

# WinJack

## Welcome to WinJack !

WinJack is an extraordinary collection of card games!

It contains possibilities that were never seen in other computer card games!

There are:

Solitaire, Butterfly, Tut's Tomb, Tri Peaks, 8 Stacks, Icebreaker,  
Pyramid, Golf, 5x5, Square, 13, Mau Mau, Bauernskat, Doppelkopf and Blackjack.

All games can be played in the Casino!

Play WinJack over Network!

Play Solitaire games with several people or against the computer!  
This guarantees brand new dimensions of well-known patiences!  
Of course you can also play the original versions of the solitaire games.

Design your own cards!

Natural there are already different cards.

Use your own desk!

Beside several screens of the game.

Play with a player symbol that uses your photo!

Or use one of the five existing symbols.

## Are you curious about WinJack?

Then start the demo in the menu under „Start“ or with the F5-key on your keyboard.

The demo uses different possibilities of WinJack by chance.

## You want to know more?

The menu

The control systems

The card games

The network game

General

Demands on your system

Problems

How can I...?

Order form



# The menu

In the menu you find:

Start

Language

?

Under language you can choose a language.

It is insignificant which language you have chosen at the installation.

The help file? (In which you are at this moment) gives information about WinJack.

# Menu: Start

Game: Here you can choose between the following games:

Casino (You can play all games in the casino.)

Solitaire

Butterfly

Tut's Tomb

Tri Peaks

8 Stacks

Icebreaker

Pyramid

Golf

5x5

Square

13

Mau Mau

Bauernskat

Doppelkopf

Blackjack

Setup Wizard: This point brings you to the basis setup, if you have registered the full version.

Configure: Here you can make different settings for the game.

Start: With start you can start the game.

Net-Game: With this you can set up a network game.

Continue: By using this, you can continue a game, which was paused with ESC.

Demo: You can start the demo here.

Quit: Here you quit WinJack.

# Generally

## The statistic:

The statistic is shown at the beginning of the highscoretable.

The statistic from the left to the right:

- Statistics
- Played/Won
- Average
- Best
- Worst

The statistics show the information for all players as well as for each player. You can see, how many games were played and how many were won. Under *Average* you can see how many points you have gotten average. And the statistics show the best and the worst highscores.

## The High Score table:

There are two high score tables for each game:

- One list for the normal game. Because of a special points system it is independent of the number of players.
- The second high score list of each game will be prepared for the network game. Here all scored will be squared, so that all network players will find the same conditions.

The High Score table from the left to the right:

- Place number
- Name
- Points / Gain (out of / in the Casino)
- Time used (Players, Laps) / Games (out of / in the Casino)
- Cool quote

It will be only the time gauged, which the player really uses. The needed time of the animations will not be taken into account.

Under „Games“ you will find the number of played games in the casino.

The „cool quote“ for the others or for your own confirmation can be written down after ending a game, if the player has reached a place in the high score list.

## The screen of the game:

With „**End**“ you can end the game.

With „**Restart**“ a game can be started new, even if you have not ended the preceding game.

**Cheating** (this option can be set in the configuration of -FX-):

In a few games you can cheat with the right mouse button (not in the casino).

How exactly? Just try! But be careful: this will not be unpunished!

If you play with several gamers, you can convict each other. You will see a „**Cheat**“ on the screen of the game, if this option is set. A player has five seconds to show the cheating player, that he has seen that the other player has cheated. If the first player is right and the other player has really cheated, than the

cheating player has to give the first player some of his points. How many points this are depends on the game.  
But if the first player were wrong, half of the points he would have gotten would be subtracted from his points.

# Configure

„Configure“ can be set in the menu under „Start“ or just use the F10-button of your keyboard. You can make different settings under „Configure“.

Beside the stationary windows, there is always a window for the game, which is chosen in the menu under „Start“, and „Game“. You can find the explanation for this window in the description of the game (Special Rules, Settings and more...).

<u>Information:</u>	<u>Explanation</u>
<u>G-Fx:</u>	<u>Explanation</u>
<u>-FX-:</u>	<u>Explanation</u>
<u>S-Fx, Joystick:</u>	<u>Explanation</u>
<u>Keyboard:</u>	<u>Explanation</u>
<u>2. Mouse:</u>	<u>Explanation</u>
<u>Card design:</u>	<u>Explanation</u>
<u>Desk:</u>	<u>Explanation</u>
<u>Local player:</u>	<u>Explanation</u>

Below all windows you can find:

<u>Bubblehelp:</u>	With this you can activate the bubblehelp. Just wait a few seconds on the black writing in the window and you will get a direct explanation for this point.
<u>Help:</u>	Here the help of the window will be shown.
<u>Okay:</u>	All new settings will be adopted here and the configuration will be closed.
<u>Cancel:</u>	Here all new settings will be declined and the configuration will be closed.
<u>Apply:</u>	The new settings will be adopted, but the window will not be closed.

# Something general for the card games

WinJack contains the following games:

Casino (You can play all games in the casino.)

Solitaire

Butterfly

Tut's Tomb

Tri Peaks

8 Stacks

Icebreaker

Pyramid

Golf

5x5

Square

13

Mau Mau

Bauernskat

Doppelkopf

Blackjack

These are subdivided in

Solitaire games (Solitaire, Butterfly, Tut's Tomb, Tri Peaks, 8 Stacks, Icebreaker, Pyramid, Golf, 5x5, Square and 13) and

Parlor games (Mau Mau, Bauernskat and Doppelkopf).

Blackjack belongs in its own category. It is more a casino game.

But you can also play it outside of the casino.

## General of the rules:

A game often has many rules as players.

This goes especially for parlor games.

Because every player knows a rule, which is not known or usually not played by the other players.

WinJack try's to use many of the known rules.

A manifold possibility presented itself in the configuration window of each game.

The explanation for this is written down in the explanation of each game (Special Rules, Settings and more...).

In the rules you will always find the standard rules.

„**Colors**“ stands for the different symbols: hearts, diamonds, spades and crosses.

This is not for the difference between red and black cards.



# Solitaire-Games

Solitaire games, which are normally played alone, are now played with other players. They are also known as „Patience“. Normally all games have the goal, to remove all cards, which are laid out in different ways, after dictated rules.

WinJack offers in this group:

[Solitaire](#)  
[Butterfly](#)  
[Tut's Tomb](#)  
[Tri Peaks](#)  
[8 Stacks](#)  
[Icebreaker](#)  
[Pyramid](#)  
[Golf](#)  
[5x5](#)  
[Square](#)  
[13](#)

But all games are programmed to play with several players.

In *8 Stacks*, *Square* and *13* several players can play their own game on one screen.

In *5X5* several players can remove a common game.

In all other it is even possible to play with each other. You can step in the game of the other players to use their cards for your own use. Please note in this case the points system of each game.

# Parlor-Games

Parlor games are the games, which can be played only with more than one player. In WinJack as many as three players can be taken over from the computer.

WinJack offers in this category the following games:

Mau Mau  
Bauernskat  
Doppelkopf

Blackjack also could fit in this category, because the player does not play alone but against „the bank“.  
Actually Blackjack belongs in a different category: the casino games.

# Casino

*Casino* can be chosen in the menu under **Start** and **Game**.

All games can be played in the *casino*. But in the list of the *casino* are only games shown, which you can play with the actual settings (number of players/persons).

*Example: MauMau can be played only with 2-4 players. Only one person can play on each computer. All other players have to be taken over from the computer, because otherwise the players could see the cards of the other players. Doppelkopf can only be played with 4 players. Here can also play only one person on one computer. In the same way Bauernskat can only be played with two persons (one person and one person/the computer).*

If only one player would go in the *casino* (without a computer player), he would not find MauMau, Doppelkopf or Bauernskat in the list of the games.

You do not get points but you can gain imaginary \$ (dollar). The gains are only take place on the screen and they are comparable with the points outside the *casino*. Each player gets an amount at the beginning of the game. This amount should be multiplied.

The different games cost different stakes. They have to be paid to take part of the game. The stakes orientates by the expected gains (see also the points system of each game).

## The screen:

### General:

End: One can leave the casino here.

Game: Shows, how many games have been played.

### Only with several casino-players:

Use game settings: Every game will use one of the following settings, which were set in the non-casino-games. But some games have restrictions in the casino. If an option was chosen, which is not allowed in the casino, the casino will change to valid rules automatically.

Work only as single: Several players can play on one screen, but everybody plays his own game.  
Use other ace stacks: If this option is chosen, one can lay his own cards on the ace stacks of the other players.

Everything allowed: This option allows the player to use the cards of the others and to integrate his own cards in the game of the other players. One can also integrate the cards of other players in the game of further players.

### General:

Game rule: Every game will use one of the following settings, which were set in the non-casino-games. But some games have restrictions in the casino. If an option was chosen, which is not allowed in the casino, the casino will change to valid rules automatically.

Normal: With this the normal rules will be used in every game.

PRO: Here the Pro rules will be used. (See *Special Rules, Settings and more...* of each game).

Behind the name of the player one can see his account under \$.

Under gain/loss is shown, how many the player has gained or lost since the last game.



# Solitaire

*Solitaire* can be chosen in the menu under **Start** and **Game**.

## Structure of the game and the rules:

In *Solitaire* seven rows are laid out. The first row is only one card. The second row has two cards, one below the other. The third row has three cards, one below the other and so on. Only the lowest card of each row is uncovered. The rest of the cards are lying on a stack above the rows. One can find four free places on the right side of the stack. These places shall be used for the aces.

The aces should be put on the free places at that time, when they appear in the game. All other cards should be arranged on the aces of the same color from two to king.

*Example:* On the ace of hearts you have to put two of hearts, three of hearts and so on until you reach the king of hearts, who is the finish.

To turn the covered cards of the rows, you can put the lowest uncovered cards to other rows with an uncovered lowest card. But you have to note that the cards can only be arranged in a falling down order. And black and red have to alternate.

