



Games96

## Description

Games96 is a collection of 5 games for windows

## File Name

GAMES96.EXE ver 5.3 August 14, 1995

## Author

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**Welcome** I hope you enjoy [Games96](#)

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## **Crazy8s**

### **Description**

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The object of the game is to get rid of all your cards.

You can play against another player or against the computer. You can option the computer to play against itself.

The minimum time for each play can be adjusted when the game is optioned for full auto play to allow for differences in processor speed.

A delay of 25 mSec (1/4) Sec to 3 Seconds may be selected with a spin control in the Options menu.

### **Rules :**

The first player to get rid of all cards is the winner.

You can throw out a card if the suit or the number value equals the suit or the number value of the card on top of the discard pile.

The first player that gets rid of all cards is the winner.

The first player that accumulates 17 cards is the loser.

Only the ' eights ' are considered wild cards.

A player can throw out any card if an ' eight ' is sitting on top of the discard pile.

A player can throw out an ' eight ' at any time during his /her /its play.

### **Points :**

Jack = 11   Queen = 12   King = 13   Ace = 14.

Number cards value = the value of the number on the card.

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## **Poker96**

### **Description**

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The object of the game is to win all of the other player's money.

You can play against the computer or another player.

Players names may be customized in the Options menu.

Sound can be enabled or disabled in the Options menu

The second player's cards can be hidden from view by checking the appropriate option.

Hidden cards will be displayed at the end of each hand when playing in the hidden mode.

The financial standing of both players is displayed with gauge controls. Statistics are compiled and can be viewed in graphical form by selecting STATS from the menu.

Typical poker rules apply for each hand.

An error is displayed if a player attempts to play the computer's cards when playing in the auto mode.

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## WinGin

### Description

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The object of the game is to create a hand of ten cards that contain any combination of straight flushes or sets of multiple cards that contain a minimum of 3 of a kind.

The first player that uses up all his cards is the winner.

### Example:

A hand containing 3 of clubs, 4 of clubs, 5 of clubs and 6 of clubs with 3 Jacks and 3 Aces is a winner because all ten cards are used in three complete sets.

One large straight flush of 10 cards is also a winner.

The additional feature which sets this game apart from Gin is the ability to use a card in a straight flush and a multiple set at the same time.

Player 2 is automatically played by the computer.

The deck is automatically shuffled when all the cards in the deck have been dealt. No intervention is required for shuffling cards.

All Options are saved to an external configuration file.

Aces are high and not used in low runs with 2's and 3's.

### Points:

Jack = 11   Queen = 12   King = 13   Ace = 14.

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# WinJoker

## Description

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WinJoker can be played by as many as 5 players.

The object of the game is to win as much money as you can.

Five cards are initially dealt when the game begins.

You have the choice to discard cards by clicking with the mouse on the cards you wish to HOLD and then click on the ' Click to Draw ' button to draw cards.

Pressing the number keys 1 to 5 also toggles the HOLD on and off.

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## Note:

Click Numlocks on to use numeric keypad.

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Click on the button ' Click to Deal ' to deal a new hand.

Press ' Q ' or ' ESC ' to exit WinJoker or click on ' Game ' for exit options.

An amount equal to the BET (ante) is deducted from the score of each hand.

Statistics are compiled and can be viewed at any time by selecting STATS from the menu.

Statistics are displayed for the current player.

Foreground and background colors may be modified in the Colors menu.

The effects of 3D lowers the legibility of characters when the foreground colors are other than black.

' 3D ' is arbitrarily turned off if a color other than black is selected.

All Options are saved to an external configuration file.

If a configuration file is not found, a default configuration is used.

You have the option to save your current configuration when exiting or exit game without saving any current changes or just save configuration and continue playing.

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## **Puzzles**

### **Description**

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Click on any square beside, below or above the blank square to move the puzzle tiles.

You have the option to display or remove the grid lines.

You can select a different puzzle picture in the picture menu.

Seven different puzzle pictures are available in the picture menu.

You have the option to enable or disable the sound of the moving tiles.

Other games can be selected from the GAMES menu.

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## **Lotto**

### **Description**

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You can choose to play any lotto game from 2/44 to 12/54.

' Numbers to Pick ' selects the amount of numbers that will be drawn in the game.

#### **Example:**

The selection would be ' 6 ' for Lotto 6/49

' Total Numbers in Game ' selects the range of numbers that will be selected from.

#### **Example:**

The selection would be ' 49 ' for Lotto 6/49

Statistics are compiled and displayed in graphical form by selecting ' STATS ' in the main menu.

Stats are only available for Lotto 6/49.

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## Selector

### Description

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You may select any Game by clicking on the appropriate button in the Selector Menu.

You can switch to another game by selecting a different game from any Game Menu.

Clicking on Exit in any File Menu closes the game.

Clicking on exit in the selector menu closes all games and ends the program.



or Panel you want to know more about.

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## **Options**

### **Description**

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Options for any GAME are written to an external configuration file and are retrieved the next time the GAME is played.

If you are playing a game for the first time, a default configuration file is loaded and used.

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## **Games96**

### **Description**

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Games96 is a collection of five games for windows.

Individual games can be selected from the main Selector menu or from any game menu.

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## **Stats**

### **Description**

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Stats are compiled for WinJoker , Poker96 and Lotto.

Stats for Poker96 and WinJoker are held only for the current session of the game being played.

Statistics for Lotto can be held indefinitely.

Statistics are displayed in Graph form.

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## **About**

### **Description**

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Displays system information.

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## **Exit**

### **Description**

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Closes all Games96 modules.

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## **Sound**

### **Description**

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Enables or disables sound wave files for the current application or menu.

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## **Music**

### **Credits**

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Zzanodre.mid was written by Van-Lam Nguyen of France.

### **Description**

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Enables or disables midi music. All game modules have similar controls for global access.

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## Help

### Description

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Displays Help for [Games96](#).

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