TeleCards For Windows Help Index

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Game   Overview

TeleCards For Windows is a suite of 3 different card games: **Crazy Eights, Cribbage,** and **Gin Rummy,** for playing against the computer or a friend. To play another person two IBM compatible PC's are required running Windows 3.x linked together by <u>modem,</u> a Null modem serial cable or are attached to a <u>network.</u>

Key features found in TeleCards For Windows include:

- The ability to send messages back and forth between opponents when playing another person.

- A phonebook file containing both a player's hardware configuration and a list of up to 16 opponents with scores and dates called.

- Ability to save and restart games previously saved.

RELATED TOPICS
<u>Playing A Game</u>
<u>Playing Against The Computer</u>
<u>Playing Against Another Person via Modem</u>
<u>Playing Against Another Person via Network</u>
<u>Rules For Crazy Eights</u>
<u>Rules For Cribbage</u>
<u>Rules For Gin Rummy</u>

Playing A Game

   With TeleCards For Windows a player may select which opponent to play: the computer or another person. When TeleCards begins a window presents the following choices:

- Computer
- Human via <u>Modem</u>
- Human via <u>Direct Link</u>
- Human via <u>Network</u>

   To play against another person via <u>modem</u> or <u>direct link,</u> a player's system MUST have **COMM.DRV** or an equivalent serial port device driver installed. Please refer to the Windows User Manual for further explanation on setting up and configuring serial ports.

   When wanting to play against another person via a <u>network</u> the appropriate network software MUST be present on a player's system. Please refer to your network or LAN administrator for further assistance.

RELATED TOPICS
<u>Playing Against The Computer</u>
<u>Playing Against Another Person via Modem</u>
<u>Playing Against Another Person via Network</u>
<u>Selecting A Card To Play</u>
<u>Restarting A Saved Game</u>
<u>Sorting Cards In Hand</u>
<u>Sending A Message To An Opponent</u>
<u>Rules For Each Game</u>

Selecting A Card To Play

    To play a card move the cursor to a card in the playing hand. Click the **LEFT** mouse button to select the card. When the card is selected it is highlighted. Confirm this selection click the **LEFT** mouse button a second time. Choosing another card before confirming this selection nullifies the previous card and the new card is highlighted.

    To select a card from either the draw or discard piles move the cursor to the appropriate stack and click the **LEFT** mouse button. The top card from that pile is added to the playing hand.

RELATED TOPICS
Selecting A Card Using The Keyboard
Sorting Cards In Hand
Playing A Game

Selecting A Card   Using The Keyboard

   Use the four arrow keys to move the cursor to the card in the player's hand to play. Press **ENTER** or **SPACE BAR** to select the desired card. When the card is selected it is highlighted. To confirm this selection press the **ENTER** or **SPACE BAR** a second time. Choosing another card before confirming this selection nullifies the previous card and highlights the new card.

   To select a card from either the draw or discard piles move the cursor to the appropriate stack and press **ENTER** or **SPACE BAR.** The top card from that pile will be added to the player's hand.

   Press **HOME** to place the cursor on the first card in your hand.

   Press **END** to place the cursor on the discard pile, except in Cribbage where the cursor is placed on the last card in the player's hand.

   Press **TAB** to move the cursor to the next card stack. Note, in Cribbage this key has no effect.

RELATED TOPICS
   Selecting A Card Using The Mouse
   Sorting Cards In Hand
   Starting A New Game
   Playing A Different Game
   Playing A Game

Modem Initializing

When an external modem is not responding you must: 1) Make sure the modem is turned ON and 2) That all cables are attached properly. After you have verified both are true, then select the **'Retry'** option.

On the other hand, with an internal modem power is supplied by the computer and cables are not used. Instead the usual reason a player has difficulty in initializing an internal modem is that the wrong comport was selected or that the comport in use is not setup properly. To change the comport, select the **'Open'** option.

However, to verify that the comport is setup for use in Windows a player has to access the **Ports** icon found in the <u>Control Panel</u> section of the Main Program group. Please refer to Windows User Help for further assistance.

RELATED TOPICS
<u>Validating Communication Hardware</u>

Starting A New Game

When playing TeleCards For Windows against the computer a player has two options to start the current game over. Selecting **'Start New Game'** from the **GAME** menu or pressing **F6** the score sets to zero (0) and deals a new hand. Play proceeds as usual.

