on either Keep or Discard button

*The Keep and Discard button will enabled and disable according to the first selection you make.*

Drawing cards **WITH** Quick Play Option:

- *(Computer selects card for you)*
- View card
- Click on either Keep or Discard button
- *(Computer selects next card)*
- Click on either Keep or Discard button

*The Keep and Discard button will enabled and disable according to the first selection you make.*

### 3.0 Playing the Cards

To play a card:

- Click on card you wish to play
- (*Computer will place card in middle of table*)

The computer will keep the cards sorted in your hand.



## 4.0 Options

### 4.1 Quick Play *(A check mark indicates the option is on)*

This option removes the need to click on the deck when drawing cards. When Quick Play is on, the computer will automatically retrieve the next card from the deck.

### 4.2 Rule Que Cards *(A check mark indicates the option is on)*

This option toggles on and off the Rule Que cards that appear when playing the game. The rule Que Cards serve to help teach the player the different rules that affect the scoring of the game.

### 4.3 Card Style

This option allows you to select a different card backing for your playing deck.

### 4.4 Must Follow Suit *(A check mark indicates the option is on)*

This option allows you to change the rule about following suit. By changing this rule you can enjoy a different strategy game. Only games played with the rule in effect, however, will be included in the final statistics.

## 5.0 Difficulty Setting

### **5.1 Novice Player** (*A check mark indicates this player is being used*)

The novice player represents a computer strategy similar to players who first learn the game. Although the computer is a novice, it will still force a player to have a fair strategy to win the game.

### **5.2 Intermediate Player** (*A check mark indicates this player is being used*)

The intermediate player represents a computer strategy that is similar to some of the more experienced players of the game. This strategy requires a good player to beat.

### **5.3 Expert Player** (*A check mark indicates this player is being used*)

The expert player is reserved for those who enjoy a challenge. This player is designed NOT TO LOSE. Good cards and a great strategy are required for this player.

## 6.0 History Section

The history section contains all the statistics for the games that have been played. Statistics are kept individually for each player in the system. The statistics are broken out by level of play (i.e. novice, intermediate, and expert). The statistical section will summarize your total games, wins, loses, draws, and winning percentage. Above and beyond these simple statistics, the computer also tracks the following:

**Total Points:**

The total number of points you have scored in the game

**Average Score:**

The average score you achieved over all the games

**Total Difference:**

The total difference between you and the computer players score over all the games

**Average Spread:**

The average difference between you the computer player

**Total Number of Rounds:**

The total number of rounds you have played

**Average Rounds:**

The average number of rounds each game takes

**Total Bonus Points:**

The total number of bonus points played by you in the games

**Bonus Point Average:**

The average number of bonus points played by you in all the games

### Legendary Games:

The computer will also track legendary games at each playing level. These games represent the largest spread in a winning cause between the two players score.

## 7.0 Tournament Play

### **Background:**

Tournament play allows you to play against other human players on an equal playing field. To do this, you should select the level of play you wish to compete in then select Tournament Play from the File menu selection list. The computer will prompt you to confirm your intentions to play in a tournament, then ask you to enter the total number of players that wish to play. You can enter any number from 1- 10 players.

### **Tournament Rules:**

The computer will play each player for three rounds. The goal of the tournament is to have the largest spread between you and the computer player. After three rounds, your total difference will be displayed and stored. The next player then begins to play the computer. The same decks that were used for the first player, will be used for each of the other players. This assures that all the players have the same opportunity to keep and play the various cards. The computer will continue to play three rounds against each player until all the players have played. Once this is complete, a summary of all the scores and the winner will be displayed.

### **Canceling The Tournament:**

At any time you can cancel a tournament by clicking on the "Cancel Tournament" button that appears. The program will default back to normal play.