*Example:* A five of hearts can be put under a six of crosses or a six of spades. But a five of hearts can not be put under a six of diamonds or a four of spades/crosses.

If you have a longer row with uncovered cards, you can put the whole row under other uncovered cards. Decisive is the uppermost card of the uncovered row.

*Example:* An uncovered row has a seven of hearts, a six of spades, a five of diamonds, a four of crosses and a three of diamonds → this row could be put on an eight of crosses/spades.

The new free card can be uncovered now.

You can put a king at free fields between the rows. There can also be a row of other uncovered cards under the king. If you can not do anything with the cards in the rows, you can uncover and use the cards of the stack. If the uncovered stack is used up, you can make a renewed click on the empty stack and all unused cards will be turned round and you can use them again. It is also possible to use the top card of each ace stack if you can use it to continue the game. On this way you can lay open all rows and you can put them on the ace stacks to the king.

If no card can be moved, *Solitaire* is lost.

[Points system](#)

[Special Rules, Settings and more...](#)

# Butterfly

*Solitaire* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

The game is named *Butterfly*, because the structure of the game remembers on a butterfly. The „body“ of the butterfly is made of the four aces. The „wings“ are made of the rest 48 cards.

It is the goal, to put all cards of the „wings“ on the ace, which has the same color. Of course you have to put them on the aces from two to king. You can only use the outermost card of each line. Of course the outermost card is not always an appropriating card to put it on the ace stack. You can also put the outermost card in another line. But this is only possible, if the outermost card of the other line is a direct neighbor card of the same color.

*Example: A five of hearts can be placed in another line with a six or four of hearts as outermost card. But it can not be put on an eight of hearts or a six of diamonds.*

To have more room, you can put a single card in the free field under the aces for a while. Normally you can use this field only one time, but you can set a multiple basement use. You can use the free fields of the „wings“ without any restriction. On this way you can reach more and more cards to put them on the ace stacks.

Points system

Special Rules, Settings and more...

# Tut's Tomb

*Tut's Tomb* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

In *Tut's Tomb* the cards are arranged as a pyramid. The goal is to clear away this pyramid.

You always place two cards together, which have the sum of 13. Besides 3+10, 4+9 and 5+8 also 2+jack and ace+queen belong together. The king can be put down alone.

You can either take both cards from the pyramid or you can take one card from the pyramid and the second card from the uncovered stack if they belong together. If you can not do anything, you can lay open a new card from the covered stack. If the uncovered stack is used up, you can make a renewed click on the empty stack and all unused cards will be turned round and you can use them again.

[Points system](#)

[Special Rules, Settings and more...](#)

# Tri Peaks

*Tri Peaks* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

*Tri Peaks* is made of three into one another interlocked pyramids.

One card is given below. On this card the player has to put the cards of the pyramids in a neighboring order. The ace follows of a king and the two can be put on an ace.

*Example: If the card below is a king, you can put an ace or a queen on it. If you put a queen on it, a jack or another king can follow.*

It is absolutely unimportant, how often the direction changes.

If you can not put a card from *Tri Peaks* on the stack, you can „buy“ a card from the covered stack.

Points system

Special Rules, Settings and more...



# 8 Stapel

*8 Stacks* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

A normal 32-cards-deck is the basis of the game *8 stacks*.  
These 32 cards are divided in 8 stacks, each with four cards.

The uppermost card of each stack is uncovered. Now you have to put together always two cards with the same value (two 7, two jacks, two aces and so on).  
If you have three cards of one value, you have to decide for two of them.

The game is won, when every card is removed.

[Points system](#)

[Special Rules, Settings and more...](#)

# Icebreaker

*Icebreaker* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

You have for aces in the middle. Now you have to put all cards of the same color on the aces in the order 2 to ace.

*Example:* On the ace of hearts you have to put the two of hearts, three of hearts etc. to the king of hearts.

You have a big selection, because in contrast to *Solitaire*, you will find each card twice (except the aces). But you can only put one of the two cards of the ace stacks.

The first 10 cards are uncovered. The rest of the cards are in a covered stack below. You can put the two (one of both 2s) of each color directly on the ace stack. Then you have free plays for new cards. If you can not get a free place by putting a card on the ace stack, you can lay one card on another card in a different line. But you have to use a declined order. The color is unimportant.

*Example:* A three of hearts can be put on a four of hearts, diamonds, crosses or spades.

You can put now a new card on the free place. You can put single or several cards (which are laying in a declined order) on another card in a different line. On this way, you can lay open cards, which can be put on an ace stack. If you can not move any card and you have no free plays left, you can lay open the uppermost card of the covered stack. If you can continue the game with this card, the card is called an *Icebreaker*.

If you have no new possibilities, you have lost the game.

[Points system](#)

[Special Rules, Settings and more...](#)

# Pyramid

*Pyramid* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

In *Pyramid* all cards are arranged as a pyramid. You have to remove this pyramid.

One card is given below. On this card the player has to put the cards of the pyramid in a neighboring order. The ace follows of a king and the two can be put on an ace.

*Example: If the card below is a king, you can put an ace or a queen on it. If you put a queen on it, a jack or another king can follow.*

It is absolutely unimportant, how often the direction changes.

If you can not put a card from *Pyramid* on the stack, you can „buy“ a card from the covered stack.

If you can remove the whole pyramid, you have won the game.

Points system

Special Rules, Settings and more...

# Golf

*Golf* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

*Golf* is made of seven neighboring rows.

In each row you have five uncovered cards one below the other.

You have to remove all rows from below to the top.

One card is given below. On this card the player has to put the cards of the pyramid in a neighboring order. The ace follows of a king and the two can be put on an ace.

*Example: If the card below is a king, you can put an ace or a queen on it. If you put a queen on it, a jack or another king can follow.*

It is absolutely unimportant, how often the direction changes.

If you can not put a card from *Golf* on the stack, you can „buy“ a card from the covered stack.

If you can remove all rows, you have won the game.

Points system

Special Rules, Settings and more...

# 5x5

5x5 can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

The game is named 5x5, because the cards are arranged in a square of 5x5 cards.

Now you have to put together always two cards with the same value (two 7, two jacks, two aces and so on). But you can only use cards, which are laying in the same line or row or diagonal.

If you have three cards of one value, you have to decide for two of them.

Free places are covered with new cards until the stack is empty.

The game is won, when every card is removed.

[Points system](#)

[Special Rules, Settings and more...](#)

# Square

*Square* can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

*Square* is a very easy game. ist ein sehr einfaches Spiel. No cleverness is required, just good luck. Four cards are given. The rest of the cards are lying in a covered stack beside.

Now you have to cover two uncovered cards from of the same color hearts, diamonds, spades or crosses with new cards from the covered stack. If you have two pairs of one color, you have to decide which pair you want to cover first.

If you have four different colors, you have lost the game.

[Points system](#)

[Special Rules, Settings and more...](#)

# 13

13 can be chosen in the menu under **Start** and **Game**.

## **Structure of the game and the rules:**

The game is named 13, because you always to put two card together which have the sum of 13.

Besides 3+10, 4+9 and 5+8 also 2+jack and ace+queen belong together. The king can be put down alone.

You have to make a mouse click on one of the cards, hold it and drag it on an appropriate card.

They will be put down automatically if they really belong together. If you want to put a king down, just make a click on the card.

Free places will be covered with new cards until the stack is empty.

The game is won, if all cards of the stack could have been uncovered and the whole line is removed.

Points system

Special Rules, Settings and more...

# Mau Mau

*MauMau* can be chosen in the menu under **Start** and **Game**.

## Rules of the game:

*Mau Mau* is played with two to four players. The computer can take over as many as three persons. Of course only one human player can play on one computer, because you should not see the cards of the other players.

At the beginning everybody gets three to five cards (see the [settings of the game](#)). The winner is the first person to discard all their cards. If you lay down a jack as your last card, you have made *MauMau*. Every other card ends the game only with *Mau*.

The first player begins by discarding his first card. The next player has to throw down a card, which is appropriate. A card appropriates when it has the same color or the same value as the card before.

*Example:* You have a nine of crosses. The next card can be every other card of crosses or a nine of hearts, diamonds, spades. A jack of every color is also possible (see below).

If you do not have an appropriate card, you can take one from the covered stack. If this card also does not appropriate, it is the next players turn.

The following cards have a [special importance](#):

**Seven, eight, and the jack** of each color.

- If one player lays open a **seven**, the next player has to take two cards from the stack. He has not to take two cards, if he also has a seven to discard. In this case, the third player has to take four cards, if he can not discard an other seven and so on. If a player had to take two or more cards from the stack, but he can not discard an appropriate card, he has to take one other card from the stack. If this card also does not appropriate it is the turn of the next player. If a player has taken two or more cards from the stack and with this cards he has gotten a seven, he can discard the seven as an appropriate card. But in this case the „7 succession“ begins from the beginning, so that the next player has to take only two cards if he can not discard a seven. The sevens under the last seven are unimportant then.
- If a player lays open an **eight**, the next player has to miss a turn (also if he, in comparison with the sevens, could discard an eight). But in the [settings of the game](#) you can choose the option with which a player has not to miss a turn, if he himself has an 8 on his hand. He can play the 8 out without missing the turn.
- The **jack** is a special card. He can be laid open irrespective of the actual color. Except the last card was also a jack. If you discard a jack, you can choose a new color. The next player has to discard your chosen color. If he can not do this, he has to take a card from the stack. If this is also not the right color, it is the turn of the next player. Important is that only the first card, which is discarded on the jack (whoever discards the card), has to be the color, which was chosen from the player who has discarded the jack. After that, everything goes the normal way. So it can be, that the player, who lay open the jack, has not the chosen color when it is his turn again. Remember: you can not lay a jack directly on another jack. There has to be at least one other card between the jacks. ). But in the [settings of the game](#) you can choose the option with which the player can lay one jack above an other. It is insignificant what color was chosen before. If one player ends the game with a jack, the points will be counted double (see [Points system](#)).

