

Gin Version 1.00

Thank you for supporting the shareware software concept.
© 1996 Dean Software. All rights reserved.

Help File Index

Welcome to the Gin Version 1.00 help file. Be sure to use this feature whenever you have any questions about Gin.

- [Legal Stuff](#)
- [Playing Gin](#)
- [Menu Bar Options and Option Screens](#)
- [Registering Gin](#)
- [Registration Form](#)

Legal Stuff

This is boring, no-fun verbage that we'd really rather not include, but our attorney says we must for our own protection. Please take the time to read and fully understand the licensing agreement before using this software.

- [Evaluation Version License Agreement](#)

Evaluation Version License Agreement

Gin For Windows Version 1.00 software (hereafter referred to within this document as Gin) and all accompanying documentation is copyright © 1996 by Dean Software, all rights reserved. No portion of this publication or program may be reproduced, photocopied or transmitted; nor may it be rented, leased, translated, disassembled, decompiled, altered, or modified in any manner except as provided by the license below. Any violation of these terms by the user constitutes cause for immediate termination of this license.

Gin is a copyrighted program and is protected under the United States Copyright Law and various International Treaty provisions. It is offered "as is" for personal use. We make no claim as to the program's suitability for any specific purpose and shall not be held responsible for any consequential damages that may possibly occur through the use or misuse of the program. Your first use of Gin constitutes your agreement to the following provisions:

Shareware License: A limited license at no charge is granted to all to use, test and duplicate in its entirety the copy of Gin you received for no more than 30 calendar days. Thereafter, if you did not license Gin directly from us, you must either pay the license fee to continue to use Gin or immediately cease all use of Gin. You will be in violation of this limited license agreement if you use this version of Gin for more than 30 days without paying the license fee. By your reading of this license and/or use of the software, you agree to adhere to the terms set forth herein. If you disagree with the terms set forth herein, you must immediately cease all use of this software and you must also immediately destroy all copies of this software and documentation currently in your possession.

License: Upon payment of the registration fee, we will grant a nonexclusive license to use Gin by one person regardless of whether the license is owned by the person or by a business (the "licensee"). Licensed copies of Gin may be kept only on computers actually used by the licensee. The user is granted a license to distribute the program as he/she received it to anyone he/she sees fit to do so provided the original files are complete and unaltered in any way. Gin may not be "resold" by Shareware distributors for a cost exceeding \$5.00. The Shareware distributor should have a notice prominently displayed in their advertisement stating that the programs they distribute are copyrighted by others and by paying the Shareware distributor a fee to purchase the disk does not constitute the registration of the program.

Other General Provisions: As previously stated, the Licensee shall not use,

copy, rent, lease, sell, modify, decompile, disassemble, otherwise reverse engineer, or transfer the evaluation program along with any and all associated files except as provided in this agreement. Any such unauthorized use shall result in immediate and automatic termination of this license.

U.S. Government Information: Use, duplication, or disclosure by the U.S. Government of the computer software and documentation in this package shall be subject to the restricted rights applicable to commercial computer software as set forth in subdivision (b)(3)(ii) of the Rights in Technical Data and Computer Software clause at 252.227-7013 (DFARS 52.227-7013). The manufacturer/contractor is Dean Software, 4914 78th Avenue, Hyattsville, MD 20784, (301) 577-1902.

All rights not expressly granted here are reserved by Dean Software.

Playing Gin

The nuts and bolts of playing Gin.

- [Using The Mouse and Message Boxes](#)
- [Screen Control and Crazy Clock](#)
- [Rules Of The Game](#)
- [Scoring](#)
- [Player Interface](#)
- [Strategy](#)

Using The Mouse and Message Boxes

The central message box conveys all pertinent messages to the player. It tells what the computer opponent is in the process of doing and prompts you during your turn. Watch this box for messages and prompts during play. If the messages disappear too quickly, change the Delay Time parameter in the PLAYING OPTIONS screen to a higher number to slow the messages down.

The mouse is your main interface to the game. Click on the menu bar, menu options, etc. to select various options and initiate the game. Use the left mouse button to click on any desired item you may wish to choose.

If you wish to draw a card, click on the deck of cards - if you want to take the discard, click on the discard card. Click on the buttons in the dialog box with the mouse as prompted. To discard a card from your hand, click on the card you want to discard (you may click on the same card again to cancel the selection if you change your mind).

