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Introduction

MVP Euchre is a challenging card game with three difficulty levels. You may play with or without a partner and various options await you. Choose from nine different opponents, with varying skill levels, and the fun is all yours. Don't forget the fun and excitement with modem and network play.

How to Play

To start a new game of MVP Euchre, choose the Game menu, then choose New. You will be prompted to choose your partner. You must then choose your two opponents. Their skill levels are listed at the top of the dialog. The first hand will then be dealt. You will be prompted for your bid. See [Rules](#) for information on bidding.

Rules

Players - Four players. May be played in two partnerships. Non-team play is also an option.

Cards - A deck of 32 cards, 28 cards, or 24 cards, depending upon the option setting. In a suit that is not the trump Suit, the cards rank as follows: A (high), K, Q, J, 10, 9, 8, 7 (low).

In a suit that is the trump, the ranking of the cards is as follows: Right Bower (highest), Left Bower, then, A, K, Q, 10, 9, 8, 7 (lowest), respectively.

Objective - To take at least three tricks.

Deal - Players each receive five cards. The top card of the leftover deck is displayed as a possible trump suit. The player that is seated on the left of the dealer has the choice to either accept or reject the suit of the top card as trump. If the player passes, each of the remaining players has the opportunity to accept or deny the same card as the trump suit.

To accept, an opponent of the dealer would say, "I order it up." The dealer's partner accepts the trump by saying "I assist." The dealer then accepts the trump by exchanging the top card for any card in his/her possession. The dealer may make this exchange whenever anyone accepts the top card as the trump suit.

If all of the players pass in the first round, then they have the option to declare any other suit as trump or pass. However, the rejected suit cannot be declared as trump.

If all the players pass in the second round, then a Pass Out occurs. Thus, a new deal arises with the next dealer.

Playing Alone - The player who declares the trump suit has the option to play alone (without the use of his/her partner's cards). To play alone, the player must announce this decision as soon as the trump has been identified. The partner's cards are then placed faced down and are no longer eligible for that round of play.

Play - The eldest hand leads first, or the player to the left of that player, if the eldest hand is the partner who is playing alone.

If it is at all possible, then you must follow suit. If you are unable to follow suit, then any card may be played. The trick is won by the highest trump or by the highest card of the suit that was initially played if no trump was used. The winner of the [trick](#) leads the next round.

In order to receive any points, you must take at least three [tricks](#). If this does not occur, you are [euchred](#)! If you take all five of the tricks, then you have a [march](#)!

Scoring - If you take three or four tricks, you get one point. If you are able to win a [march](#), you are awarded two points. However, if your opponents make three or more tricks, then they get two points.

When you are playing alone, there are four points given for achieving a [march](#). However, only one point is awarded if three or four tricks are taken.

By default, the game consists of 10 points. However, you may set this value yourself, by doing so in the Change Rules section of the Main Screen.

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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 the soon-to-be award-winning game: MVP Euchre and has found it truly stimulating. Never before has Alec had an opponent that he felt to be as worthy and 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?



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 Euchre. She plays very well for a beginner. Esther feels that you're never too old to try something new!



Tiny Tim - If Tim is anything, it sure isn't Tiny. Why, I once saw Tim break an iron pole in half. He did this while playing the fantastic MVP Euchre computer game. You see, he was playing alone and got euchred by his opponents. Well, Tim wasn't happy, and neither were his opponents when Tim got through with him. That is one thing about Tim. He may have a little nickname- but his temper is huge. Incidentally, if you feel brave enough, play a round of MVP Euchre with Tim. And, I don't think that I'd mention to him that he is just a beginner.

Terms

Bid - An offer to contract to win a definite number of tricks .

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

Eldest Hand - The player at the left of the dealer.

Follow Suit - Play a card of the same suit that is the lead card.

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

Lead - The player to play the first card in the trick.

Trick - A round of cards during play that each player has contributed one card to.

Trump - A privileged card or suit that ranks higher than any card in any other suit.

March - The winning of all five tricks by either one player or by one side.

Euchre - Failure of the maker to win the number of tricks that he/she had a contract for.

Right Bower - The jack of the trump suit.

Left Bower - The other jack of the same color as the jack in the trump suit.