[Points system](#)



Special Rules, Settings and more...

# Bauernskat

*Bauernskat* can be chosen in the menu under **Start** and **Game**.

## Rules of the game:

The game is named *Bauernskat*, because all „Bauern“ (one German word for the jacks) are trump cards. They are the highest cards and can trump every other card (but the jack has not the highest value, see Points system).

At the beginning of each turn, you can choose an additional trump color.

If you only want to play with the jacks, you have to choose **Grand**.

*Two persons play Bauernskat.* The computer can take over one person.

A laid out card has to be served.

The highest color is crosses. The following cards are in a declined order: spades, hearts and diamonds.

The pictures are in a declined order: ace, 10, king, queen, 9, 8 and 7.

If the other player does not have a card, which is appropriate, he can either lie out a card of another color or he can trump with a jack or the actual trump color.

*Example: A 10 of hearts is laid out. Hearts is not a trump color in this turn.*

*The other player can:*

*1.) Serve with a 7, 8 or 9 of hearts. In this case the player will make the trick, which has laid out the 10 of hearts, because a 10 of hearts is higher than a 7, 8 or 9 of hearts.*

*2.) Can serve with a queen, king or ace of hearts. In this case the other player will make the trick, because queen, king or ace of hearts is higher than a 10 of hearts.*

*3.) Trump with a jack or the actual trump color. In this case the other player will make the trick, because a jack is the highest card followed by the cards of the actual trump color.*

*4.) Lay out a card of another color (not trump color). In this case the player who has laid out the 10 of hearts will make the trick. This is also the case, if the other card is an ace of crosses, which is the highest card beside the trumps. The first card was not served.*

If the laid out card is a trump, you have to serve with a trump if you have one.

The one makes the trick that has the highest trump.

The one has won the game, which has the most points at the end.

If you have made a trick, you can take the cards with your mouse button or they will be assigned automatically after some seconds.

Points system

Special Rules, Settings and more...

# Doppelkopf

*Doppelkopf* can be chosen in the menu under **Start** and **Game**.

## General notes:

Normally you can mainly see the head on the cards jack, queen and king. *Doppelkopf* (German for double head) has this name, because the game contains each card twice.

There are a lot of rules and possibilities to play *Doppelkopf*. You can set many rules optional (see the Settings).

*Four persons always play Doppelkopf*. The computer can take over as many as three persons. Of course only one human player can play on one computer, because you should not see the cards of the other players.

WinJack uses normally all cards from 10 to ace. But the rules for the game with the cards 9 to ace will be described in the following, because they are more known. If you want to play with the cards from 9 to ace, you have to set this in the Special Rules.

WinJack also uses normally the „Dulle“ (10 of hearts as the highest trump). You can deactivate this in the Settings.

The following description is without the „Dulle“ as the highest trump. In this case the queen of crosses is the highest trump.

## Rules of the game:

The trump cards (each twice) are in the order:

Queen of crosses, queen of spades, queen of hearts and queen of diamonds,

Jack of crosses, jack of spades, jack of hearts and jack of diamonds,

Ace of diamonds, 10 of diamonds, king of diamonds and 9 of diamonds.

The queen of crosses (also called Reh queen) is the highest trump, the 9 of diamonds is the lowest trump. Pay attention that the 10 of diamonds is behind the ace of diamonds but higher than the king of diamonds. So you have 24 trump cards and 24 other cards.

The other cards are called non trump cards and the order is:

Crosses, spades, hearts (diamond is a trump color)

In the order ace, 10, king, 9 (queen and jack of each color are trump cards).

The points system of the cards is:

ace = 11, 10 = 10, king = 4, queen = 3, jack = 2 and 9 = 0.

Ace and 10 have the highest value.

A player has a *Doppelkopf*, if he has made a trick with 10 or more points.

The top rule is, to serve the color.

The trump cards are like an own color.

If you can not serve, you have to play another card.

*Example: If a cards of hearts is given (not a trump card) you have to serve with a card of hearts (not the jack or queen of hearts, because these are trump cards).*

*If the player does not have a card of hearts, he can lead a trump card of any color.*

*A short note: „to serve“, means to lead a card of the same color. „To trump“, means to lead a higher card.*

*In this example, the player can „trump“ the card, if he can not „serve“ with a card of hearts. But it*

*can be, that another player also can not serve and leads a higher trump card. Then the player with the highest trump card makes the trick.  
If you can not serve, you have not to lead a trump card. You can also lead a card of any other color.*

To make the trick is worth when cards of a high value (ace or 10) were leaded. Because this will make a lot of points. If two players lead the same highest trump card, the player will make the trick, who has leaded the first card.

Always two players are playing together. These are the two players who have the Reh queen (queen of crosses). The two other players are also partners and they are the opponents or contra-side. At the beginning, that players do not know, who their partner is, because they can not have a look in the cards of the other players. But they will figure it out during the play.

If one player has both queens of crosses, he „celebrates marriage“ and gets one Dollar from each player before the turn begins (not if he plays a silent solo). Now he has two possibilities: he can play a „silent solo“ (see below), if he has very good cards on his hand. Or he is searching for a partner, if his own cards are not so good. Of course he can not say directly: „You are my partner!“. In WinJack he has two possibilities to choose his partner. He can say:

- 1.) „1. non trump trick“. This is useful, if you have a lot of trumpcards in the hand and you want to make a lot of points. Because in this case you want to have a partner, who has many non trumpcards with a high value in the hand, which you can get by making tricks.
- 2.) „1. trump trick“. This is useful, if you have a lot of non trumpcards in the hand. You do not want to loose them to the opponents. In this case you are searching for a partner, who has many trump cards in the hand to bring the non trumpcards of high value „home“.

If the player chooses one of these possibilities, so is the other player his partner, who has made the trick, which was opened with a non trumpcard (1) or a trumpcard (2). This has to be decided in the first three turns. If nobody wants to be the partner of the owner of the two Reh queens (queens of crosses); the players have to open all three turns with a trumpcards, if the first player has chosen 1.) or a non trumpcard, if the first player has chosen 2.). In that case the owner of the two queens of crosses has to play alone against the three other players, who are partners now.

If the owner of the two Reh queens has very good cards in his hand (beside the Reh queens many other high trumpcards), he can play a „silent solo“. He is not saying a word to the other players that he has both queens of crosses. In this case he will not get a Dollar from each of the players, but at the end the settlement will be one to three. So he will get his money from three persons instead of two. But if he looses, he has also to pay to three persons. The owner of both Reh queens takes advantage of the confusion of the other players, because they do not know for a long time that their partner is. Therefore you should hold the two queens of crosses in you hand for a long time.

The goal is of course to make a lot of points.

- If you have made a trick, you can take the cards with the left mouse button (resp. the analogous buttons of the joystick or the keyboard).

Points system

Special Rules, Settings and more...

# Blackjack

*Blackjack* can be chosen in the menu under **Start** and **Game**.

## General notes:

Blackjack is a game of chance (even though some players have some strategies to rely not only on their good luck). Every player is playing for himself against „the bank“ (this is normally the casino, in this case it is the computer).

A *Blackjack* is a combination of an ace and a card with the value 10 (10, jack, queen, king) That is 21 points. In the European rules, two aces are also a *Blackjack*. If the player has a *Blackjack*, he gets more points as with 21 points from more than two cards.

You can choose between the following rules (see also [Special rules, Settings and more...](#)):

Treasure Island – doubledeck  
Treasure Island – shoe  
Atlantic City  
Vegas Strip  
Vegas Downtown  
Reno  
Spielbank Bad Harzburg  
Europe

Out of the casino you can also play „Training“.

## Rules of the game:

First you have to make your bet by putting the jetons (French word for the chip) you want to stake into the ring (of course you can also put only one jeton into the ring). Therefore you have first to sort the amount you want to bet outside of the ring. If you make a click on one jeton, it will be for all jetons below. So if you want to take only one jeton of a value, you have to take the lowest (see also **Bet again**). If you have put your jetons in the ring, you can not change anything. You can not add or remove something (exception: **Double Down**; see below).

The minimum and maximum limit, which you can bet, results from the „money“ you have, when you first start the game. It is shown in the upper left corner.

If you do not play in the casino, the stake is always between 25 – 250 \$.

Exciting is always, that you do not know what cards you will get when you make your wager.

The player has two „hands“, which he can use independent. If you want to bet only on one hand, you have to click **Start** after you have put the jetons in one ring. If you have put your jetons in both hands, the game begins automatically.

After that the player gets his cards. The bank opens one of her cards.

Now the player can demand one or more further cards by making a click on his cards or on **Hit**.

The active hand is that one, where the points/\$-information is flashing. If you go on your cards, the points will be shown automatically.

If you do not want to have more cards, you have to go on **Stand**.

The object of the game is to have your cards total higher then the bank.

As near to 21 as possible without going over (see also [Points system](#)).

## Terms during the game:

<b>Start:</b>	Starts the game, if the player wants to play only with one hand.
<b>Stand:</b>	You have to click this, if you do not want to have any more cards.
<b>Win:</b>	Game is won.
<b>Push:</b>	If you tie the bank, it is called a push and you neither win nor lose. But some rules have included that the player wins the game with a push.
<b>Loose:</b>	Game is lost.
<b>Busted:</b>	More than 21 points. Game is lost.

With the different rules there are also the following options, which can be understood different from rule to rule (see [Special Rules, Settings and more...](#)):

**Hit:** You can click here, if you want to have one or more cards (alternative: make a click directly on your cards).

**Bet again:** With *Bet again* the player bets automatically the same amount as he has bet in the turn before. You have not to put the jetons in the ring by yourself.