RELATED TOPICS

Playing A Different Game
How To Play Crazy Eights
How To Play Cribbage
How To Play Gin Rummy

Playing A Different Game

When playing TeleCards For Windows against the computer a player may end the current game and begin a different one anytime. Selecting **'Play A Different Game'** from the **GAME** menu or pressing **F7** ends the current game and prompts a **'Game Selection'** window. Once a valid choice is entered the new game begins.

RELATED TOPICS

Starting A New Game
How To Play Crazy Eights
How To Play Cribbage
How To Play Gin Rummy

Exiting TeleCards For Windows

  To quit playing TeleCards For Windows at anytime during a game, select **'Exit TeleCards'** from the **GAME** menu when playing the computer and from the **OPTIONS** menu when playing another person.

  A player may also quit by pressing **F10** which requires the player to confirm this decision. Selecting **'YES'** exits the player back to Windows. However, if quitting before the end of a completed game, the player must choose whether or not to save this game for restart at a later time.

RELATED TOPICS
  <u>Starting A New Game</u>
  <u>Playing A Different Game</u>
  <u>Restarting A Saved Game</u>

Sorting Cards In Hand

To sort the playing hand either select **'Sort Cards'** from the **OPTIONS** menu, click the **RIGHT** mouse button or press **F3.** For the games **Crazy Eights** and **Cribbage,** the two choices are by RANK or SUIT. However, if playing **Gin Rummy** the choices are RUNS-SETS or SETS-RUNS. Any remaining unmatched cards will be sorted by RANK when RUNS-SETS is selected and by SUIT when SETS-RUNS is chosen.

The sort option is ONLY valid when it is your turn.

RELATED TOPICS
Playing A Game

Selecting A New Cardback Design

    To change the design on the backs of the cards select **'Deck'** from the **OPTIONS** menu. Double click the **LEFT** mouse button or highlight the desired design and press **ENTER.** The design is saved between TeleCards sessions.

RELATED TOPICS
  Playing A Game

The 'Chat' Feature

To send a message to an opponent select **'Send Message To Opponent'** from the **OPTIONS** menu or press **F2.** A window is displayed in which to enter the text of the message. Messages can be up to 60 characters in length. Press **ENTER** to send the message or **ESC** to exit back to game.

RELATED TOPICS
Playing A Game

Displaying The Scoreboard

   To see the score of the game select **'View Scoreboard'** from the **OPTIONS** menu or press **F4.** The scoreboard appears showing the previous and current scores.

RELATED TOPICS
Playing A Game

Playing Against The Computer

When TeleCards For Windows is started it checks for a configuration file, **TCW.INI** in the current directory. If the file is not found it is then created. A window prompt then appears. A player can either enter a new name or accept the name displayed by selecting the **'Continue'** button. A name can have up to a maximum of eleven (11) characters.

Next, select a game to play. Choose from either **Crazy Eights, Cribbage** or **Gin Rummy.** However if a player wishes to restart a previously saved game, select the **'Restart A Previous Game'** option.

RELATED TOPICS

Restarting A Saved Game
Playing A Different Game
How To Play Crazy Eights
How To Play Cribbage
How To Play Gin Rummy

Playing Against Another Person Via Modem

When TeleCards For Windows is started it checks for a configuration file, **TCW.INI**   in the current directory. This file contains this player's name, personal phonebook,   plus additional information to run TeleCards. If the file is not found it is then created.

A window then displays the following selections: **Baud Rate, Communications Port,   Modem Setup** plus an entry field for a player's name.   <u>Click here</u> to view the window.

If running TeleCards with Windows 3.1 or better, **COM1** thru **COM4** is supported; otherwise only **COM1** and **COM2** can be used. The four baud rates supported are: **1200, 2400, 9600, 14400.**

By default the Modem Type is set to **GENERIC #1** with an initialization string of **AT %C0\N0.** To change this, select the appropriate modem from the list provided. If the modem's manufacturer is not listed or you do not know the brand of modem you own, then use either **GENERIC #1** or **GENERIC #2.**

As for the Initialization String field it is used to prepare a player's modem for use with TeleCards.   This command string is sent to the modem disabling certain features that may be ON by default. Two such features that must be OFF for TeleCards to run correctly are data compression and error detection. It is strongly recommended that the specified command be used. However, a player may modify this command to include additional parameters or if it is not needed it can be deleted altogether. Please refer to the modem's User Manual for specific command syntax and additional help.