Order it Up - The declaration by the opponent of the dealer who accepts the top card as the trump suit.

Assist - You order partner to take up the trump suit.

Passed Out - To abandon the deal after all the players pass.

Eldest Hand

The player at the left of the dealer.

set

The defeat of a contract.

Trump Card

A privileged card or suit that ranks higher than any card in any other suit.

Exit (File Menu)

To exit MVP Euchre.

New (Game Menu)

To begin a new game of MVP Euchre. You will be prompted to choose a partner (if you are utilizing team play) and your 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 latter requiring the most challenged play.



Open (Game Menu)

To play a game of MVP Euchre that you previously have saved to disk. The rule options will be displayed to show you what the rules are. This dialog is read only. You play with the rules that were set when the game was saved, not the current rule options.

Change Rules

Euchre Rules

Winning Score:

Deck Size

32 (7 - Ace)

28 (8 - Ace)

24 (9 - Ace)

Team Play

Need one of suit to bid

Alone

Need 3 to make bid Need 5 to make bid

Screw the Dealer

Dealer may pass twice. Deal passes to the left.

Dealer may pass twice. Same dealer redeals.

Dealer must select a suit in second round of bidding.

Ace-No Face

Not allowed.

May throw in hand if dealt only one Ace and no face cards.

May throw in hand if dealt any number of Aces and no face cards.

Farmer's Hand

Not allowed.

May throw in hand if dealt only 8s and 9s.

Throw in Allowed

Before any bidding After trump is decided

Redeals

Deal passes to the left. Same dealer redeals.

OK Cancel

Winning Score - Set the number of points needed to win the game. Enter a value from 1 to 10,000.

Team Play - When this option is set, there are two partnerships (teams), each with two players. The players must win as many tricks as their combined bid. When this option is not set, each player must play for him/her self.

Need One of Suit to Bid - When this option is set, a player must have at least one card of the suit to declare trump, excluding the left bower.

Deck Size - You must select a deck size from the following choices:

- * 32 cards (7 - Ace)
- * 28 cards (8 - Ace)
- * 24 cards (9 - Ace)

Alone - You must select from the following two choices:

- * Need 3 tricks to make bid. If this is not accomplished, then you are euchred.
- * Need 5 tricks to make bid. If this is not accomplished, then you are euchred.

Note: The above rules are only applicable when a player is going it "alone".

Screw the Dealer - You must select from one of the following options:

- * Dealer may pass twice. Deal passes to the left. This means that during bidding, if no one bids, then the deal is passed out. The deal then follows to the person on the dealer's left.
- * Dealer may pass twice. Same dealer redeals. This means that during bidding, if no one bids, then the deal is passed out. However, the dealer continues to deal until a round of cards have been played.
- * Dealer must select a suit in the second round of bidding. This means that the dealer is obligated to declare trump on the second round of bidding, if no one has bid. No hands can be passed out.

Ace-No-Face - You must select from one of the following options:

- * Not allowed. No players can declare Ace-No-Face and have the hand thrown out.
- * May throw in hand if dealt only one Ace and no face cards. If your hand consists of only one Ace and no face cards, you can declare Ace-No-Face and have the hand redealt. See the options "Throw in Allowed" and "Redeals" for further options.
- * May throw in hand if dealt any number of Aces and no face cards. If your hand consists of any Aces and no face cards, you can declare Ace-No-Face and have the hand redealt. See the options "Throw in Allowed" and "Redeals" for further options.

Farmer's Hand - You must select from one of the following options:

- * Not allowed. No players may declare Farmer's Hand and have the hand thrown out.
- * May throw in hand if dealt only 7s and 8s (deck size of 32), 8s and 9s (deck size of 28), or 9s and 10s (deck size of 24). See the options "Throw in Allowed" and "Redeals" for further options.

Throw in Allowed - This option is only applicable if either the Ace-No-Face or

Farmer's Hand options are selected. You must select from the following options:

- * Before any bidding. This means that you must throw out the hand before any bidding is done. During Multi-Player Mode, you have only 5 seconds to make this decision.

- * After trump is decided. This means that you must throw out the hand after the trump is declared. During Multi-Player Mode, you have only 5 seconds to make this decision.

Redeals - This option is only applicable if either the Ace-No-Face or Farmer's Hand options are selected. You must select from the following options:

- * Deal passes to the left.

