Contents for SCAT Help

SCAT is a game of chance and skill.   It is fun, challenging, and addictive.

For a description of how to play this game and on how to use the commands available to you in SCAT, click on the underlined topic below.

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What is Scat?

SCAT is a card game for four players, played with 52 cards.   Players 1, 2 and 3 are played automatically by the program.   Player 4, which represents you, may be played either by yourself (the Human Player) or by the program.

A hand with a total value of 31 points (an Ace and two other cards worth 10 points each) is called SCAT.

Objective

The program deals each player 3 cards. The objective is to obtain a final hand that is all of the same suit and whose value is not the lowest among the four players.   The player with the lowest card hand loses that hand.

Features

SCAT allows you to:
- Define one of three strategies for each of the four players to follow.
- Identify each player by assigning them a name.
- Show player comments during the game.
- Set the speed at which the cards are dealt and discarded.
- Leave the cards face up or face down during the game.
- Vary the location of the player icons on the screen from game to game.
- Decide which card back design to use.

How to Set Game Options

Before you start a game, you may want to select Game Setup from the menu bar to determine the strategy and game setup options you want to use.   The following dialog box displays.

If you do not specify values in the Game Setup dialog box, the program uses the values last saved.

Player Name

Identify each of the four players with a name.   While SCAT allows you to enter an unlimited number of characters and/or numbers in the Player 1, Player 2, Player 3 and Player 4 boxes, the program will only display up to 11 characters in the <u>player icons.</u>

The four names you define will be used throughout the entire game.   If you change a name in the Game Setup dialog box any time after the game has started, the new name will not be applied.

Player Strategy

You may define a strategy for each of the four computer players to follow. If Player 4 is being played by you and not the computer, <u>(Human Player</u> selected from the <u>Options menu),</u> the strategy selected for Player 4 will not apply.

Choose from three strategies:
▪   Conservative - The player using this strategy determines what suit to follow early on in the game and does not deviate from that suit when deciding on what cards to pick up and discard.
▪   Gambler - The player using this strategy will constantly change suits to improve their hand by looking for high cards.
▪   Acer - The player using this strategy is basically a Conservative player who will always pick up an Ace card, if it has a marginal chance of improving their hand.

You can not change strategies during a game.

Game Speed

Use this box to set the speed at which cards are dealt and discarded. You may select a value ranging from 1 to 10, 1 being very slow and 10 being very fast.   Use 5 for a moderate, comfortable speed at which to play.   You may change the speed at any time during the game.

Place Players Randomly

Select this checkbox before you start the game to indicate that you want the four player icons placed in any order on the screen from one game to the next.   If this box is not selected, the four player icons will always be found in the same location.

Show Player Comments

Select this checkbox at any time to indicate that you want the comments of each player to be revealed in the player icons. If this box is not selected, the player icons will be blank and the players' comments will not display.

File Menu

Start Game

Select this command to set up and begin a new game.

End Game

Select this command to end a game that is currently in progress.   You may then either start a new game or exit SCAT.

Exit

Select this command to exit the program.   When you exit SCAT, all of the game setup values and options are retained and used as the defaults for the next game.

Options Menu

Play Cards Up

This command only applies to those players controlled by the program.   The hand played by the <u>Human player</u> is always shown.

Select this command at any time to show everyone's hands while playing the game. If a checkmark appears next to this command, all of the cards in each player's hands will be turned up.   If a checkmark does not appear next to this command, the cards of your opponents will be hidden from your view, as in an actual game.

Card Backs

Select this command at any time to set the design for the backs of the cards.   You may choose from 8 designs.

Human Player

Select this command at any time to indicate that you want Player 4 to be represented and played by you instead of the computer.   If a checkmark appears next to this command, Player 4, the <u>Human Player,</u> is under your control.   If a checkmark does not appear next to this command, Player 4, like the other three players in the game, will be played automatically by the computer.