RELATED TOPICS
<u>Validating Communication Hardware</u>
<u>Determining Player Status</u>
<u>Establishing A Connection With Opponent</u>
<u>Restarting A Saved Game</u>
<u>Selecting A Game To Play</u>

Playing Against Another Person Via Network

When TeleCards For Windows is started a window prompts a player to enter the directory path to a **'common'** or **'shared'** subdirectory.   This subdirectory is usually located in one of two places. One possibility is the subdirectory is found on a <u>remote file server.</u> This will probably be the case with a Novell NetWare LAN. The other possibility is that the **'common'** subdirectory is on one of the <u>player's workstation's local hard drive.</u> For many peer to peer LANs, such as LANtastic or Windows for Workgroups, this will be the situation.

This subdirectory MUST have read and write file access for both players. The default directory path is the location of the TeleCards program files. Press **ENTER** to specify the directory path entry is complete.

TeleCards will verify if the path exists. If the path is invalid an error message is displayed and a player is given another chance to enter the common directory path.

Both players MUST specify the same directory path for TeleCards to run successfully on a network.

Once a player has entered the **'common'** subdirectory a window prompt appears. Enter a name using a maximum of eleven (11) characters. It is recommended that a player use the same name each time TeleCards is played. Doing this allows for saved games to be restarted successfully.

If problems persist, contact your network or LAN administrator for assistance in either locating a **'common'** subdirectory or modifying the file access rights to the default directory. NOTE: It is strongly recommended that when TeleCards is installed on   a LAN environment that the files be placed in a centralized subdirectory where all users have full read and write access.

RELATED TOPICS
<u>Determining Player Status</u>
<u>Establishing A Connection With Opponent</u>
<u>Restarting A Saved Game</u>
<u>Selecting A Game To Play</u>

Establishing A Connection With Opponent

-- Playing Via Modem --

The person making the call will be presented with a phonebook screen and may add, delete, or update any entry in the personal TeleCards phonebook. For additional help, refer to the TeleCards For Windows Phonebook section.

The player receiving a call sees window displaying the time elapsed while waiting for an incoming call. If there is no call within five (5) minutes, a **"Timeout"** condition   occurs where upon the player is given three options: 1) **'Keep'** monitoring for a call, 2) **'Change'** your player status and 3) **'Exit'** TeleCards For Windows.

-- Playing Via Direct Link --

When playing this method, one player must be designated the **'Host Computer'** and the other be **'Remote'.** Both computers will wait up to five (5) minutes for the other computer to respond. If no connection is established within this time limit a **"Timeout"** condition occurs where upon the player is given three options: 1) **'Keep'** monitoring for a response, 2) **'Change'** your player status and 3) **'Exit'** TeleCards For Windows.

-- Playing Via Network --

When playing TeleCards over a network, one player must be designated the **'Host workstation'** and the other be **'Remote'.** Both computers will wait up to five (5) minutes for the other computer to respond. If no connection is established within this time limit a **"Timeout"** condition occurs where upon the player is given three options: 1) **'Keep'** monitoring for a connection, 2) **'Change'** your player status and 3) **'Exit'** TeleCards For Windows.

RELATED TOPICS
Determining Player Status
Restarting A Saved Game
Selecting A Game To Play

Validating Communications Hardware

TeleCards For Windows initializes and checks all communications equipment to verify it is in working order.

If TeleCards is unable to open the comport, a window   displays two options. One is to **'Open'** a different comport, the other is to **'Exit'** TeleCards. If problems occur opening a comport, be sure that the serial port is properly setup up for Windows. This can be done under the **Ports** icon in the <u>Control Panel</u> section of the Main Program Group. Please refer to Windows User Help for further assistance.

When TeleCards checks the modem and determines it to be inactive, a window displays three options: 1) Have TeleCards **'Retry'** initializing the modem. 2) **'Open'** a different comport and 3) **'Exit'** TeleCards For Windows.

RELATED TOPICS
<u>Modem Initializing</u>
<u>Comport Initializing</u>
<u>Establishing A Connection With Opponent</u>
<u>Determining Player Status</u>

Selecting A Game To Play

Once a valid connection is established between the two players, the player who called (Host Computer), selects which game to be played. The opposing player either accepts or rejects the opponent's selection. Both players MUST AGREE on a selection before play proceeds.