- * The same dealer redeals.

Records



The screenshot shows a window titled "Euchre Records" with a close button in the top right corner. The window contains two columns of data: "Wins" and "Winning Percentage". The "Wins" column lists 10 players with their respective win counts. The "Winning Percentage" column lists the same 10 players with their winning percentages and win-loss records. The text "Computer players are displayed in blue." is located below the data tables. At the bottom of the window, there are four buttons: "OK", "<<", ">>", and "Reset Records".

Wins		Winning Percentage	
1. Foxy Roxy	2	1. Kelly	1.000 (1-0)
2. I.M.A. Genius	2	2. Tex Mex	1.000 (1-0)
3. Brendon	2	3. Hannah Li	1.000 (2-0)
4. Hannah Li	2	4. I.M.A. Genius	1.000 (2-0)
5. Bobby Smith	1	5. Brendon	0.667 (2-1)
6. Tex Mex	1	6. Foxy Roxy	0.667 (2-1)
7. Esther Little	1	7. Bobby Smith	0.333 (1-2)
8. Kelly	1	8. Esther Little	0.333 (1-2)
9. Hiroshi Chang	0	9. Hiroshi Chang	0.000 (0-2)
10. Tiny Tim	0	10. Tiny Tim	0.000 (0-1)

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 can follow suit, the cursor is moved to the lowest available card in that suit. Otherwise, the cursor is moved to the first valid card that you can play. 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)

Euchre Rules

Winning Score:

Team Play

Need one of suit to bid

Deck Size

- 32 (7 - Ace)
- 28 (8 - Ace)
- 24 (9 - Ace)

Alone

- Need 3 to make bid
- Need 5 to make bid

Screw the Dealer

- Dealer may pass twice. Deal passes to the left.
- Dealer may pass twice. Same dealer redeals.
- Dealer must select a suit in second round of bidding.

Ace-No Face

- Not allowed.
- May throw in hand if dealt only one Ace and no face cards.
- May throw in hand if dealt any number of Aces and no face cards.

Farmer's Hand

- Not allowed.
- May throw in hand if dealt only 8s and 9s.

Throw in Allowed

- Before any bidding
- After trump is decided

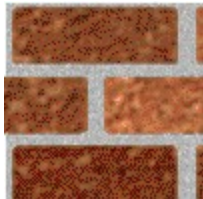
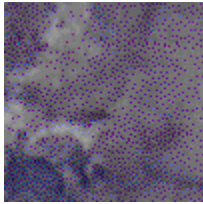
Redeals

- Deal passes to the left.
- Same dealer redeals.

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 Euchre allows you the opportunity to play a challenging game of euchre on three different textured backgrounds. Simply select Texture and then choose from wood, marble, and brick.