Screen Control and Crazy Clock

Please note that you cannot maximize or resize the screen in Gin. You may minimize the screen if you wish with the Minimize arrow (in the upper right corner of the menu bar). It is best however, if you wish to put Gin down on the desktop for any reason, to position the cursor anywhere on the green playing area of the screen and push the right mouse button. The Gin playing area will be removed from the screen and the Crazy Clock will appear on the desktop. To return to Gin, click on the "Smily Face" icon on the Crazy Clock and you will be returned to the game. You may let Crazy Clock run indefinitely, and may even initiate Crazy Clock without a game in progress. (This feature also doubles as a very nice "boss key" function, since you can trigger it quickly with the mouse!)

Rules Of The Game

PLAYERS AND DECK

The game of Gin Rummy is played by two players using a normal 52-card deck. Kings are high and Aces are low.

CUT, SHUFFLE AND DEAL

In the draw for the deal, the high card is the first dealer. In case of tie, cards are reshuffled and redrawn until a dealer is determined. The dealer's hand gets ten cards and the non-dealer's hand receives eleven cards. The rest of the deck is placed face down on the center of the table and is used as the stock pile. There is no discard turned over from the stock pile at this time.

THE PLAY

The nondealer, who has received eleven cards in the deal, plays first by discarding a card from his hand without first drawing a card from the stock. This will bring his hand to the standard ten cards and will begin the discard pile. Each turn after this play consists of taking either the discard or the top card from the stock and then discarding one card from the hand. If a card is drawn from the discard pile, it may NOT be discarded on the same play. It may be discarded on subsequent plays, however.

In Gin Rummy, meld is "laid" all at one time. In order to call Gin, a player must be able to lay all of his cards on the table in sets, either in suit (A,K,Q of diamonds, for example) or in rank (three 10's, for example). A player may also choose to knock without waiting for Gin as long as he holds no more than 10 points in his hand after laying all meld on the table. Aces count as 1, each numbered card counts as its face value, and picture cards (K,Q,J) count as 10.

Before knocking, the player must take his regular turn, adding an eleventh card from the discard pile or the stock. When knocking he must still lay a discard. If only two cards remain in stock and neither player is able to knock, the game is considered a draw.

Scoring

How Gin keeps score.

- Scoring Rules
- The Scoring Screens

Scoring Rules

PLEASE NOTE: Whenever a hand ends, meaning one of the players has either Knocked or declared Gin, the program will automatically meld each player's hand to produce the lowest possible hand total. This is done to make sure that all possible meld is "layed" in case you forgot to press the Suit and/or Rank meld buttons during your last turn. The program will also automatically "lay off" cards from the non-Knocker's hand after the end of the hand (unless the Knocker has Gin - if the Knocker has Gin, the non-Knocker is not permitted to lay off any cards).

BASIC SCORING RULES

Declaring Gin is worth 25 points plus the opponent's unmatched count. For instance, after you call Gin, your opponent lays three 10's and an A, 2 and 3 of diamonds on the table. He has 14 points left in his hand that cannot be matched to your sets. Your total for this hand would be 39 - you would receive 25 points for Gin plus the 14 points left in your opponent's hand.

When a player Knocks and shows his cards, the opponent is permitted to lay off as many of his cards as are compatible with the Knocker's meld. If after laying off all possible cards, the opponent is left with a card count equal to or lower than that of the Knocker, he has undercut the Knocker. For this he receives 25 points plus the difference between his unmatched cards and those of the Knocker. Once the Knocker has "layed" his cards, his play is finished. He may not add his unmatched cards to any cards the opponent may lay on his original meld.

(PLEASE NOTE: If the Knocker has Gin, the opponent is NOT permitted to lay off any cards!)

First player to reach 100 wins game, which entitles him to a game bonus of 100. Each player also gets a box bonus of 25 for each hand won. The final score is based on the difference between the two total scores. If one player reaches 100 before the opponent scores a point, the game is considered a "shutout" and the winner's total score is doubled.

SCORING EXAMPLE

Hands are played until one of the players either Knocks or achieves Gin - either way, this player is the "Knocker" and wins the hand. At that point, the non-Knocker is given the opportunity to "lay off" cards (that is, play

unmatched cards from his hand to the Knocker's groups, if possible - the game does this automatically for you).

(PLEASE NOTE: If the Knocker has Gin, the opponent is NOT permitted to lay off any cards!)