Choose from **Crazy Eights, Cribbage** or **Gin Rummy.** Only after the opponent accepts the selection will the game begin. However to restart a previously saved game, choose the **'Restart A Previous Game'.**

RELATED TOPICS
Determining Player Status
Restarting A Saved Game
How To Play Crazy Eights
How To Play Cribbage
How To Play Gin Rummy

Restarting A Saved Game

When **'Restart A Previous Game'** is selected, TeleCards searches the current directory for any file with the extension **TCG.**

When the opponent is another person TeleCards first searches for a special file, **TC_ABEND.TCG.** This file was created when either a transmission or timeout error occurred.   The Host Computer, is prompted to verify that this game be   restarted.

Deciding not to restart the game in **TCG_ABEND.TCG,** TeleCards presents a **'Restart Selection'** window to the Host Computer. This player specifies which game is to be restarted.

When playing another person via <u>modem,</u> TeleCards will check both the player's and opponent's computer to find the corresponding game file. However, with <u>network play,</u> only the 'common' subdirectory is checked for the TeleCard's restart file(s).

 Once found TeleCards verifies that the current opponent's name matches the name saved previously. If the names DO NOT match a message window states that this game cannot be restarted.

When playing against the computer ONLY games that were saved while playing the computer are highlighted in the **'Restart Selection'** window.

To start a new game, select **'Start A New Game'.**

RELATED TOPICS
   <u>Selecting A Game To Play</u>
   <u>Determining Player Status</u>
   <u>How To Play Crazy Eights</u>
   <u>How To Play Cribbage</u>
   <u>How To Play Gin Rummy</u>

Determining Your Player Status

Once TeleCards For Windows has successfully initialized and verified that the communications equipment is working, it presents a window asking for **Player Status.**

Player Status is defined as whether you are the player making the call or the player waiting to answer the call. Selecting **'Make Call',** you will dial an opponent's phone number. Instead selecting **'Receive Call',** the modem will go into auto answer mode and will wait five (5) minutes for an incoming call.

When playing TeleCards for Windows via a direct link, **player status** must be different for each player. A player must select either **'Host Computer'** or **'Remote Computer'.**

When playing TeleCards for Windows via a network, **player status** must be different for each player. A player must select either **'Host Workstation'** or **'Remote Workstation'.**

Players MUST decide both player's status before starting TeleCards For Windows.

RELATED TOPICS
Selecting A Game To Play
Restarting A Saved Game
Establishing A Connection With Opponent

Comport Initializing

When a player is unable to "Open" the desired comport the usual reason is a conflict in its use. This conflict is brought on by another device, such as a mouse,   using the very same comport. When trying to access the modem, verify that is has been configured for the comport specified in the Modem Configuration window. If what was specified does not match the actual modem configuration, then select the **'Open'** option to   pick a different comport to open.   Please refer to the modem's User Manual for further assistance.
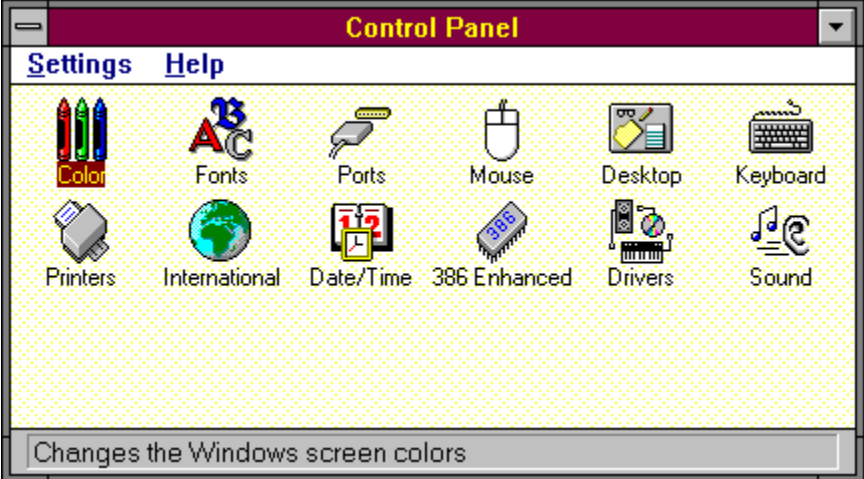
A second reason why a comport could not be "Opened" is that it has not been setup properly for use in Windows. To verify that the comport is setup for use in Windows a player has to access the **Ports** icon found in the Control Panel section of the Main Program group. Please refer to Windows User Help for further assistance.
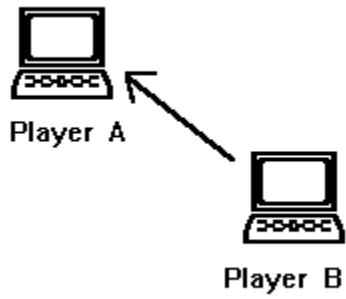
Additionally, when playing via Direct Link the comport is not opened if a modem is determined to be present at the specified comport. Just select the **'Open'** option and specify the comport where the NULL modem serial cable is attached.