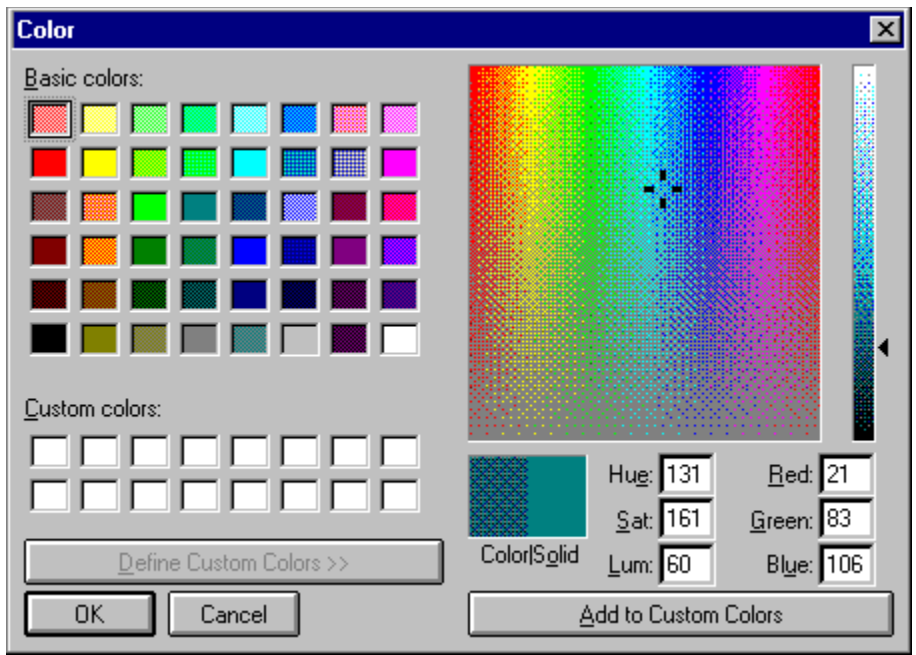


Wood

Marble

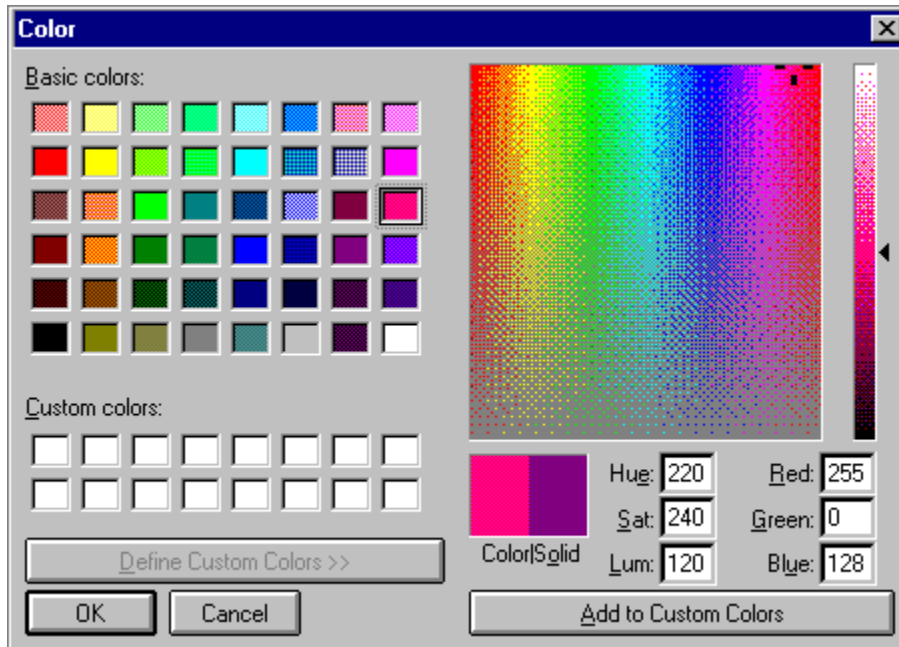
Brick

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 text color in order to visualize some of the background colors that you choose.



Text Color (Options Menu)

MVP Euchre allows you to choose the color of the text during your game of euchre. 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.

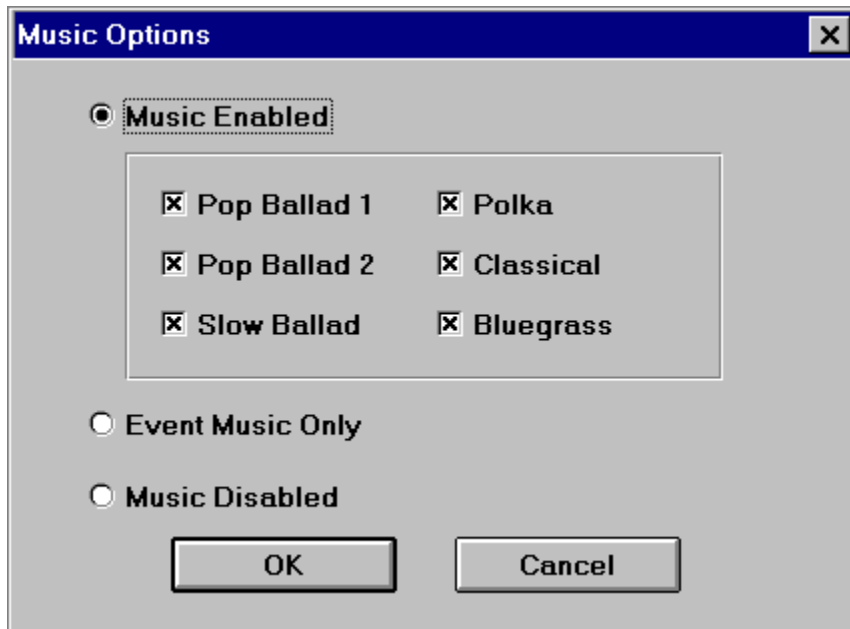


Card Back (Options Menu)



There are sixteen different card backs that come with MVP Euchre. 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 Euchre. 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 (Option Menu)

This option allows the player to enable or disable the sound effects. Sound effects are played when you and your partner march, when your opponents march, and when you and your partner are euchred.