Other Products from Bob Dolan Software

DeskMenu --   A slimmed down Program Manager for Windows
Version 1.30 - November 1993

An efficient replacement or addition to the Program Manager.   Provides a menubar at the top of the Windows desktop with menu headings defined by you to represent the categories of applications you typically need to access.   A simple interface allows you to customize the look and feel of this useful system utility.

Shareware.........$10

WinGo! --   The classic Bingo for Windows
Version 1.20 - October 1993

Finally Bingo has arrived for Windows!   You match wits with Rosie, an alert and cunning adversary.   You can play with as many cards as you can handle at the speed you like.   Fully configurable to adapt to your playing style.   The registered version includes digitized voice calling for the most realistic Bingo play possible.

Shareware.........$10

WinDial -- A   Windows Phone Book that dials
Version 1.0 - May 1993

An easy to use phone book that will automatically dial any selected number as long as you have a modem.   When a busy signal is detected, you can tell WinDial to retry until someone answers.   Other busy attempts can be placed into a queue, and all will be retried in order.

Shareware.........$10

Mister Clean -- Clean up your hard drive
Version 2.00 -- December 1993

One of the most efficient ways to clean up those hidden but unwanted or unused files that take up needed space.   A slick Windows 3.x user interface makes this utility a must have for your toolbox.   Mister Clean finds the files you specify and sorts them by size.   You click on the ones you want deleted and then off they go, one-by-one (to be safe) or all at once.   Not sure what the file is?   Then run it right from Mister Clean and check it out before dumping it!   Truly a unique way of managing precious disk space.

Shareware.........$10

<softWAREhouse> -- A warehouse for all of your software
Version 1.10 -- November 1993

<softWAREhouse> provides your system with the ability to access more applications than it can hold at one time.   This is made possible by storing installed applications offline until they are needed.   When required, they are put back on the user's machine in the same condition and location as they were when originally stored.   All of this power is surrounded

by an easy to use point and shoot menu interface.

Shareware.........$15

Yacht-Z   --   A dice strategy game for Windows 3.X
Version 2.22 -- October 1993

Yacht-Z is a version of the classic dice game.   Now, in addition to triple scoring, single scoring is included for quicker, simpler games.   Due to popular request, up to four players can now play at one time.   A new look to all dialogs gives the program new life in the world of Windows 3.1

Shareware.........$10

BattleGrid -- War in a window -- Battleship for Windows 3.x
Version 2.0 -- May, 1993

BattleGrid is a version of the classic board game.   Play against the computer or another person.   Watch the computer play against itself using different strategies.   Several levels of a computer opponent are available, from idiot to genius.

Shareware.........$10

MagnaFile -- A DOS user interface
Version 2.2 -- October 1992

MagnaFile is a DOS shell which is directed at a wide range of users from the DOS beginner to the most prolific DOS power users. MagnaFile provides services to the user to simplify access to DOS.   It also increases the efficiency of doing many of the more tedious operations DOS requires.

MagnaFile commands are carried out using a one-key interface.   Most operations are associated with a very obvious key, such as <C> for the Copy command.

The most useful utilities provided by MagnaFile are:

        For Single Files or Groups of Files:
            Copying
            Moving
            Deleting.
            Attributes
            Printing

        File Descriptions (40 characters)
        File Viewing & Editing
        File execution
        Disk navigation
        File & Directory Renaming

        File Archiving, Unarchiving, and Archive viewing
        Command line interface
        Mouse handling

Screen saver and password protection
Run programs from a smart menu interface

MagnaFile is similar to Norton Commander(NC). Users of this product say that MagnaFile will be an important tool on your computer, no matter what level user you are.

Shareware..........$20

Smart Solitaire -- The Smart way to play Solitaire
Version 1.01 -- November 9, 1989

A text mode klondike solitaire card game which uses the mouse.   Features BOSS mode and smart playing features, such as automatic card placement in obvious situations.   Very addicting and fun!