RELATED TOPICS
  Modem Initializing
  Validating Communications Hardware

Control Panel

Settings   Help

Color   Fonts   Ports   Mouse   Desktop   Keyboard

Printers   International   Date/Time   386 Enhanced   Drivers   Sound

Changes the Windows screen colors

Player A

Player B

The above diagram depicts a typical peer-to-peer LAN setup. Here Player B will read/write files to the subdirectory (e.g. F:\TCW) which is located on Player A's local hard disk. While Player A will read/write files to the local subdirectory (e.g. C:\TCW).

Player A Player B
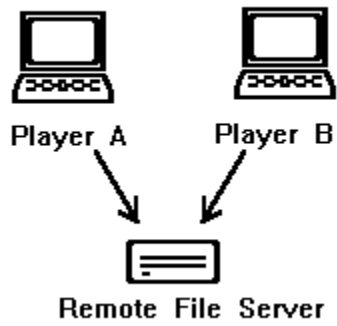
Remote File Server

The above diagram depicts a typical LAN setup having a remote file server. Here both Player A and Player B will read/write files to the subdirectory (e,g, F:\TCW) located on the file server.

TeleCards For Windows Configuration - Modem

Comport
- ◉ COM1
- ○ COM2
- ○ COM3
- ○ COM4

Baud Rate
- ◉ 1200
- ○ 2400
- ○ 9600
- ○ 14400

Modem Setup:

Type: `Generic Modem #1` ▾

Initialization String: `_____`

Your Name: `_____`

[Continue]   [Help]   [Exit]

The weighted value of a card. ACE is the lowest; KING is highest.

One of the classes into which cards are divided: Spades, Hearts, Diamonds or Clubs.

An example of a run is 7-8-9 of Hearts; an example of a set is three Kings.

An electronic device that makes possible the transmission of data to or from a computer via telephone or other communication line.

Two PC's connected together using a NULL modem serial cable.

A computer system linked to permit exchange of information. Examples of such are Novell's NetWare or Artisoft's LANtastic.

Commands

Game Menu Commands
The following two menu commands are ONLY accessible while playing the computer.

Start A New Game
Play A Different Game

Options Menu Commands (Computer Opponent)
Deck
Sort Cards
View Scoreboard
Exit Game

Options Menu Commands (Human Opponent)
Deck
Sort Cards
Send Message
View Scoreboard
Exit Game

TeleCards For Windows Phonebook

TeleCards For Windows has the ability to maintain a personal phonebook of opponents. The file, **TCW.INI,** keeps track of up to 16 opponent's names, phone numbers, plus additional information such as the last game, time and score played against that opponent.

RELATED TOPICS

<u>Adding Listings To The Phonebook</u>
<u>Updating A Listing In The Phonebook</u>
<u>Removing A Listing From The Phonebook</u>
<u>Calling An Opponent</u>
<u>Determining Player Status</u>

Adding Listings To Your Phonebook

A phonebook entry must at least contain a valid phone number. The **PHONE NUMBER** field holds up to **24** characters using the numbers **0** thru **9** plus the following special characters: **( ) - , *   #.**

The **NAME** field holds up to **20** characters for an opponents name. If this field is left blank, **"NO NAME"** will appear.

To add a new entry, select **'Add'** button and complete the entry, When complete either select the **'Update'** or **'Call This Player'** to save it to the phonebook.

RELATED TOPICS
Updating A Listing In The Phonebook
Removing A Listing From The Phonebook
Calling An Opponent

Updating A Listing In Your Phonebook

Each phonebook entry can be altered. Select a listing from the Opponent Names Listbox by highlighting the proper selection.

Only the **NAME** and **PHONE NUMBER** fields can be changed. The **PHONE NUMBER** field can hold up to **24** characters using the numbers **0** thru **9** plus the following special characters: **( ) -   , * #.** The **NAME** field is optional and holds up to **20** characters for an opponent's name. If left blank, **"NO NAME"** will appear.