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.

Quit (Game Menu)

To end 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 quitting, you will return to the title screen.

Meet the Players

[Beginner](#)

[Intermediate](#)

[Expert](#)

Meet the Intermediates



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 Euchre- a game his daddy taught him how to play. Bobby is able to strengthen his ability to play the game this 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.



Hannah Li - Hannah is a terrific player in the MVP Euchre computer game. 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 want to achieve the sought-after expert status.



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 himself 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 the sensational game of MVP Euchre where he has reached intermediate status.

Meet the Experts



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 Euchre. Just try for yourself and see if he is a true genius at heart.



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 just recently began to play MVP Euchre and has found the expert level 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.



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 that fabulous game: MVP Euchre. 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 Euchre 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 Euchre.

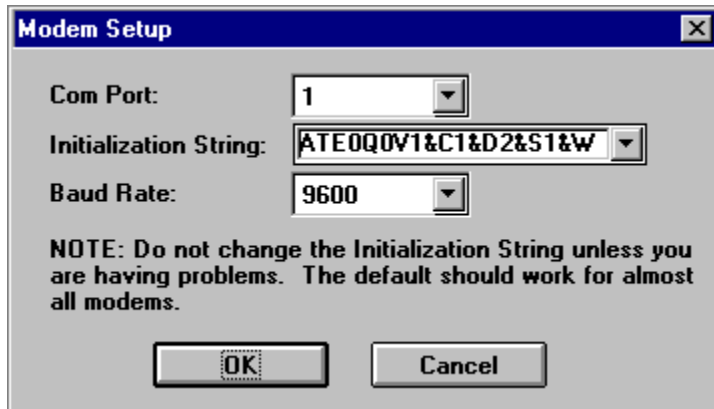
Listen Network (Multiplayer Menu)

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.



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.



The image shows a 'Modem Setup' dialog box with a blue title bar and a close button (X) in the top right corner. It contains three dropdown menus: 'Com Port' set to '1', 'Initialization String' set to 'ATE0Q0V1&C1&D2&S1&W', and 'Baud Rate' set to '9600'. Below these is a note: 'NOTE: Do not change the Initialization String unless you are having problems. The default should work for almost all modems.' At the bottom are 'OK' and 'Cancel' buttons.

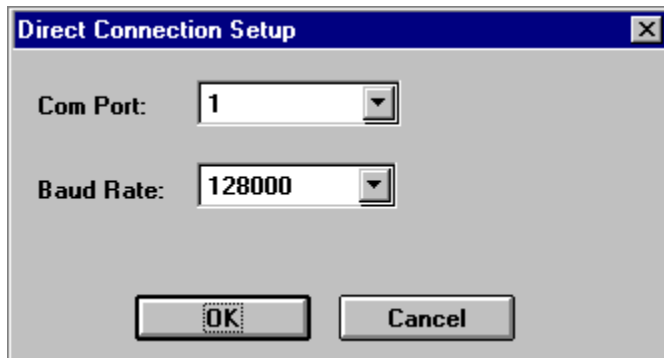
Com Port:	1
Initialization String:	ATE0Q0V1&C1&D2&S1&W
Baud Rate:	9600

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

OK Cancel

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.