The remaining point values for each player's hand are then totaled. If the Knocker has Gin, he is awarded the total of the non-Knocker's hand plus a 25-point bonus. If the Knocker does not have Gin, the Knocker's hand total is subtracted from the non-Knocker's hand total, and the Knocker scores the difference as points for that hand. If the non-Knocker's hand total is equal to or less than the Knocker's hand total, it is called an "undercut" and the non-Knocker wins the hand. In this case, the non-Knocker is awarded the difference in points between the two hands, plus a 25-point bonus for undercutting. Each player's cumulative point values are then scored on the Score Pad (see SCORING SCREENS section) and play proceeds (winner of the hand deals the next hand).

A game is played to 100 points. When a player's score equals or exceeds 100 points, he wins the game and receives an extra 100 points (in addition to his score for the game) as a bonus. If the opposing player won no hands during the game, the winner's game score is doubled AND his game bonus is also doubled to 200 points. Each player is then awarded 25 points for each hand he won during the course of the game. Once these game totals are determined for each player, the lower total is subtracted from the higher total and the difference is the final score for the winning player. Some players keep a running total for numerous games played against an opponent (this game does not - each game is treated as a separate entity).

Scoring Screens

Gin uses two screens to present scoring information to the player.

- The SCORING SUMMARY Screen
- The SCORE PAD Screen

The SCORING SUMMARY Screen

The first scoring screen is the SCORING SUMMARY screen. This screen shows who Knocked, as well as how many points each player had remaining in his hand. It also displays the subtracted total points scored, and a summary of exactly what points were awarded to the player who won the hand.

This screen is only displayed after a player has Knocked and the hand is over. Once you are done viewing this screen and the "OKAY" button has been pushed, this screen cannot be redisplayed for that hand.

The SCORE PAD Screen

The second scoring screen is the SCORE PAD. This screen shows the cumulative score for each player. The number to the right of each player's name indicates how many hands that player has won during the current game. If the game involves many hands, a scroll bar will appear on the right margin of the Score Pad - use the scroll bar to review the game's scores for each hand as desired.

Each finished hand is scored as follows (be sure you have read the SCORING RULES section). The first line is the hand winner's score. If a bonus was awarded, it will appear on the next line (you will see a "25G" for Gin or a "25U" for an undercut). If no bonus is awarded, this line is omitted. Next, a line rule is displayed (-----). The line immediately under the line rule is the total points scored for the hand - this will usually match the first line, unless a bonus was awarded. The last line is the cumulative score for the game for each player (only the winner of the hand will have entries for that hand - the loser will only have a cumulative total for the game in progress on the last line) - at the end of this last line, the hand number is also displayed.

If the last hand finished concludes the game, the final game scores are also displayed, along with a message indicating who won the game and their final point total. The first line after the last hand total is the game bonus points. Next are the points awarded for hands won by each player during the course of the game (25 points for each hand won). The last line shows the total number of points scored during the game for each player.

This screen may also be displayed at any time during the course of the game from the FILES menu. If a game has just ended and you wish to review the game, you may do so - the SCORE PAD is not cleared until you start a new game. You may still use the FILES menu option or click on the REVIEW SCORES OF PREVIOUS GAME bar in the main message area.

Player Interface

When it is your (the player's) turn, the messages and controls you use to play are presented to you in the main message box area. Watch the informational messages on the left side of the message box area - these messages prompt you for play and/or inform you of game progress. The right side of the message box will contain buttons used for play. Your hand is displayed to the right of the message box. To draw a card or take the discard simply click on whichever card you wish to take. (If it is the first play of the hand and you are the non-dealer, you don't draw a card or take a discard - you have been dealt 11 cards into your hand and you go directly to the playing phase.)

The top button (on the right side of the message area) is the DEFAULT SORT button. It will read either DEFAULT SORT IS BY RANK or DEFAULT SORT IS BY SUIT - this refers to the default sort option for your hand. Clicking on the DEFAULT SORT button toggles between the two hand sorting modes. If the default sort is by RANK, your cards will be grouped by rank (like cards of equal value) - this sort mode enables you to easily see cards of equal value. If the default sort is by SUIT, your hand is displayed by suit (cards are displayed in ascending order and grouped by suit) - this sort mode enables you to easily see runs or potential runs.

Next, there will be a row of three buttons under the DEFAULT SORT button. These three buttons are SUIT, RANK and CLEAR. Use these three buttons to control placement of cards in your hand and/or your three groups of meld. If you push the SUIT button, cards are placed from your hand into your meld group(s) by suit (runs) first, then rank (cards of like value) secondly. If you push the RANK button, cards are placed from your hand into your group(s) by rank (cards of like value) first, then suit (runs) secondly. If you push the CLEAR button, all cards are cleared from your groups and returned to your hand. These three buttons will be visible until you select a card from your hand for discard (see below).