When editing is completed, use the **'Update'** button to save changes.

RELATED TOPICS
Adding Listings To The Phonebook
Removing A Listing From The Phonebook
Calling An Opponent

Removing A Listing From Your Phonebook

Select a listing from the Opponent Names Listbox by highlighting the proper selection. Next press **'Delete'** to remove this entry from the phonebook. A window is displayed to confirm this decision to delete an entry.

RELATED TOPICS

Adding Listings To The Phonebook

Updating A Listing In The Phonebook

Calling An Opponent

Calling Your Opponent

To call an opponent, select a listing from the Opponent Names Listbox by either double-clicking the **LEFT** mouse button or pressing **ENTER** after highlighting the selection. Next, a window will display the status of the call. If there is no answer within 30 seconds or a busy signal is detected then a **"Timeout"** condition occurs. After a **"Timeout",** a window displays three options: 1) **'Retry'** calling the same phone number, 2)   Obtain a **'New'** phone number to call and 3) **'Exit'** TeleCards For Windows.

RELATED TOPICS
 Adding Listings To The Phonebook
 Updating A Listing In The Phonebook
 Removing A Listing From The Phonebook
 Determining Player Status

Becoming A TeleCards Registered User

   TeleCards For Windows is a **"shareware program"** and is provided at no charge to you for a **30-day** evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of **"user-supported"** software is to provide you with quality software without high prices and yet give shareware authors incentive to continue to develop products.

   If you like TeleCards For Windows and continue to use it after the **30 day** trial period, you are expected to register your copy.   Click here for instructions on how to register.

   The registration fee is **$20.00.** However, since TeleCards For Windows can be played by two players, the registration fee can be split in half with each player paying only **$10.00 (for a total of $20.00).**   Please specify both names when registering. Doing this allows each player to receive a registered copy of TeleCards.

RELATED TOPICS
   License Agreement
   How To Register
   Registration Form

How To Register TeleCards

Registration is **EASY!** If you have a valid **VISA** or **MasterCard,** just call NorthStar Solutions at **1-800-699-6395** from **10:00 a.m.** to **10:00 p.m.,** Eastern Standard Time. NorthStar Solutions also accepts registrations via CompuServe (71561,2751) or the Internet (71561,2751@compuserve.com). The registration fee for TeleCards is **$20.00.**

When you call please have the following information ready:
- The program name: **TeleCards For Windows**
- Your **VISA** or **MasterCard** # and its expiration date
- Your name and mailing address and if applicable a second user's name and address
- Your drive types, 5.25 inch or 3.5 inch

You may also register with a **check** or **money order.** To do so, please print the file **REGISTER.TXT** and return the completed registration form with your payment of **$20.00** (U.S. funds) payable to: Cutlass Software, 15127 N.E. 24th St., Suite #108 Redmond, WA USA 98052. .

> **NOTE: NorthStar processes credit card registrations ONLY!** Please contact Cutlass Software for all product/technical support. To reach Cutlass Software, either call **(206) 644-8475** between 7 a.m. and 1 p.m. Pacific time or send e-mail via CompuServe to 70162,3302 or on the Internet to 70162.3302@compuserve.com.

RELATED TOPICS
License Agreement
Registration Form

License Agreement

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Users of TeleCards For Windows must accept this disclaimer of warranty: TeleCards For Windows IS PROVIDED AS IS, WITHOUT WARRANTY OF ANY KIND, EXPRESS OR IMPLIED, INCLUDING, BUT NOT LIMITED TO THE IMPLIED WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PERFORMANCE   PARTICULAR PURPOSE. THE ENTIRE RISK AS TO THE QUALITY AND PERFORMANCE IS WITH YOU.   I, Kevin T. Kohler, ASSUME NO LIABILITY FOR DAMAGES, DIRECT OR CONSEQUENTIAL, WHICH MAY RESULT FROM THE USE OF Telecards For Windows.

Anyone distributing TeleCards For Windows for any kind of remuneration must first contact   Cutlass Software, at the following address: 15127   N.E. 24th St.   #108, Redmond, WA   USA   98052, or by phone (206) 644-8475 for authorization. If you are going to distribute TeleCards For Windows in a compressed file, please use the name TCW1x.??? (.ZIP, .ARC, .LZH, etc.)