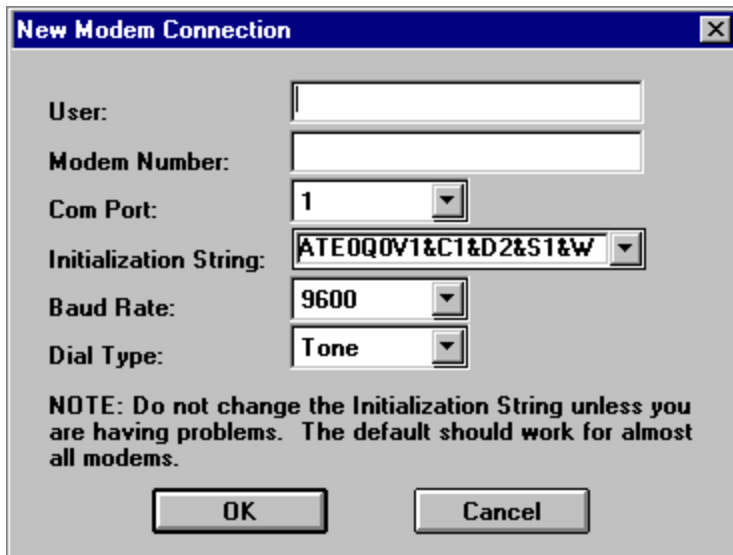
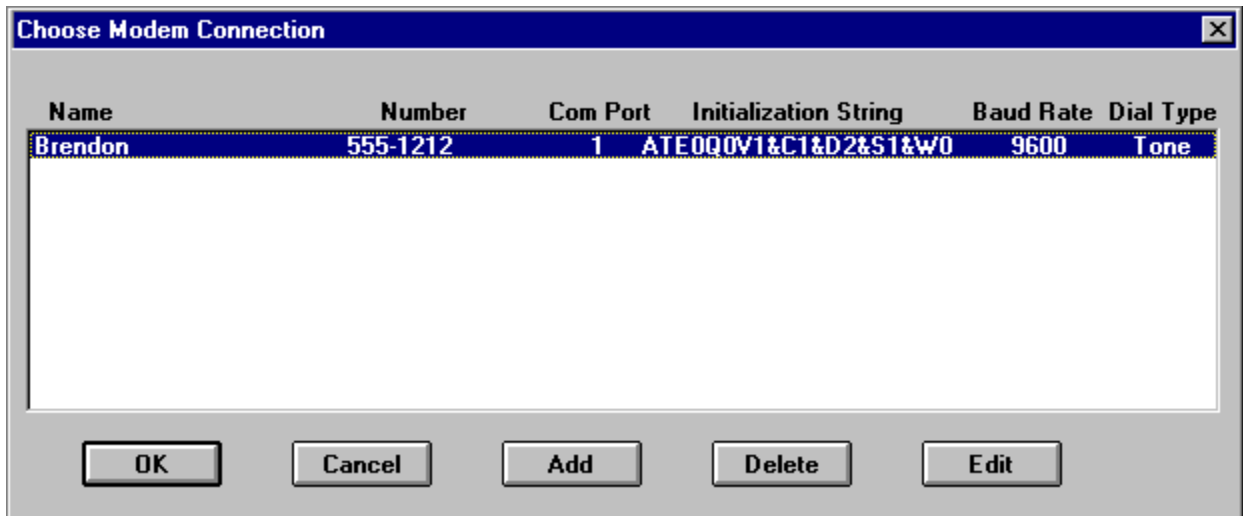


Connect Network (Multiplayer Menu)

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 Network 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.

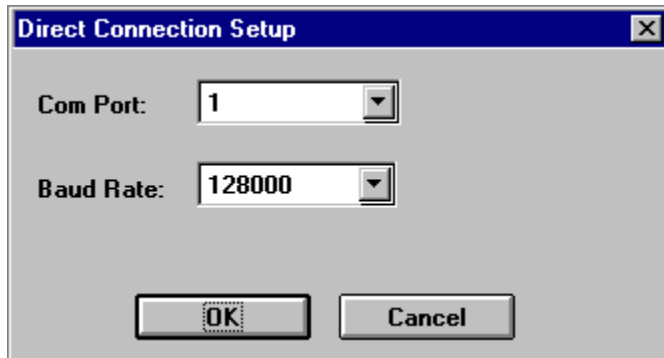
Connect Modem (Multiplayer Menu)

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.



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.

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, 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.

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.