To the right of the player name, there is a number that shows the total (unmelded) card count of your hand. When you press SUIT or RANK, the count of the cards you meld into groups is subtracted from your total hand total. Depending on the cards you are holding in your hand, grouping your cards by SUIT or RANK may produce different results. Generally, you want to group your cards by whichever method produces the lowest hand total. Press SUIT or RANK often, especially after you draw a card, to meld your cards into your groups for the lowest possible score, and before you choose a discard.

When you have grouped your cards to your satisfaction, you must discard

a card from your hand. Click on the card you wish to discard. The SUIT, RANK and CLEAR buttons will disappear and the DISCARD button will appear. If you select a card for discard but then change your mind, simply click on the card you selected again - it will be unselected and your play buttons will reappear. Press the DISCARD button to discard the selected card and end your turn. If your hand total is 10 points or less, the KNOCK button will also appear. If you wish to Knock, click on the Knock button instead. (NOTE: You do NOT have to Knock even if you may legally do so - you may simply discard and let the hand continue. Some advanced players prefer not to Knock immediately under certain conditions. See STRATEGY section.)

If you have Gin (in other words, you are able lay all of your cards off as meld and have one card left in your hand as a discard) the message area will state that you have Gin and the GIN button will appear. Click on the GIN button to declare Gin.

(PLEASE NOTE!: The KNOCK, DISCARD or GIN buttons will not appear until you select a card for discard. Again, if you select a card for discard but then change your mind, simply click on the card you selected again - it will be unselected and your play buttons will reappear.) You MUST select a discard before you will be given the opportunity to KNOCK, DISCARD or declare GIN.

Generally, watch your hand total. If you need to see the "big picture" of the hand, click on CLEAR to bring all cards back up into your hand. Before you discard, click the SUIT and/or RANK button to produce the lowest score before you discard or Knock.

Strategy

Most hands end within nine turns. Thus, the longer a hand lasts, the greater the dangers become. It is a rule of thumb to Knock with 10 points or less before the sixth turn (being wary on the fifth if opponent has discarded a low card or two and/or has taken a couple of up cards). As this implies, a good player makes important deductions from cards taken and other cards tossed away by the opponent. By the ninth or tenth turn, it is seldom advisable to Knock with 6 or more points, and play becomes defensive, each hoping to undercut the other.

It rarely pays to delay knocking in the hope that gin will become possible on a later turn. Again, opponent's activities contribute to the decision.

Bluffing arises through the tactic known as advertising, in which the player discards a relatively useful card, hoping to mislead opponent into the supposition that it is safe to discard other cards of the same rank or suit. Experts do not usually unload useful cards except early in the game, when gin seems to be only two or three turns away and chances can be taken. Because this is so, a good player might try to improve his prospects with an ad, discarding something as useful as the 9 of diamonds, hoping to lull opponent into unloading the 9 of clubs - which he then snatches to form a sequence.

Early discards are all-important in this fast-paced game, because they tell so much of the player's intentions (or whatever he wants to convey about those intentions). In general, of course, it is best to unload high cards, retaining low cards for inexpensive deadwood.

After noting, interpreting and, above all, remembering not only opponent's discards but the kinds of cards he has not been discarding, an expert develops a rapid picture of the other's hand. In choosing his own discards, he tends to prefer cards of adjacent ranks but of different suits than the opponent has been dropping. The logic behind this and other refinements is complicated, and beyond the limited scope of this document. There are many good books available on advanced Gin strategies - if you are interested in further information, your local library is usually a good place to start.

Menu Bar Options and Option Screens

This section covers the options on the menu bar as well as the screens displayed by some of these options.

- The FILE Menu
- The OPTIONS Menu
- The HELP Menu

The FILE Menu

Display Scoresheet - displays the scoresheet showing scores for the current game.

Start New Game - starts a new game if no game is in progress. If a game is in progress, this option is unavailable.

Terminate Present Game - terminates the game in progress. If no game is in progress, this option is unavailable. (Note - if you terminate the present game while a computer opponent is playing, the game allows that player to finish his turn before terminating the game.)

Exit - exit Gin and return to Windows.

The OPTIONS Menu

Use these menu items to select the options you prefer when playing Gin. Please be aware that the currently selected card back as well as all of the current playing parameters are automatically saved to disk whenever you are done playing Gin and exit the game. The next time Gin is started, they will be reloaded and used as the current parameters. (Note: Parameters are NOT saved in the Evaluation version of the game and must be manually re-entered every time you start the game.)