**Surrender:** Here you can say, that you want to surrender. This is only possible after you have gotten your first two cards from the bank. According to the rule, you have an early or a late surrender. Surrender is shown by the bank by turning round the uppermost card of the player.

### Double Down:

General: If you want to increase your wager, you can put the amount (max. the amount of the original bet) into the ring of the active hand. Of course you can do this only, if the option Double Down is activated.

When you see it on the desk: If you click here, the bet will be doubled automatically.

If you have chosen a Double Down, you will get only one more card. You can not demand more cards. According to the rule, you have some restrictions for a Double Down.

**Insurance:** If the opened card of the bank is an ace, you have the option of making an insurance wager in case of a Blackjack. That means: if the bank has really a Blackjack, the player loses his bet if he has less or more than a Blackjack, but he will get back the insurance and in addition to it the double of his insurance from the bank. The limit is the half of the original bet.

**Split:** If the player has two equal cards on his hand, he can split them. Automatically the same amount will be put on the new hand. If you made a split of two aces, you will get only one new card on both of the split hands. If this is again an ace, you can re-split if the rule says so. But you have to notice that you can not make a Blackjack with the splitting of two aces. You will

only get 21 points, if you get an appropriate card.  
According to the rule, you have different conditions.  
You can not choose Split if you do not have enough money or if you  
have exhausted all splits even if the rule allows splits.

Points system

Special Rules, Settings and more...

## Points system *Solitaire*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Option „Take from stack...“	1 Card	3 Cards
The stake is:	30 \$	30 \$
Turning back the stack is:	5 \$	1 \$
Every 10 sec. you have to pay:	1 \$	1 \$ every 60 sec.
Value of the cards, if you put them on the ace stack:		
2 to 9	1 \$	1 \$
10	2 \$	2 \$
Jack	4 \$	4 \$
Queen	6 \$	6 \$
King	8 \$	8 \$
Ace	1 \$	8 \$

### Points system, if you play with more than one player:

#### Rule „Use other ace stacks“:

Putting own card on a strange ace stack: Points x 1  
Putting strange card on a strange ace stack: Points x  $\frac{1}{4}$   
Everything else: Points x  $\frac{1}{2}$

#### Rule „Everything allowed“:

The stake is: No. of Players x 12 \$  
Putting own card on a strange ace stack: Points x 1  
Putting strange card on a strange ace stack: Points x  $\frac{1}{4}$   
Everything else: Points x  $\frac{1}{2}$



## Points system *Butterfly*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Single	Multiple
	<u>Basement use</u>	
The stake is:	15 \$	15 \$
Every minute you have to pay:	1 \$	1 \$
Value of the cards, if you put them on the ace stack:		
2..9	1 \$	1 \$
10	2 \$	2 \$
Jack	4 \$	4 \$
Queen	8 \$	6 \$
King	10 \$	8 \$

### Points system, if you play with more than one player:

#### Rule „Use other ace stacks“:

Putting own card on a strange ace stack: Points x 1  
Putting strange card on a strange ace stack: Points x  $\frac{1}{4}$   
Everything else: Points x  $\frac{1}{2}$

#### Rule „Everything allowed“:

The stake is: No. of Players x 15 \$  
Putting own card on a strange ace stack: Points x 1  
Putting strange card on a strange ace stack: Points x  $\frac{1}{4}$   
Everything else: Points x  $\frac{1}{2}$

## Points system *Tut's Tomb*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

<u>Option „Take from stack...“</u>	1 Card	3 Cards
The stake is:	10 \$	10 \$
Turning around a card is:	2 \$	2 \$
Every 20 sec. you have to pay:	1 \$	1 \$
Turning round the stack is:	20 \$	10 \$
Points for each card:	1 Card	3 Cards
Card 1..5:	0 \$	1 \$
Card 6..20:	1 \$	2 \$ for the cards 6..30
Card 21..30:	2 \$	
Card 31..40:	3 \$	3 \$
Card 41..46:	5 \$	5 \$
Card 47:	10 \$	10 \$
Card 48:	15 \$	15 \$
Card 49:	20 \$	20 \$
Card 50:	20 \$	20 \$
Card 51:	40 \$	40 \$
Card 52:	250 \$	250 \$

With a king you will get the double of points.

### Points system, if you play with more than one player:

If you use a strange card:	2 \$
If you use a strange king:	5 \$

## Points system *Tri Peaks*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Normal	with <u>Pro-Rules</u>
The stake is:	16 \$	12 \$
Turning round a card is:	3 \$	2 \$
Every 20 sec. you have to pay:	1 \$	1 \$

If you have removed the peak of a pyramid, you will get extra points:

1. removed peak:	15 \$	20 \$
2. removed peak:	15 \$	20 \$
3. removed peak:	30 \$	40 \$

Points for each card, which was put down one after the other  
(without taking a card from the covered stack):

Card 1:	0 \$	0 \$
Card 2:	1 \$	1 \$
Card 3:	2 \$	2 \$
Card 4:	3 \$	3 \$
Card 5:	4 \$	4 \$
Card 6 and the rest:	5 \$	5 \$

If you use a card from the uncovered stack, because you have not other possibility in *Tri Peaks* the points system starts again. The first card taken from the stack counts as card 1. So if you take the next card from the pyramid, this is card 2 and gives 1 \$.

If you have removed *Tri Peaks* completely without taking a card (or at most one card) from the stack, you will get a super bonus about 406 \$!

### Points system, if you play with more than one player:

If you take a card from a strange *Tri Peaks*, the points system starts again.  
With the option „Use all stacks“ the super bonus about 406 \$, if you get this, will be divided through the number of players.

## Points system 8 Stacks

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Normal	with <u>Pro-Rules</u>
The stake is:	18 \$	16 \$
Every 10 sec. you have to pay:	1 \$	1 \$
Points for a removed card:	0 \$	1 \$
Points for a removed stack:		
1	1 \$	1 \$
2, 3	2 \$	2 \$
4,5,6	3 \$	3 \$
7	5 \$	5 \$
8	20 \$	20 \$

## Points system *Icebreaker*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Normal	with <u>Pro-Rules</u>
The stake is:	18 \$	18 \$
Every minute you have to pay:	1 \$	1 \$
Value of the cards, if you put them on the ace stack:		
2,3	1 \$	1 \$
4,5	2 \$	2 \$
6,7	3 \$	3 \$
8,9	4 \$	4 \$
10	4 \$	5 \$
Jack, Queen	5 \$	10 \$
King	10 \$	15 \$

### Points system, if you play with more than one player:

Rule „Use other ace stacks“:

The stake is:	No. of Players x 20 \$
Putting own card on a strange ace stack:	Points x 1
Putting strange card on a strange ace stack:	Points x $\frac{1}{4}$
Everything else:	Points x $\frac{1}{2}$

## Points system *Pyramid*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Normal	with <u>Pro-Rules</u>
The stake is:	18 \$	11 \$
Every 20 sec. you have to pay:	1 \$	1 \$
Turning round a card is:	1 \$	1 \$

Points for each card, which was put down one after the other  
(without taking a card from the covered stack):

Card 1:	1 \$		1 \$
Card 2:	2 \$	2 \$	
Card 3:	3 \$	3 \$	
Card 4:	4 \$	4 \$	
Card 5 and the rest:		5 \$	5 \$
Bonus for a removed pyramid:	50 \$		150 \$

If you use a card from the uncovered stack, because you have not other possibility in *Pyramid* the points system starts again.

Game:	<u>5 stacks Normal</u>	<u>5 stacks with Pro-Rules</u>
The stake is:	13 \$	11 \$
Every 20 sec. you have to pay:	1 \$	1 \$
Turning round a card is:	0 \$	0 \$

Points for each card, which was put down one after the other  
(without taking a card from the covered stack):

Card 1:	1 \$	1 \$
Card 2:	2 \$	2 \$
Card 3:	3 \$	3 \$
Card 4:	4 \$	4 \$
Card 5 and the rest:	5 \$	5 \$
Bonus for a removed pyramid:	100 \$	150 \$

If you use a card from the uncovered stack, because you have not other possibility in *Pyramid* the points system starts again.

### Points system, if you play with more than one player:

The stake is: No. of players x normal stake  
Every 10 sec. you have to pay: 1 \$  
If you take a card from a strange *Pyramid*, the points system starts again.

## Points system *Golf*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
 So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Normal	with <u>Pro-Rules</u>
The stake is:	12 \$	20 \$
Every 20 sec. you have to pay:	1 \$	1 \$
Turning round a card is:	2 \$	1 \$
Points for a removed card:	1 \$	1 \$
Points for a removed stack:		
1	1 \$	1 \$
2, 3	2 \$	2 \$
4,5	3 \$	3 \$
6	3 \$	5 \$
7	5 \$	10 \$
8	20 \$	30 \$

### Points system, if you play with more than one player:

The stake is:	No. of players x 12 \$
Every 10 sec. you have to pay:	1 \$
Turning round a card is:	1 \$
Points for a removed card for the first 32 cards :	1 \$ ; the rest 0 \$

Points for a removed stack with:	2 Players	3 Players	4 Players
1-6	1 \$	1 \$	1 \$
7,8	2 \$	1 \$	1 \$
9	2 \$	2 \$	1 \$
10	3 \$	2 \$	1 \$
11,12	3 \$	2 \$	2 \$
13	5 \$	2 \$	2 \$
14	5 \$	3 \$	2 \$
15	10 \$	3 \$	3 \$
16	20 \$	3 \$	3 \$
17,18		5 \$	3 \$
19 – 21		5 \$	5 \$
22		10 \$	5 \$
23		20 \$	7 \$
24		40 \$	7 \$
25, 26			10 \$
27, 28			20 \$
29, 30			40 \$
31			60 \$
32			100 \$

## Points system 5 x 5

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.

So you can take them from the following tables if you ignore the \$ behind the figures.