Acknowledgements

PICBDLL.DLL and **BTTNCUR.DLL** created and licensed from Robin Leatherbarrow, Erithacus Software. Middlesex, England.

Card images created and licensed from MicroHelp, Inc. Marietta, GA.

"TeleCards For Windows" was written in C, using Microsoft's C/C++ 7.0 and Windows SDK 3.1 to create the .EXE file.

A special thanks to, John Manning, for coming up with the term **'TeleCards'** and to Fred Waldenburger who helped with various design aspects of TeleCards For Windows.

RELATED TOPICS
Becoming A Registered User
Registration Form

TeleCards For Windows Registration Form

The registration fee for Telecards is **$20.00.** However, since TeleCards For Windows can be played by two players, the registration fee can be split in half with each player paying only **$10.00 (for a total of $20.00).**   Please list both names when registering. Doing this allows each player to receive a registered copy of TeleCards. <u>Click here for instructions on how to print this form.</u>

-- USER #1 --

NAME: _____   DATE: ___/___/___

ADDRESS:_____

CITY: _____

STATE: _____   ZIP: _____-_____   COUNTRY: _____

PHONE: (____)____-_____(in case there's a question about your order)

Disk Size: _____ 5 1/4"   _____ 3 1/2"

-- USER #2 -- (Only use if dual registration)

NAME: _____   DATE: ___/___/___

ADDRESS:_____

CITY: _____

STATE: _____   ZIP: _____-_____   COUNTRY: _____

PHONE: (____)____-_____(in case there's a question about your order)

Disk Size: _____ 5 1/4"   _____ 3 1/2"

International (except Canada) orders please add $3.50 for AIR shipping.
Be sure to make payment in US funds ($) drawn on US Banks.

Where did you obtain your copy of TeleCards For Windows ?: _____
_____

Send Completed form to: Cutlass Software
15127 N.E. 24th Street
Suite #108
Redmond, WA   USA   98052

RELATED TOPICS
<u>Registering With A Credit Card</u>
<u>License Agreement</u>

1) Select **'File'** from the **TeleCards For Windows Help** options menu.
2) Then select **'Print Topic'** from the **FILE** options.

"Cheat" Feature

      To access the "cheat" feature of TeleCards (Note: It is only available when playing the computer) select **'About TeleCards...'** from the **HELP** menu option. Then press the following three keys (one at a time) in this order: **SHIFT** **CTRL** **BACKSPACE.** After doing this the words, **Cutlass Software**, are replaced with a coded list of the cards in the computer's hand. An example of a coded card would be: **2D** = Two of Diamonds, (where as S = Spades, H = Hearts, C = Clubs).

      Remember That Cheaters NEVER Prosper!!!

Rules Of The Game For

How To Play Crazy Eights

In **Crazy Eights,** each player begins with seven cards.   The rest of the deck is placed face down with the top card   turned over forming the discard pile.   To begin play, the first player must select a card from the player's own hand that matches either the number (except an eight), or suit (Hearts, Spades, Clubs, or Diamonds) of the top discard. If a match is found the player places that card on the discard pile. If a player is unable to play a card, the player must draw from the deck (keeping all of the cards drawn), until drawing either the same number or suit of the top card in the discard pile. A player may choose a card from the deck instead of playing a card from the hand.

On any turn, a player may play an eight which is considered **"wild".**   Playing an eight allows the player to change the suit to any other suit (usually the suit   representing the most cards in the hand).   An eight may NOT be used to change number or face cards, however.   After an eight changes the suit, the other player must play a card of that suit or counter with another eight.

The game continues this way until one of the players discards the last card in the hand and **"goes out".** If the deck is used up and neither of the players can play a card, the game ends in a **"block".**

When the hand ends, the winner receives **50** points for each eight, **10** points for each face card, and **1** point for each Ace. All other cards receive the number of points indicated by the card (i.e., a seven equals 7 points).   If a hand ends in a **block** (when neither player can discard), the player with the lowest total receives the points difference of the other player's hand.   In the case of a tie game, both players split the points evenly,

The game ends when either player reaches **100** points.

RELATED TOPICS
Playing A Game

How To Play Cribbage

Before the start of the first hand, each player draws a card from a fanned out deck to determine who receives the first crib; the lowest card wins.