- The Card Backs Screen
- The Playing Options Screen
- Sound

The Card Backs Screen

Click on the desired card back to choose the card back you wish to use during game play. (NOTE: This option is unavailable in the Evaluation version of the game. The option screen will still be displayed and you may choose a new back, but the newly chosen back will not be implemented by the game.)

The Playing Options Screen

This screen allows you to set the parameters used during game play. The following parameters may be set as follows:

PLAYER NAME - Enter your name. The game will refer to you as "PLAYER 1" during play if you elect not to change this field. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to "PLAYER 1".)

SHOW DRAW CARD - Click on "Yes" or "No" for this option. When playing Gin with a lower **PAUSE INTERVAL** (see below) and a card is drawn from the deck, it is sometimes difficult to tell which card you have actually drawn. This is especially noticeable when playing on faster systems (like Pentiums) and you hold a lot of cards in your hand. If this option is set to yes, once the drawn card is placed in your hand and sorted to its proper position, it is briefly pulled up out of the hand and the "Draw" graphic will appear below the drawn card. Setting the option to "No" turns this feature off. (NOTE: This parameter cannot be changed in the Evaluation version of the program and will always default to "Yes".)

PAUSE INTERVAL (1-9, SECONDS) - Use this option to adjust the pause intervals (in seconds) used during message displays. This can be useful for slowing down the messages on faster systems. Entering a 1 gives the fastest pauses, 9 gives the slowest. The default value is 2 (seconds).

The HELP Menu

Index - Displays the help file index.

About - Displays the "About Gin" screen.

Sound

Clicking on the Sound option toggles the sound on and off. This option will show a checkmark next to it when active. If your computer system does not have a sound board, the only sounds available are the system "beep" that occurs if an error is encountered.

Registering Gin

NOTE: Our number one problem when processing orders for customers is lack of information. Some folks actually send us nothing but a check or money order with no supporting information whatsoever regarding what game they wish to purchase. This sort of problem only delays our turnaround of your software to you - we want you to be able to enjoy your new game as soon as possible! Again, please take the time to print out the order form found under the REGISTRATION FORM section if at all possible - simply follow the on-screen instructions there. All information on this form is strictly confidential and is used ONLY to facilitate the processing of your order, or to verify requests for warranty service, diskette replacement or upgrades. We do not now, nor will we ever, sell mailing lists! Handwritten orders are fine, but again please try to give us order information that is as complete as possible. Help us to give you the good customer service you deserve, because with us our customers are number one priority!

We hope you enjoy Gin, and urge you to purchase the registered version of the program if you plan to continue using Gin beyond the 30 day trial period. (If you have not done so, please read the Evaluation Version license agreement contained in the LEGAL STUFF section of this document. Also, please be sure you fully understand the license agreement before using this software.) Naturally, all menus and options are fully functional in the registered version, and those annoying "nag" screens are eliminated as well.

To receive your registered version, simply mail a check or money order for \$15.00 (U.S. funds only, please - includes shipping and handling) to the address shown below. Please print out the order form, and be sure to state whether you prefer a 3.5" or 5.25" diskette (also add \$1.00 if you require a high-density diskette). Please mail your order to the address shown below:

Dean Software
4914 78th Avenue
Hyattsville, MD 20784

You may also use the above address if you wish to contact us for any other reason, or call us at (301) 577-1902 (voice). Please leave a message if you get the answering machine, we will return your call as soon as possible.

Thank you once again for supporting the shareware software concept.

Registration Form

Please print out and use this form when ordering Gin. To print this form, go to the FILE menu and select PRINT TOPIC.

Gin For Windows Version 1.00

Name: _____

Address: _____

City: _____

State: _____ ZIP: _____

Telephone: _____ - _____ - _____

Where did you hear about Gin For Windows? _____

DISKETTE INFORMATION

Please check the desired choice for your software diskette. The registration fee is \$15.00 (U.S. funds only, includes shipping and handling). Make sure to add \$1.00 to your order total if you want a high-density diskette:

5.25" DD (360K) [] 5.25" HD (1.2M) [] (Add \$1.00)

3.5" DD (720K) [] 3.5" HD (1.44M) [] (Add \$1.00)

Please send this completed form, along with your check or money order to:

Dean Software
4914 78th Avenue
Hyattsville, MD 20784

You may also use the above address if you wish to contact us for any other reason, or call us at (301) 577-1902 (voice). Please leave a message if you get the answering machine, we will return your call as soon as possible.

Thank you once again for supporting the shareware software concept.