The stake can be dropped!

### Points system in the casino, if you play alone:

5x5 and 6x6:

The stake is:

if there is one player	10 \$
if there are two players	5 \$
if there are three players	3 \$
if there are four players	3 \$
Every 25 sec. you have to pay:	1 \$

Points for each removed pair when it is „Easy (not Pro in casino)“:

	5 x 5	6 x 6
1..10th pair:	0 \$	0 \$
11..20th pair:	1 \$	1 \$
21st pair:	2 \$	2 \$
22nd pair:	2 \$	5 \$
23rd pair:	5 \$	10 \$
24th pair:	10 \$	20 \$
25th pair:	25 \$	50 \$
26th pair:	50 \$	100 \$

Points for each removed pair when it is „Diagonal neighbors (Pro in casino)“:

	5 x 5	6 x 6
1..8th pair:	0 \$	0 \$
9..17th pair:	1 \$	1 \$
18..20th pair:	1 \$	2 \$
21st pair:	2 \$	4 \$
22nd pair:	5 \$	10 \$
23rd pair:	12 \$	25 \$
24th pair:	25 \$	50 \$
25th pair:	50 \$	100 \$
26th pair:	100 \$	200 \$

Points for each removed pair when it is „Not diagonal“:

	5 x 5	6 x 6
1..4th pair:	0 \$	0 \$
5..16th pair:	1 \$	1 \$
17..18th pair:	2 \$	2 \$
19th pair:	2 \$	5 \$
20th pair:	5 \$	10 \$
21st pair:	10 \$	25 \$
22nd pair:	25 \$	50 \$
23rd pair:	50 \$	100 \$
24th pair:	75 \$	150 \$
25th pair:	100 \$	200 \$
26th pair:	200 \$	250 \$





## Points system *Square*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

There is no difference in the points system between the normal and the Pro-Rules!

The stake is:	14 \$
Every 10 sec. you have to pay:	1 \$

Points for a removed card:	
Card 1..9:	0 \$
Card 10..37:	1 \$
Card 38..43:	2 \$
Card 44..48:	4 \$

## Points system 13

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino, if you play alone:

Game:	Normal	with <u>Pro-Rules</u>
The stake is:	18 \$	18 \$
Every 20 sec. you have to pay:		1 \$      1 \$
Points for a removed card:		
Card 1..34:	0 \$	0 \$ for the cards 1..19
Card 35..51:	1 \$	1 \$ for the cards 20..51
Card 52:	15 \$	15 \$

## Points system *Mau Mau*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino:

The stake is once: 5 \$

The value of the card is:

7	1 \$
8	2 \$
9	3 \$
10	4 \$
Jack	20 \$
Queen	5 \$
King	6 \$
Ace	11 \$

The winner gets all points, which the losers still have on their hands.

If the winner has made *MauMau*, that is if he has finished the game with a jack he will get the double of the points.

The other players get their points, which they have still on their hands, as negative points.

If the game was finished with a *Mau Mau* these points are also doubled.

In the casino the players have to pay their negative points in the form of \$ to the winner.

*Example: Player A has still 20 points, player B has 30 points on his hand. Player C has finished the game. In this case player C gets 50 points plus. Player A 20 and Player B 30 points minus. In the casino player A has to pay 20 \$ and player B has to pay 30 \$ to player C.*

In one turn (a turn is here: every player is once the person, who plays the first card) all gains and losses of a player will be counted. At the end of the game, so at the end of all turns, the individual scores will be compared (not the scores of each player with the scores of the other players!) and the highest score will be registered in the HiScore list, if he has reached a place with it.



## Points system *Doppelkopf*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.  
So you can take them from the following tables if you ignore the \$ behind the figures.  
The stake can be dropped!

### Points system in the casino:

The stake is once:                      5 \$

The value of the card is::

7	0 \$
8	0 \$
9	0 \$
10	10 \$
Jack	2 \$
Queen	3 \$
King	4 \$
Ace	11 \$

The game every time has a total of 240 points.  
(8x10=80; 8xJack=16; 8xQueen=24; 8xKing=32; 8xAce=88 total 240 points)

### The settlement of accounts is as follows (the computer will make this automatically):

#### The winner is:

The winner is the Reh-Team (the players who had the queens of crosses), if they have 121 points or more.

The winner is the Contra-Team (the players who had not the queens of crosses), if they have 12 points or more.

If one of those teams has made a bid (No 90, No 60, No 30, Black) and this bid is not right, the other team is the winner, even if they have less points.

*Example: The Contra-Team has made the bid "No 90". Now the Reh-Team has made 100 points, therefore the Contra-Team has 140 points. Nevertheless, the Reh-Team has won, because the bid of the Contra-Team was wrong.*

#### Points of the winner team:

- The winner team gets a point, because they have won.
- And they get one point (independent of a bid) if the opponents do not have 90, 60, 30 or 0 points. They get one point for each of these possibilities. This can be in the end 4 points.
- Besides they get a point if they have made a „Doppelkopf“ (40 or more points).

With this the winner can get at most 6 points (2 x Doppelkopf is very rarely).

More points are possible if the Special Rules are activated.

Here you can get points for:

- Fox captured
- Last trick with Charlie

With this you can get another 3 points (2 x „Fox captured“, 1 x „Last trick with Charlie“).

Multipliers:

The reached points can be multiplied.

The winner team gets a multiplier for each bid (only No 90, No 60, No 30, Black, Reh and Contra), which was right. Besides he gets a point for each bid of the opponents, which was not right.

Points of the losers:

The looser team will get all points from the winner team as negative points.

Solo game:

If a Solo player wins, he gets the points from each of his three opponents.

If he loses, he has to pay each of his three opponents.

## Punkteverteilung *Blackjack*

### Points system if you do not play in the casino:

The points are equivalent with the gains resp. losses in the casino game.

### Points system in the casino:

Differently from the other games the player has not to pay a stake to "take place at the card table". The stake has to be paid directly for the game.

The value of the card is:

2	2
3	3
4	4
5	5
6	6
7	7
8	8
9	9
10	10
Jack	10
Queen	10
King	10
Ace	1 or 11

In the European rules two aces are a *Blackjack* as well.

If the player wins, he gets back his bet and additional the same amount from the bank.

If the player has a *Blackjack*, he gets back his bet and additional the 1 1/2 amount from the bank. If it is necessary, the bank always rounds up.

If you have made a split from two aces, you can no more make a *Blackjack*.  
If the player gets an appropriate card, this is only 21 points. The gain is accordingly.

If the player loses, he only loses his bet. Even if the bank has a *Blackjack*.



## Solitaire: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

You can use these options only, if more than one player is playing.

#### Work only as single:

Every player works for himself. No influence from other players is possible.

#### Use other ace stacks:

The ace stacks are property of all players.

#### Everything allowed:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Take from stack:**

##### ... one card:

Only one card will be taken from the stack. So the player can use all cards without being blocked from other cards.

##### ... three cards:

Three cards will be taken from the stack. But these cards lie one on top of the other. So you have first to use the uppermost card in the game to get the lower cards.

#### **Features:**

##### Auto movement:

If you use this option, the computer lays down all cards automatically on appropriating rows resp. ace stacks if this is possible. If there is more than one possibility, the player has to choose one and he has to lay down the card by himself. This automovement first begins, after the player has started the game. So the player has to move first a card or he has to uncover the stack. Rows will not be moved automatically. The computer will not take automatically cards from the stack. This auto movement has not to be in the sense of the player!

##### Extra stack (No. 8):

With this option, the game is played with 8 instead of 7 rows.

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you make a click on one card with the right mouse button, the card will be laid down on a appropriating place. This assistant does not work, if there is more than one possibility. In this case the player has to lay down the card himself with the left mouse button. If you use the assistant unnecessary, for example to prove, if you have overlook a possibility to lay down the cards, you will loose points.

## *Butterfly*: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

Work only as single:

Use other ace stacks:

Everything allowed:

You can use these options only, if more than one player is playing.

Every player works for himself. No influence from other players is possible.

The ace stacks are property of all players.

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Make it easier:**

Multiple basement use:

Auto movement:

If checked, you are able to use the basement under the aces multiple times. This makes the game much easier.

If you use this option, the computer lays down all cards automatically on appropriating rows resp. ace stacks if this is possible. If there is more than one possibility, the player has to choose one and he has to lay down the card by himself. This automovement first begins, after the player has started the game. So the player has to move first a card or he has to uncover the stack. Rows will not be moved automatically. The computer will not take automatically cards from the stack. This auto movement has not to be in the sense of the player!

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you make a click on one card with the right mouse button, the card will be laid down on a appropriating place. This assistant does not work, if there is more than one possibility. In this case the player has to lay down the card himself with the left mouse button. If you use the assistant unnecessary, for example to prove, if you have overlooked a possibility to lay down the cards, you will loose points.

## Tut's Tomb: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

You can use these options only, if more than one player is playing.

#### Work only as single:

Every player works for himself. No influence from other players is possible.

#### Use all stacks:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Take from stack:**

##### ... one card:

Only one card will be taken from the stack. So the player can use all cards without being blocked from other cards.

##### ... three cards:

Three cards will be taken from the stack. But these cards lie one on top of the other. So you have first to use the uppermost card in the game to get the lower cards.

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. In this game you can use the assistant also to put the king down resp. from the stack to the side.

## *Tri Peaks: Special Rules, Settings and more...*

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

You can use these options only, if more than one player is playing.

#### Work only as single:

Every player works for himself. No influence from other players is possible.

#### Use all stacks:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Special Rules:**

##### Pro rules:

If activated, you can not put a king on an ace or the other way round. This makes the game much more difficult.

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you click a card with the right mouse button, it will be put down automatically if this is possible.

## 8 Stacks: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

### **Spezial-Regeln:**

Pro rules (40 cards  
instead of 32):

If this option is selected, the game is played with 40 cards (5 to ace). But because there are still 8 stacks, the probability of two uncovered cards with the same value is slimed down.

### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you click a card with the right mouse button, it will be put down automatically with an appropriating card. If there are three cards with the same value, you have to put down two of them with the left mouse button.

## *Icebreaker: Special Rules, Settings and more...*

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

You can use these options only, if more than one player is playing.

#### Work only as single:

Every player works for himself. No influence from other players is possible.

#### Use all stacks:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Special Rules:**

##### Pro rules (move only pairs of 1,2 or 3 cards):

If activated, only pairs of 1, 2 or 3 cards are allowed to be move.

#### **Features:**

##### Auto movement:

If you use this option, the computer lays down all cards automatically on appropriating rows resp. ace stacks if this is possible. If there is more than one possibility, the player has to choose one and he has to lay down the card by himself. This automovement first begins, after the player has started the game. So the player has to move first a card or he has to uncover the stack. Rows will not be moved automatically. The computer will a not take automatically cards from the stack. This auto movement has not to be in the sense of the player!

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you make a click on one card with the right mouse button, the card will be laid down on an appropriating place. This assistant does not work, if there is more than one possibility. In this case the player has to lay down the card himself with the left mouse button. If you use the assistant unnecessary, for example to prove, if you have overlooked a possibility to lay down the cards, you will loose points.

## Pyramid: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

You can use these options only, if more than one player is playing.

#### Work only as single:

Every player works for himself. No influence from other players is possible.

#### Use all stacks:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Special Rules:**

##### Pro rules:

If activated, you can not put a king on an ace or the other way round. This makes the game much more difficult.

##### 5 stacks:

If this option is selected, the pyramid is build only with 5 cards in the basis. So to speak the lowest two rows are already moved. But in this case you will get three cards from the stack each time. With this the stack is empty earlier.

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you click a card with the right mouse button, it will be put down automatically if this is possible.

## Golf: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

You can use these options only, if more than one player is playing.

#### Work only as single:

Every player works for himself. No influence from other players is possible.

#### Use all stacks:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Special Rules:**

##### Pro rules:

If activated, you can not put a king on an ace or the other way round. This makes the game much more difficult.

#### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. If you click a card with the right mouse button, it will be put down automatically if this is possible.



## 5x5: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

### **Special Rules:**

Easy

(not Pro in casino):

Equal horizontal, vertical or diagonal cards can be removed.

Diagonal neighbours

(Pro in casino):

Equal horizontal, vertical or neighbored diagonal cards can be removed.

Not diagonal:

Only equal horizontal and vertical cards can be removed.

Har rules (6x6):

The game is with 6x6 instead of 5x5 cards. Because of this, the rows and lines have more possibilities, but all cards from 2 to ace (5x5 only 7 to ace) are used.

**No. of players:**

Here you can choose the number of players.

### **And more...:**

**Computer assistance:**

This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. The assistant has no more functions in this game.

## *Square*: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

### **Special Rules:**

Allow pairs of three: If you have three cards of the same color, you can cover new cards of all this three cards. But you can continue after two cards by using „Go“.

### **Features:**

Auto movement: If this option is selected, the players have to lay over only one of the two (or more) possible cards with the left mouse button. The computer will cover the other card, which is appropriating. If the option „Allow pairs of three“ is activated, you have to decide yourself, if you want to cover also the third card.

**No. of players:** Here you can choose the number of players.

### **And more...:**

**Computer assistance:** This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant. Besides the card will be laid to the right automatically, if you make a click with the right mouse button on the cover stack. If you have two equal pairs, you have to cover the first card with the left mouse button.

## 13: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

### **Special Rules:**

Pro rules: If activated, the line is only with nine instead of ten cards.

**No. of players:** Here you can choose the number of players.

### **And more...:**

**Computer assistance:** This option can be selected in the window for the -FX- settings. The assistant is then the right mouse button. In principle you can accelerate the animations with the assistant and you can put down a king.

## *Mau Mau*: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Special Rules:**

##### **8 on 8:**

With this option a player has not to miss a turn, if he himself has an 8 on his hand. He can play the 8 out without missing the turn.

##### **Jack on Jack:**

This option allows the player to lay one jack above another. It is insignificant what color was chosen before.

##### **No. of turns to play:**

You can select here, how many turns you want to play.

##### **No. of cards:**

Here you can choose, if you want to play with 3, 4 or 5 cards on the hand.

##### **No. of players:**

Here you can choose the number of players.

### **And more...:**

#### **A hint:**

A jack has 20 points. Therefore you have to over think carefully, if you hold the jack to the end. On one side, you will get a lot of points if you end the game with a jack, because all points will be counted double (see [Points system](#)). But on the other side you will have many bad points on your hand, if another player ends the game. Especially when he ends with a jack.

*Bauernskat*: Special Rules, Settings and more...

**Window for the settings:**

You can not make any settings in this game.

## *Doppelkopf*: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

### **Special Rules:**

<u>Include 9's:</u>	The game is played with the cards from 9 to ace.
<u>Include 7's and 8's:</u>	The game is played with the cards from 7 to ace.
<u>With „Dulle“:</u>	The both 10 of hearts are the highest trumpcards.
<u>Second „Dulle“ is higher:</u>	If the rule „With Dulle“ is activated, you can also activate this rule. This says, that the second 10 of hearts trumps the first one if they are laid out in one turn (normally the one makes the trick, how lays out the first card).
<u>With foxes:</u>	If this option is activated, the ace of diamonds is the „fox“. The opponents should not capture the fox, because they will get an extra point for this.
<u>Schweinchen:</u>	If you play „With foxes“, you can define here, that you have a „Schweinchen“ if you have both foxes in your hand (in the hand of one player, not of one team). In case of this, the ace of diamonds is the highest trumpcard. The player has to say „Schweinchen“ when he plays the first ace of diamonds (this will be automatically done by the computer). Further the normal rules (two against two) are valid.
<u>Last trick of turn with Charlie:</u>	Charlie is the jack of crosses. With this option, the player gets an extra point, if he makes the last trick of a turn with a jack of crosses.
<u>Alternate solos allowed:</u>	In WinJack you can play a solo of aces, kings, queens or jacks. This means that only these cards are trumpcards. In this case all other cards are non trump cards in the order ace, 10, king, queen, jack, (9,8,7) of crosses, spades, hearts, diamonds. Excepted are of course the actual trumpcards. You have to announce the solo at the beginning of the turn. The solo player is playing alone against the three others. If you play a solo, all other rules are invalid. Therefore you have no „Reh queen“ or „Dulle“ or „foxes“ or „last trick with Charlie“.

### **Special:**

Sort cards according to the current game: If this option is selected, the cards are sorted according to the current game.

See opponent cards (for learning):

With this you can see the opponent cards.

**No. of turns to play:**

Here you have to choose, how many turns you want to play.

### **And more...:**

**Bids:** After the cards were dealt out, the player has the following possibilities of bidding:  
**Marriage, Reh, Contra and Start.**

- **Marriage** can be bade (as it was explained in the rules of the game before), if the player has both Reh queens (Queens of crosses) on his hands. He has now the chance to choose between „1. trump

trick“ or „1. non trump trick“ (see the [rules of the game](#)).

- **Reh** can only be bade from a player how has one Reh queen on his hand. With this the player shows, that he is very optimistic, that the Reh team will win. This bid means a several multiplication factor (see [Points system](#)).
- If a player has no Reh queen on his hand, he can bid **Contra**. machen. He is very optimistic, that the Contra team will win. This bid means a several multiplication factor (see [Points system](#)).
- If the player goes on **Start**, he does not want to make any bids.

Note: The player can make a bid in the second turn only, if he has made one in the first turn. And he can make one in the third, if he has made one in the second.

The player has the possibility to make such bids to increase the multiplication factors only as long as he makes bids in every turn. If he does not make a bid in one turn, all possibilities for bids in further turns are lost.

- In the second turn, the player has the possibility to say „No 90“. This means that he is very optimistic that the opponents do not get 90 or more points. „No 60“, „No 30“ and „Black“ (0 points) are following. If this bid turned out to be true, further multiplication factors (see [Points system](#)) are resulted.
- If a bid is wrong, the opponents win in any case.
- If „Alternate solos allowed“ is checked in the Special Rules (see above), the bid „Solo“ appears.

#### Hints:

- To make a trick is useful, if cards with a high value (ace or 10) were played. Because this tricks bring the most points. If two equal cards trump, the trick is to whom, who has played the first card.
- If it is certain which players play together, the player who is last in the turn, can play a card with a high value (e.g. ace or 10) even if he does not make the trick. This is wise, when it is certain, that his partner makes the trick. With this you can be sure, that you will not loose your card with the high value to the opponents later.
- If the player can not serve and he wants not to discard a trumpcard, normally cards are preferred, from which color the player has only one left. Because after he has played this card, he is „broke“ in this color. If another player plays this color, he can not serve and has the chance to trump with a trumpcard.
- It is also clever to play trump cards again and again. This is useful when you think, that your partner has also many trumpcards. Because with this, you lure all trumpcards out of the hands from the opponents so that they can not trump any more.
- You should play aces at the beginning of the turn.

***Example:** A player plays the ace of crosses. The next player has only the other ace of crosses on his hands and no other card of crosses. But because he has to serve, he has to play this ace. The one makes the trick (if it was not trumped), who has played the first ace. Therefore it is wise to play the ace before the other player discards his ace. Especially if the other player is not the partner which you normally do not know at the beginning. This is also good, if you have no other cards of this color on your hand where you can serve.*

If you do not play against the computer but against persons, you have some possibilities to find out who is your partner. Of course these possibilities are not a rule, they are only suggestions which are played from someone or other. You can not say directly who is playing with whom. You can also not say, which of the possibilities you want to use. And of course you have to consider that every player prefers his own version. So if the player who has the Reh queen on his hands prefers the honest version, his partner has not play the same. Besides there can be given only examples in the following. Because in many times the distribution of the cards is not so ideal as it is requested in the following examples.

