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WinSwim

Version 3.2

by

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"Swimming", also known as "Schnauz" in southern regions of Germany, is a fast card game for four players. In WinSwim, the PC takes the place of three of the players. The onus of the game is not to win, but **not to lose**. Each player tries to "stay alive" by continuously swapping his/her cards with those in the centre of the table. Thus the essence of the game is equivalent to the saying "sink or swim" - from which the game gets its name. While "swimming" each player may continue to play, those that "sink" exit the game. The last remaining player wins the game.

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Rules of the Game

Swimming is normally played by four players, although the game is also possible with fewer or more participants. One game consists of multiple rounds. Before the game starts, each player puts three coins on the table in front of him/her. The loser(s) of each round pay one coin into the pot. Players who have lost all three coins are said to "swim", they may however continue to play. Only those who "swim" and lose once more, "sink" and must exit the game. The last remaining player wins and gets the contents of the pot.

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Principles

Swimming is played with a deck of 32 cards: 7, 8, 9, 10, J, Q, K, A; in the four suits Diamonds, Hearts, Spades, and Clubs.

By continuously swapping their cards with those in the centre of the table the players attempt to get a higher score. The cards have the following values:

7 = 7 points	J = 10 points
8 = 8 points	Q = 10 points
9 = 9 points	K = 10 points
10 = 10 points	A = 11 points

Attention: Only cards of the same suit may be added!

Examples:

Spades 7, Spades 10, Spades Q = 27 Points (adding Spades)

Hearts 8, Hearts 10, Clubs K = 18 Points (adding Hearts)

Diamonds 9, Hearts 10, Clubs J = 10 Points (adding Hearts or Clubs)

Special Case: Three equal values (except Aces) always count 30.5 points, e.g.,

Diamonds 7, Clubs 7, Hearts 7 = 30.5 Points

Hearts K, Spades K, Clubs K = 30.5 Points

Three Aces are called "Fire"- this is the highest hand ever possible.

Draw of the Dealer

Each player draws a card from the deck. The player with the highest card value (7,8,9,10,J,Q,K,A, from low to high) deals first. If two or more players have the same value, the higher suit decides (Diamonds, Hearts, Spades, Clubs, from low to high). The following rounds are dealt by the left neighbour of the previous dealer.

Dealing

The dealer gives every other player three cards face down, himself he deals two lots of three cards. He then picks up one of his two sets and decides whether or not to keep it. **He is not allowed to pick up the other set at this point in time!** In case he decides to keep the set, he moves the other set into the middle of the table, face up. If he however decides not to keep it, he moves this set into the middle and picks up the other set.

The remaining cards are put aside.

The Game

Now the round starts clockwise. Each player in turn has four possibilities:

- **Swapping one card:** He swaps one of his cards with one card from the middle.
- **Swapping all three cards:** He swaps his entire hand with the three in the middle.
- **Passing:** The player passes. If all players pass one after the other, the card set in the middle is replaced with three new cards from the deck. The player who has passed first continues.
- **Knocking:** The player passes and additionally signals "last round". Each of the other players may swap once more, then the round is finished.

Bingo

If a player reaches 31 points after swapping, he/she shouts "Bingo!", and the round ends immediately. This may also happen right after dealing, which means the round finishes without anybody swapping.

Fire

If a player manages to get three Aces, this is called "Fire", and the round terminates immediately. In this case all other players have lost, regardless of their actual score.

End of a Round

A round ends when, either

- one player has passed, and all others have swapped once more (or passed as well), or
- a player has "Bingo", or
- a player has "Fire".

All players put their cards on the table, face up. All players with the lowest score lose the round and pay a coin into the pot each. If one player has "Fire", all other players have to pay.

Swimming

If a player has lost all his/her coins, he/she is said to "swim". The player is allowed to continue playing until he/she loses once again, in which case he/she must exit the game.

End of the Game

The game ends when only one player remains, who is the winner and gets the entire contents of the pot.

In the rare case that more than one player swim, and all finish a round with equal score, the round is repeated, until there is a winner.

How to Play the Game

WinSwim always starts with four players, where the computer takes the role of players 2, 3, and 4. Player 1 is always the human player.

It is very easy to play WinSwim. When it is your turn, and you want to swap cards, just drag your card into the middle such that it overlaps the one you would like to get. Alternatively, press the corresponding button if you want to either swap all three cards, pass, or knock. The other players will make their move automatically (this is the default), or you press **Continue**, if **manual** control has been selected in the options menu (see Menu: **Options / Settings**).

In the left bottom corner of the screen the current contents of **the pot** are displayed.