The screenshot shows a 'Rules' dialog box with a blue title bar and a close button. The dialog is organized into several sections, each with a title and a list of options:

- Winning Score:** A text input field containing the number '10'.
- Deck Size:** A group box containing three radio button options:
 - 32 (7 - Ace)
 - 28 (8 - Ace)
 - 24 (9 - Ace)
- Team Play:** A checked checkbox.
- Need one of suit to bid:** A checked checkbox.
- Alone:** A group box containing two radio button options:
 - Need 3 to make bid
 - Need 5 to make bid
- Screw the Dealer:** A group box containing three radio button options:
 - Dealer may pass twice. Deal passes to the left.
 - Dealer may pass twice. Same dealer redeals.
 - Dealer must select a suit in second round of bidding.
- Ace-No Face:** A group box containing three radio button options:
 - Not allowed.
 - May throw in hand if dealt only one Ace and no face cards.
 - May throw in hand if dealt any number of Aces and no face cards.
- Farmer's Hand:** A group box containing two radio button options:
 - Not allowed.
 - May throw in hand if dealt only 8s and 9s.
- Throw in Allowed:** A group box containing two radio button options:
 - Before any bidding
 - After trump is decided
- Redeals:** A group box containing two radio button options:
 - Deal passes to the left.
 - Same dealer redeals.

At the bottom of the dialog are two buttons: 'OK' and 'Cancel'.

Score (View Menu)

Choosing this menu item during a game allows you to view the score. This feature also displays the bidding and the tricks taken to date.



The image shows a screenshot of a 'Score' dialog box. The dialog box has a blue title bar with the text 'Score' and a close button (X) on the right. The main area is light gray and contains a table with four columns: 'Team', 'Won', 'Score', and 'Total'. There are two rows of data. The first row is for 'Team 1' (Jordynne and Tex Mex) with 0 won, 1 score, and 5 total. The second row is for 'Team 2' (Esther Little and Hannah Li) with 0 won, 0 score, and 2 total. An 'OK' button is located at the bottom center of the dialog box.

Team	Won	Score	Total
Team 1 Jordynne and Tex Mex	0	1	5
Team 2 Esther Little and Hannah Li	0	0	2

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 Euchre. To choose the desired card front, simply select the card front and press the OK button.



Hand (Replay Menu)

Choose this option to replay the current hand. Upon making this selection, you will return to the bidding phase.

Trick (Replay Menu)

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



Right Bower

The Jack of the trump suit.

Left Bower

The other Jack of the same color as the Jack of the trump suit.

Order It Up

A declaration by an opponent of the dealer, accepting the top card as the trump suit.

Assist

Order partner to take up the trump.

Pass Out

To abandon the deal after all the players pass.

Trump Suit

A privileged suit that ranks higher than the cards in other suits.

Trump Card

A privileged card or suit that ranks higher than any card in any other suit.

Trick

A round of cards during the play, one card being contributed by each active hand/party at a time.

Euchred

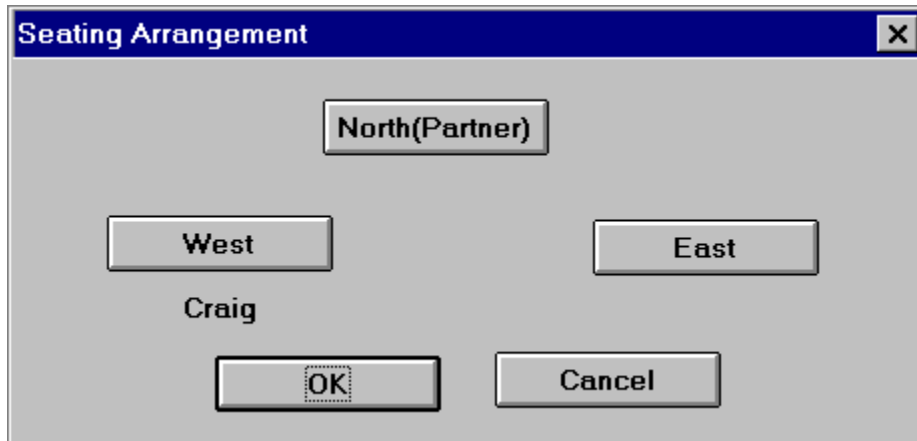
Failure of the maker the number of tricks that he/she had a contract for.

March

The winning of all five of the tricks by either one player or by one side.

Seating (Multiplayer Menu)

This feature allows you to change the seating arrangement when playing in Multiplayer 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.



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.