Shareware.........$10

SCAT -- A strategic and daring card game
Version 1.0 -- November 29, 1993

Don't get stuck with the lowest hand!   SCAT is a card game involving four players that can be as simple or challenging as you want.   Features include defining strategy levels, setting the game speed, and leaving the cards face up or face down as you play.   This game even includes conversational chit chat between the players!   Very addicting and fun!

Shareware.........$10

How to Play the Game

Once you have defined the game options and setup, select Start Game from the File menu. Using a 52 card deck, the program deals 3 cards to each of the 4 players.   The remaining cards are placed face down in the draw pile, with the top card turned up and placed in the discard pile.

The game begins with any one of the four players.   For the computer players, the program determines which cards to pick up and discard based on the strategy you specified for them in the Game Setup dialog box.   If the Human Player option is not selected, the computer will play all four hands.   You may select this option at any time to simply sit back and watch as the computer plays.   If you want to participate and play against the computer players, make sure the Human Player option is selected.

If you are playing, you will be Player 4.   When it is your turn, you may select the top card from either the draw pile or discard pile.   Click on the card you want from either pile.   The program moves the card alongside your hand.   If you want to keep this card, select the card from your hand that you want replaced.   Click on the card and the program replaces the card you selected from your hand with the card you picked up. If you do not want to keep this card, click on the card you picked up and the computer will return it to the pile.

As you pick up and discard cards, decide upon and follow a particular suit.   The computer continuously evaluates your hand and records your highest card values.   In SCAT, an Ace is worth 11 points, the 10, Jack, Queen, and King are worth 10 points each, and all other cards are scored at face value. The program will only add card values that belong to the same suit.   For instance, if you have a King of diamonds, a 4 of diamonds, and a 10 of hearts, the program will record the value of your hand at 14 points (the King and 4 of diamonds added together).   If you have a King of diamonds, a King of clubs, and an Ace of hearts, for example, the program will take your highest card value, the Ace of hearts, and record that your hand is worth 11 points. A hand with a total value of 31(an Ace and two other cards worth 10 points each) is called SCAT.   However, in order to win at SCAT,all you need to do is make sure your hand is not the lowest.

As you pay attention to the value of your hand, you will determine a strategy to follow. You can deviate from a conservative strategy to take risks in the game. To make the game less challenging, you could select the Play Cards Up option, which allows you to see all of the hands being played in the game.   By seeing the other players' hands, you can see if your hand is higher or lower than the other three players, and can quickly determine whether you can afford to take risks or need to stay with the same suit.

To indicate to the other players that you have reached a score of at least 21 and believe your hand not to be the lowest, you "knock".   When the Human Player option is selected, the knock button on the Player 4 icon is visible.   The knock button becomes enabled when you reach a hand that is worth 21 points or more.
Select the Knock button when you believe your hand is higher than one or all of the other players.   The higher your score, the better chance you have of not losing.

When a player knocks, the program allows all of the other players to have one more turn and a chance to improve their hand.   The players then compare hands.   The player with

the lowest score loses one <u>coin.</u>   When a player is out of coins, they are removed from the game. The players continue to play until all but one player remains. That player is the winner.

How to Keep Score

A SCAT game consists of playing several hands.   At the end of each hand, the program calculates the total value of each players' cards.   The player with the lowest value loses that hand.

At the beginning of the game, each player starts out with four <u>coins.</u>   When a player loses a hand, they lose one of the four gold coins.   When a player loses all four coins, they are eliminated from the game.

How to Use Strategies

You can basically follow the same type of strategies available to the computer players in SCAT: Conservative, Gambler, and Acer.   The only difference is that you, Player 4, can change your strategy at any time during the game.   The computer players cannot.

If you want to play conservatively and not take any chances, stay with the suit you selected from early on in the game.   You should always look for and select the highest card values in that suit.

If you want to take some risks and consider other opportunities, take a high card presented to you over a card in the same suit.   You may want to do this if the three cards in your hand, while all of the same suit, don't add up to the value of the high card.