- The most simple possibility is the make the bid „Reh“ (see above under bids).
- The second version is the „honest“ play.

***Example:** The player who has to play the first card has the Reh queen on his hands and wants to know,*

*who his partner is. Therefore he plays a trumpcard with a high value (e.g. ace or 10 of diamonds). With this he wants the other player to play the Reh queen as the highest trump (if it is not played with „Dulle“). Because the other player does not know, with whom he is playing together and of course he wants to make the trick for himself. Now the first player knows, who his partner is. The other player, who has made the trick plays also a high trumpcard to give you the possibility to make this trick with your Reh queen.*

*If the first player does not have the Reh queen but he wants also to find out, who his partner is, he should play a so called „passable“ ace. This is an ace from which you think, that everybody can serve this ace and nobody has to trump. Now you can only hope, that your partner understands this request, that he wants to play this „honest“ version and that with some luck he has the other ace of this color on his hands. If all this is right he should discard this ace and show the other player, that he is the partner. Because the second ace normally has not the chance to make a trick later on. Because the other players have used their cards to serve the first ace. So normally at least one of them will trump the next ace of this color.*

- In the dishonest version you let the things ride. This brings excitement in the game.



## **Blackjack: Special Rules, Settings and more...**

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

In *Blackjack* you can only choose between the different rules (Treasure Island – doubledeck, Treasure Island – shoe, Atlantic City, Vegas Strip, Vegas Downtown, Reno, Spielbank Bad Harzburg and Europe). The grayed/disabled points show, which options are included in the rules.

Exception: *In Training you can choose the options by yourself. But you can not play Training in the casino. If this was chosen before, it will be automatically changed to the Treasure Island rule (normal-doubledeck, pro-shoe).*

### **Split:**

No splits: No splitting is allowed with two equal cards.  
One split: One split is allowed.  
One re-split: A re-split is allowed.  
Only with 10 or above: A split is only possible with 10 or more points.

### **Double Down:**

Double Down possible: A Double Down is possible.  
After splitting possible: You can also make a Double Down after a split.  
Only with 10-11: A Double Down is only possible with 10 or 11 points.  
9-11: Here a Double Down is possible with 9,10 or 11 points.  
Only original bet: Double Down is only allowed with the amount of the original bet, not less.

### **Special winning rules:**

Player wins on tie: If the player ties the bank, the player wins.  
Two aces -> Blackjack: Two aces are a Blackjack.  
Five cards win: Five cards with a total less than 22 points always win.

### **Specials:**

Early surrender: The player gets back half of his bet, independent of how the game ends.  
Late surrender: If the bank has a Blackjack, the player loses his whole bet. If the bank has no Blackjack the player will also get back the half of his bet.  
Bank stands on soft 17: The bank has to stand on a „soft-17“ (ace + 6 = 7 or 17) and can not take a further card.  
Insurance possible: If the first opened card of the bank is an ace, the player can insure himself against a Blackjack of the bank.  
(That means: if the bank has really a Blackjack, the player loses his bet if he has less or more than a Blackjack, but he will get back the insurance and in addition to it the double of his insurance from the bank.  
The limit is the half of the original bet.)  
No. of decks: Here you can choose the number of decks you want to play with.

**No. of players:** Here you can choose the number of players.

### **And more...:**

**A Hint:**

If you want to go up with the limit, because you have won a lot of jetons, you have to move out of the casino and start the game again. But this is working in the casino only.

## Casino: Special Rules, Settings and more...

### **Window for the settings:**

To play different versions of the game, you have to select first the game in the menu under „Start“ and „Game“. Now you can choose the window for the settings in the menu under „Start“ and „Configure“ (or to make it easier, just use the F10 button of your keyboard).

Every window has a „Bubble-Help“ if this option is marked with a cross below the window. If the cursor stays on one point some time, this point will be explained in a balloon. This does not work with grayed/disabled points.

#### **Multiple players:**

##### Use game settings:

You can use these options only, if more than one player is playing.

Check this to keep the game dependent multi player settings for each game individually.

##### Work only as single:

Every player works for himself. No influence from other players is possible.

##### Use other ace stacks:

The ace stacks are property of all players.

##### Everything allowed:

Only the stack is private. Everything else can be used by anybody. You can also use strange cards to integrate them in the game of other players.

#### **Special Rules:**

##### Use game settings:

Check this to keep the game dependent rule settings for each game individually.

##### Use Pro Rules:

With this the Pro Rules will be activated in every game.

#### **No. of players:**

Here you can choose the number of players. This will be transferred to the single games. The settings of the single game will be invalid.

### **And more...:**

#### **Computer assistance:**

This option is not working in the casino.

#### **A Hint:**

If a player has not enough „money“ to continue, you can give him „money“. Just give him your jetons.

## G-Fx: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

### **General display settings:**

- Sync full screen to monitor: Play in full screen mode.  
Size of the window: Here you can choose the resolution for the full screen mode.  
Quick window resizing: While playing the game, you can change the size of the window. With this option the resizing will be much faster.  
3D display: Choose this for real 3D output.  
Comment time (s): Here you can choose how long (in seconds) the comments should be visible.

### **2D Options:**

- 3D stacks: With this, the stacks look three-dimensional. So you can see, how many cards are still in the stack. But the turning around from the cards will be more slowly then.  
Card lift off: The height of the cards in the normal 2D game can be chosen here.  
Animated Cursor: Here you can decide, if the cursor should be animated or not. If you do without animated cursor, you will save memory.  
High quality scaling: When this option is activated, the quality of the graphic is much higher. But more memory and time will be used.

### **3D Options:**

- Render engine: In the first window you can choose, if you want to use a combined 2D-3D graphics accelerator (Primary) or only a 3D graphics accelerator (Secondary). In the second window, you can choose the your graphic board.  
Texture Quality: Here you can choose between different texture qualities. The higher the resolution the better the quality. Be careful, if you choose the high resolution and you do not have enough video memory, the program will not run.

### **General options:**

- Store window position: Stores the window position when leaving WinJack.  
No automatic demo: If this option is selected, the demo will not be started after a minute automatically if WinJack is activated but is not played at that moment.  
Show warnings: Here you can decide if the warnings should be shown or not.  
Show end of game: With this all comments will be shown which indicate the end of the game because the computer does not see any new possibility.  
Show computer comments: All comments of the computer players will be shown.  
Clear hi's & stat's: Clears the highscores and the statistic of the current game.

## -Fx-: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

### **General animation settings:**

Disable all animations: Disables all graphic animations.

„Realtime speed“ – not all frames are shown: If this is activated, all animations will be shown in realtime. The animation length depends not on the speed of your computer.

Animation time: Here you can choose the speed of the animations in seconds.

### **Don't show ...:**

...beginning animations: Here you can deactivate all beginning animations.

...animations while the game is running: You can deactivate all animations during the game here.

...winning animations: With this you can deactivate all winning animations.

...Jetons animations: If you check this, no jeton animations (except Blackjack) will be shown in the casino.

### **Second button function:**

Cheating: If this is activated cheating is allowed if the game says so. You can not cheat in the casino.

Computer assistance: This activates the assistant. With this you can click a card with the right mouse button and it will be put on the right position automatically. You can find more about this under Special Rules, Settings and more... in the single games.

## S-Fx, Joystick: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

**FX/volume:**

Here you can adjust the volume of the sound during the game.

Mute:

With this you can mute the whole sound.

**Joystick1:**

No Joystick present:

If this is written in black (not grayed/disabled), if no Joystick is connected or was not recognized.

Direkter Modus:

The direkt position of the analogous Joystick (not Joypad) on the screen.

**Joystick2:**

No Joystick present:

If this is written in black (not grayed/disabled), if no Joystick is connected or was not recognized.

Direkter Modus:

The direkt position of the analogous Joystick (not Joypad) on the screen.

**Define center:**

Defines the Joystick center. This is only necessary for the direct mode.

**Calibrate:**

With this you can call the settings of windows.

## Keyboard: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

In this window the player can decide the keys if he wants to play with the keyboard.

**Pause/ abort game:** Here you can fix the key, which pauses or ends the game. Normally this is ESCAPE.

**Boss Key:** Here you can fix the two keys for the boss key. If you use these two keys during the game, WinJack will be put down as „Microsoft Word“.

Activate boss key: Here you can activate the boss key.

**Keyboard controls:** You can fix the keys for the keyboard control here. Normally these are the cursor keys.

First button: This is the analogous key to the left mouse button. Normally Space.

Second button: This is the analogous key to the right mouse button. Normally Return.

**Note:** If you fix one of the analogous mouse keys with Enter, you should use the other button to choose the keyboard as your control system at the beginning of the game. If you do use Enter, the computer could assume, that you want to choose a computer player by chance.

## 2. Mouse: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

**Enable device:** Here you can activate the second mouse.  
It is important to pay attention that you do **not install a driver** for the second mouse. WinJack makes out the second mouse automatically.

**Serial port:**

Automatic: With this the serial port will be detected automatically.

COM1: Here the COM1-port will be used for the second mouse.

COM2: Here the COM2-port will be used for the second mouse.

**Device:** With „Automatic“ the mouse will be recognized automatically if it is a standard mouse. You have to choose all other mice from the list.

**Normal:** This puts the speed of the mouse on a standard speed.

**Slow down:** Slows down the speed of the mouse.

**Speed up:** Speeds up the speed of the mouse.

In the diagram on the right, you can put the graph of the speed of the mouse manual.



## Card design: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

### **Name of current Cardset:**

Name: Here you can choose a certain cardset.  
Create new: With this you can create a new card design.  
In the window, which appears you, have to write the name of the new card design and the name of the author (your name). In „Based on“ you can choose an existing card design which is the basis for the new card design. If you choose an internal card design (not a self created one), you can decide between a medium and a high resolution. The high resolution looks better, but it needs more memory and time.  
Delete: Here you can delete a self created card design.  
?: You will get information about the actual card design here.