In Cribbage, both players begin with six cards. Each player will then discard two cards from their hand which   forms the **CRIB.**

Next the player who did not deal will draw a card from the remaining cards fanned. This card becomes the **STARTER** or **UPCARD** card. If the card selected is a **JACK,** the opponent receives **2** points for **'HIS HEELS'.**

Each player, starting with the person who did not deal, plays a card in hand.   The face value of this card (Jacks,   Queens, and Kings have a value of 10) is added to the total of the   cards previously laid down.   Play continues in this   manner, alternating turns, till the count is not greater than **31.** When a player is unable to play another card without exceeding **31**, the player must use the **'GO'** option.   When this occurs, the opponent gets **1** point for the **'GO'.** In addition, the opponent must lay down any cards that will not make the count exceed **31.** The opponent receives points for runs or pairs played. If the count equals **31** exactly, the **'GO'** earns **2** points instead of only **1.**

The player who using the **'GO'** option plays a card in hand restarting the count at zero. Play is continued until all remaining cards are used. The player who lays the last card receives **1** point.

During play, either player receives points when these following combinations occur:

- **Fifteen (15)** -> Making the count equal 15 earns **2** points.
- **Pair**   -> Earns **2** points when a card is played of the same rank of the last card played.
- **Pair Royal** -> Earns **6** points when last three cards played are the same rank.
- **Double Pair** -> Earns **12** points when last four cards   played are the   same rank.
- **Run**   -> Earns **1** point for each card of a   sequence that is three or more cards in length (e.g., 7-8-9 or J-Q-K of any suit).

Tabulating Score At End Of Hand:

When all cards have been played, each player must show the opponent his/her hand and tabulate its count. This count is added to each player's point total.   The dealer also tabulates the count in the **CRIB.** This count is then added to the dealer's point total. The count is calculated in the following   manner:

- For any combination of **Fifteen** (15), score **2** points.
- For each **Pair** of the same rank, score **2** points.
- For any **Run** of 3 or greater, score **1** point for each card in sequence.
- For a **Flush,** score **4** points when four cards in the hand are of the same suit. If the **STARTER** card is also of the same suit, add **1** extra point.
- For **Nobs** score **1** point when a JACK is the same suit as the **STARTER** card.

In TeleCards For Windows, **MUGGINS** scoring is possible ONLY when playing another person. The player who won the first crib determines the scoring method before the first hand is dealt. When the **'Scoring Method'** window is presented select **'H'** or **'Human'** to place Cribbage in the **MUGGINS** mode.   For a new Cribbage player, it is

recommended to select **'A'** or **'Automatic'** allowing the computer to score all hands.

For **MUGGINS** mode, a player has three chances to successfully enter the count for each hand tabulated. If a player fails or enters an incorrect total, the difference calculated by the computer is automatically awarded to the other player.

The game ends when either player reaches **121** points.

RELATED TOPICS
<u>Playing A Game</u>

How To Play Gin Rummy

In **Gin Rummy,** each player begins with ten cards. The rest of the deck is placed face down with the top card turned over forming the discard pile. To begin play, the player who did not deal, may select the first discard.   If the non-dealer passed on the first discard, the dealer may select the card and lay down another discard.

Each turn consists of a player selecting the top discard or a new card from the deck and subsequently discarding to keep the number of cards in a player's hand at ten. Play continues until a player is able to **'KNOCK'.**   Players can **'KNOCK'** when the count of the remaining unmatched cards is **10** or under. Each face card has a value of 10, while all others have a value indicated by the card. A matched set is either a sequential run of 3 or more of the same suit (e.g.7-8-9 of Hearts), or 3 of the same rank.   A card cannot be placed in both a run or 3 of a kind.

When a player **'KNOCK's',** the difference in the count of the remaining cards from each player's hand, except those that were **'laid off',** is awarded to the player who **'KNOCKED'.** The player who did not **KNOCK,** any unmatched card can be **'laid off'** if it is playable on a knocking player's matched set.

A bonus of **25** points is awarded when either of the following situations occur:

1)   If the player who **'KNOCKED'** has no cards remaining after **'KNOCKING'.**   Thus their total is zero (0).   This is considered **'GIN'.**

2)   If the player who did not **'KNOCK'** has a count less than or equal to an opponent's. This is called **'UNDERCUTTING'** the opponent. In the case where an opponent has gone **'GIN',** the bonus is not awarded.

Should either player be unable to **'KNOCK'** by the time the 50th card from the deck is chosen, the hand ends in a **DRAW** and neither player is given any points.

The game ends when either player reaches **100** points.

RELATED TOPICS
Playing A Game