If you want to really take some chances, you can follow a strategy to always pick up the Ace card every time it is available.

In SCAT, you may find that you should follow all of these strategies at different times throughout a hand.

How to Register

SCAT is distributed as shareware.   This means that if you regularly use the product and benefit from it, you should register with the author (see name and address below).   The software you now have is not crippled in any way.   This indicates a basic trust of the shareware concept by myself and other shareware authors who provide useful products with the hope of some type of return for their efforts.   Basic registration is $10.

Please print the registration form and fill in the requested information

You may reach me on GEnie at the following EMail address: DOLAN

Distribution

If you distribute SCAT to friends, associates, or to a computer bulletin board system (BBS), you may only distribute the compressed file including the copyright and disclaimer.

Disclaimer

The Copyright Owner hereby disclaims all warranties relating to this software, whether express or implied, including without limitation any implied warranties of merchantability or fitness for a particular purpose. The Copyright Owner will not be liable for any special, incidental, consequential, indirect or similar damages due to loss of data or any other reason, even if The Copyright owner or an agent of The Copyright Owner has been advised of the possibility of such damages.   In no event shall The Copyright Owner's liability for any damages ever exceed the price paid for the license to use the software, regardless of the form of the claim.   The person using the software bears all risk as to the quality and performance of the software.

How to Change the Card Back Design

Select Card Backs from the Options menu.   A Select Card Back Style dialog box displays.

Click once on the card design you want and select the OK button. If you decide not to change the design and to use the selection last specified, select the Cancel button.

Registration Form

To print this registration form, open the File menu and select Print Topic.

Please register me as a satisfied user of SCAT   (ver 1.0):

Amount Enclosed:

                $10 [   ]   Registration   No disk included

                $15 [   ]   Register w/upgrade.   [   ]3.5   [   ]5.25

A $15 registration entitles you to receive a free registered copy of WinDial.   This exciting utility provides you with a complete database to store all of the names of anyone you contact by phone, along with a memo for each entry.   It's easy to use, and if you have a modem, will automatically dial anyone in your database for you.   WinDial will even retry busy numbers as often as you specify until they answer.

For orders from outside of the U.S., please add $3 to cover additional postage.

Can you UNZIP files?   Yes_____   No_____

Name:_____

Address:_____

City:_____State:_____Zip:_____

Phone(optional):_____

GEnie/CompuServe/Internet mail
address:_____

Where did you get SCAT?_____

_____

Comments:_____

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There are four square boxes, or player icons, shown on the screen.   Each icon represents a player in the game.   A player icon displays the name of the player and four gold coins for keeping score.   If Show Player Comments is selected from the Game Setup menu, the icon also displays the player's comments about the game.

If Human Player is selected from the Options menu, Player 4 represents you (the human player). The remaining three players are played by the computer. If this option is not selected, all of the players in the game are controlled by the program.

The discard pile, located to the right of the draw pile, is where you place the card you threw out from your hand.   However, you may pick up a card from either the draw pile or discard pile.

Once the computer deals out the cards, the draw pile, located to the left of the discard pile, is where the remaining cards in the deck are placed, face down.   The top card in the pile is turned over and placed face up in the discard pile.   A player may then select a card from either the draw pile or the discard pile.

The act of stating to the other players that you want to stop playing and compare hands, since you believe your hand to be one of the highest.   When you select the knock button on the player icon, the other players get one more turn, and then the total value of all hands is compared.   The player with the lowest score loses the hand.

In order to "knock", a player must have at least a total hand value of 21 points.

Each player is given four gold coins at the start of a game.   The coins represent money, and are used to keep track of who is winning and who is losing.   When a player loses a hand, they lose a coin.   When all of a player's coins are gone, they have lost the game and are eliminated.

The OK button applies and saves the selections you made.

The cancel button closes the window and uses the selection last specified.

The Help button displays the online Help system.   The topic most relevant to the function you are performing will be shown.