The menu allows the following commands:

Game / New Game

Game / Abort

Game / Undo

Game / Register

Game / Exit

Options / Settings

Options / Background

Options / Deck Patterns

High scores / Display

High scores / Delete

Menu: Game

These are the main controls of the game itself:

Game / New Game

Terminates the current game and starts a new one.

Game / Abort

Aborts the current game but does not terminate the program. This option should be used prior to changing player names, to keep the high score list in a consistent state.

Game / Undo

It sometimes happens that during swapping the wrong card is selected. In this case you may undo the move by selecting this menu option. It only works however before **Continue** is pressed, and only if the game control is set to **manual** or **semiauto** (see Menu: Options / Settings). Likewise, undoing a move is not possible if it was the last move of a round, since all cards are revealed, and the losers are displayed.

Game / Register

This option allows to upgrade a demo version to a full version of the game, by entering the registration number. See also Registration.

Game / Exit

Terminates the program.

Menu: Options

This menu allows the following option settings and selections:

Options / Settings

This command opens up a dialog window which allows you to:

- Change the names of the players.
- Switch on or off the sound effects (only enabled if you have configured Windows with sound support).
- Play with all cards face up (full version only).
- Control the game speed, i.e., change the delay used to display each card as it is turned face up and down during swapping (beginners should select a low speed).

The **Control** option allows you to select one of the following settings:

auto: Computer players play automatically, i.e. the **Continue** button need not be pressed every time. The time delay is controlled by the **speed** setting. Disadvantage: if you accidentally swapped the wrong card, you can no longer recover it (see **Game / Undo!**)

semiauto: As auto, except after your own turn, you have to depress the continue button. This permits retrieval of accidentally discarded cards.

manual: The continue button must be depressed after every player's turn.

In the full version of WinSwim, all selected options are stored to disk, and restored automatically when the game is next started. In the demo version, and if playing directly from CD-ROM, the options are not saved.

Options / Background

In the full version you can change the background of the screen to your favorite colour.

Options / Deck Patterns

In the full version you can select one of six different deck patterns.

Menu: High scores

The high score serves to immortalise players with their total point score (ie the number of won or lost coins).

High scores / Display

The high scores are displayed in a window. All players that have ever played are listed, together with the number of games they have played and their total coin tally. Each time a player wins or loses a coin, it is added or subtracted to his/her coin tally. The demo version will not store these items, so the list will always be empty at the start of a game.

You can remove single entries by selecting and pressing **Remove Entry**. This action cannot be undone.

High scores / Delete

All entries are removed from the high score list after confirmation. This action cannot be undone either.

The Pot

During a game, the current contents of the pot are displayed in the lower left hand corner of the screen. When a game ends normally, the contents of the pot is accredited to the winner, whose coin tally in the *high score list* is increased accordingly.

When a game is prematurely terminated via the menu (ie by selecting ***New Game***, ***Abort***, or ***End***), the contents of the pot are shared amongst all active players. In this case the player responsible for ending the game will not receive any coins (this is why clever computer players never cause a game to be aborted). If the pot cannot be divided amongst the players, surplus coins remain in the pot for the next game.

Registration

If you like the game and you want to keep it you must register with the author. The registration costs just DM 15,-. As soon as you register you will get a registration number which allows you to upgrade your demo version to a full version.

Additional Features of the Full Version

- Select the deck pattern from six available patterns.
- Play with all cards face up. Especially children like this option very much since it allows them to easily beat the computer!
- Freely define the background color of the screen.
- Automatic saving of all settings, and automatic reload when the program is next started.
- Automatic save and restore of the high scores.
- No annoying registration windows any longer.

...and it's really easy!

To register with the author, proceed as follows:

1. Obtain your installation number, either via "Help/About" or via "Game/Register".
2. Send DM 15,- (cheque or postal order) to:

Address:

Wernke zur Borg
Taubenweg 15
D-64380 Rossdorf/Germany
email: wzb@craysys.de

Bank account:

Postbank Hannover
BLZ 250 100 30
Konto 393008-308

At the same time send a postcard, a letter, or an email to the author, specifying the installation number. You will immediately be sent the matching registration number.

3. Enter the registration number received into the registration window, and your demo version will immediately become a full version!
4. If you need to re-install the program due to a disk head crash or something similar, you will of course get a new registration number for free.

Installation number

During installation on disk the program is assigned an installation number which must be specified in the registration. **Warning:** Every installation has a different installation number, therefore you should only register after final installation to disk.

Registration number

After registration you will receive a registration number matching the installation number you sent in. Only the correct combination of both allows you to enable the features of the full version.

The Author

Comments and hints are appreciated. Write to:



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