### **Display:**

Rectangle: Draws an inner frame around the card.  
Symbols: Shows the symbols of the card.  
Small Symbol.: This shows the small value symbols of the card.  
BackMap: Here you can use an additionally assigned card paper for the card.  
Stretch: If you check this, the assigned image will be scaled to the full card.  
Value: With this the value of the card can be switched on.  
Clear back: If a picture covers the whole card, the background behind the symbols and values can be cleared here.  
Blend: This blends the additionally assigned card paper onto white pixels. But this option uses a lot of time.

### **Change card picture:**

Load: Here you can load a new picture for the card.  
It is also possible to drag a bitmap and drop it on the displayed card.  
Unload: With this you can delete the bitmap.  
Paper: Loads the used card paper.  
Clean: Deletes the used card paper.  
Scale: Here the picture will be scaled in the way that it will fit on the card.  
Try to maintain aspect: Try to maintain the picture aspect. If necessary, the picture will be cut a little bit.  
Mirror: Mirrors the top part of the card to the lower part if a new picture is loaded.  
**Cards:** Here you can choose the single cards.

## Desk: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

### **Background wallpaper:**

#### Tile on desk:

Tiles the picture as pattern into the window. Else the picture will be zoomed to the desktop.

#### Display the pattern 1:1:

Shows the pattern in the scale 1:1. Else the pattern is shown patterned.

#### Scale to desk:

Stretches the bitmap onto the window.

#### Smooth output

Check this for smooth scaling. This is much slower than the system scaling, but has also much better output.

#### Maintain aspect:

Try to maintain the aspect of the loaded picture. If necessary, the picture will be cut a little bit.

#### Add new background:

Here you can add a new bitmap.

It is also possible to drag it directly on the window.

#### Remove background:

Here you can remove the current bitmap.

## Local player: Explanation

You can reach this site by choosing „Configure“ under „Start“ in the menu or just use the F10 button of your keyboard.

### **Name of local players:**

Name: Here you can choose the name of the players. This is only valid for persons, not for the computer. But a person can choose a computer name. He will be named with this name during the game and he will get the equivalent stake for the casino.

\$: Here the current amount in the casino is shown.

Reset: Here you can reset your Dollars.

### **Player expression & profile:**

Name: Here you can choose the name of the actual player.

Create new: You can create a new player here.

In the window which appears, you have to write down the name of the new player and you can choose an existing player as the basis of the new one.

Delete: Here you can delete the current player.

With F1, F2, F3, F4 and F5 different pictures will be assigned to the players. With this the player can send comments for the other players during a multiple player game (e.g. network). To write comments you can choose the appropriate pictures with the keys.

Scale: Scales a loaded image to fit into the player icon.

Maintain aspect: Try to maintain the graphical aspect.

Load: With this it is possible to load **own pictures**. You can choose a bitmap here or you can drag and drop the bitmap directly on the symbol. With the left mouse button you can form the picture square or round.

## Setup-Wizard

You can choose the „Setup-Wizard“ in the menu under „Start“ or just use F9 on your keyboard.

With the Setup-Wizard you have to install the game.

With >> you can go to the next page.

With << you will go to the previous page.

With Cancel you will break off the installation.

Only necessary windows will be shown.

If you use 256 colors or less, it is recommended to use more colors.

You can choose, if the switch should be done.

- 1.) On the first page you can choose a language. Of course you can choose an other language later on in the game.
- 2.) On the second page WinJack try to analyze the computer system (Main memory, Graphics, Direct-X) to modify the program settings.
- 3.) On the following page you have to write down your Registration Name which is written on the check (bill).  
In the same way, you have to write down the Registration Key.
- 4.) On the next page you can choose the scaler. There is a difference between the System scaler and the WinJack scaler.
- 5.) After that you can change the looking of the player.  
Under Name you have to write down the name of the actual player.  
Under player picture & expressions you can decide the looking of the player.  
It is also possible to integrate **own pictures**. Just make a click with the right mouse button on the symbol you want to change and choose a bitmap then. Or just drag a bitmap and drop it on the symbol. With the left mouse button you can form the picture square or round.
- 6.) On the next page you can choose a cardset. But you can do this also in the game.  
Directly below the cards, you can select the single cards to see, how they look like.
- 7.) The background Wallpaper can be chosen on the page before the last page.  
But you can change this also in the game.  
It is also possible to integrate **own pictures**. Just drag a bitmap and drop it on the background wallpaper.
- 8.) On the last page you can end the installation with Okay.

## Network game

You can choose the „Net-Game“ in the menu under „Start“ or just use F6 on your keyboard.

Below all windows you can find::

Bubblehelp: With this you can activate the bubblehelp. Just wait a few seconds on the black writing in the window and you will get a direct explanation for this point.  
Help: Here the help of the window will be shown.  
Cancel: Here all new settings will be declined and the configuration will be closed.  
Apply: The new settings will be adopted, but the window will not be closed.

## **Network**

**Players on this machine:** Here you can choose up to three players for the local machine. A player can choose a computer name. He will be named with this name during the game and he will get the equivalent stake for the casino.

If you choose a computer player, the one who opens the network game has to determine if a person shall take this part or the computer. If a person shall take this part, he has to decide for the control system when he is asked for it (Mouse, Joystick, Keyboard etc.). If a computer shall take this part, you have to choose one of the keys 1,2,3 or 4 (see also: [How can I choose a computer partner?](#)). This decides finally, which computer player is playing, independent from what you have chosen before.

If you play only with one (or two) players on the local machine, you have to name the others (the third) as „not local“.

**Symbol of player:** If you make a right mouseclick on the symbol, the score of Dollars will be reset.

**Connection Type:** Here you can choose the type of the connection.

### **Send & collect Info (filled out by creator only):**

Player icons: This option transfers the complete player profile information (including pictures) to the other machine(s). This will take some time with a modem connection.

If you do decide against this option, the other(s) can only see the standard symbol, which was used, as the basis and not the self-made symbol with the own bitmap.

Create net HiScore list: With this the HiScore list of the local machine will be transferred to the other machine(s) to generate a network wide HiScore list.

**Create network game:** This starts a new network game and waits for the opponent(s).

**Connect to network game:** Here you can connect to an existing network game.

**Net-HiScores** Here you can see the list of the HiScores in the network game.

**-FX -** Kann nur von demjenigen konfiguriert werden, der das Spiel erstellt.

### **General animation settings:**

Disable all animations: Disables all graphic animations.

„Realtime speed“ – not all frames are shown: If this is activated, all animations will be shown in realtime.

The animation length depends not on the speed of your computer.

Animation time: Here you can choose the speed of the animations in seconds.

**Don't show ...:**

- ...beginning animations: Here you can deactivate all beginning animations.
- ...animations while the game is running: You can deactivate all animations during the game here.
- ...winning animations: With this you can deactivate all winning animations.
- ...Jetons animations: If you check this, no jeton animations (except Blackjack) will be shown in the casino.

**Second button function:**

- Cheating: If this is activated cheating is allowed if the game says so. You can not cheat in the casino.
- Computer assistance: This activates the assistant. With this you can click a card with the right mouse button and it will be put on the right position automatically. You can find more about this under Special Rules, Settings and more... in the single games.

**Name of the game:**

Can only be used from the one who opens the network game.

Here you can make the settings for the single game you have chosen before.

You can find the explanations under „Special Rules, Settings and more...“ of the single games.

## How can I ...

### ... choose a computer partner?

If you do not want to play alone, but you have no partner, you can play against the computer. The computer can take over up to three players.

The number of players can be chosen in the window for the settings of each game (see also „Special Rules, Settings and more...“ of the single games).

The computer has different possibilities (from average to very good):

- 1.) ABACUS
- 2.) CALCULATOR
- 3.) PC
- 4.) HAL

With the keys 1,2,3 and 4 you can decide for one of the computer players. If you use Enter, the computer will take one by chance.

### ...reset the score of my Dollars in the casino?

You can do this under Reset in the window for the settings of the local player (see also Local player: Explanation).

If you have to reset during a network game, you have to interrupt the game and start again.

### ...create a network game?

WinJack has to be installed on all machines where you want to play the game.

Now one machine has to create the network game. The other machine(s) have to connect. The game will be played, which was chosen before from the creator.

## Problems ...

### **The game seems to be very slow.**

You have possibly not enough physical memory.  
Try to decrease your memory requirements by ...

- Disable the 3D display
- Shrink your game window
- Use one of your internal card designs - new cards (!!)
- Set the card lift off height to 0
- Deactivate the display of 3D stacks
- Do not use sound
- Deactivate the WinJack scaler (High quality scaling)
- Deactivate 'animated cursors'

P.S.: If you are rich on memory (32 megs or above), you can try to increase the use of memory for cached card-images. Currently a maximum of 6% from the physical memory will be used for caching. You can in/de-crease this value to whatever you like with:

[Ctrl]  
CacheSizeInPercent=?? (6 is default)

### **You can't see the other computers in a network game.**

You have to install on each machine the same version of direct play!!  
Use the Direct Play 5a Version from our support CD!  
Edit the WinJack.ini file and change the entry  
[Ctrl]  
NetTimeOut=<timeout in ms>  
to 0 or a value bigger than 2000.

### **Joystick control 'absolut' is unstable.**

The physical joystick hardware is implemented very cheap in the most cases.  
Sound effects for example may move the racket a little bit randomly.

### **No second mouse support with Windows NT.**

### **WinJack does not run with Windows 32s (extension to Windows 3.x)!**



## Demands on your system

### To play WinJack, you need:

- Windows 95/98 or Windows NT
- Pentium 90 or better
- Graphics accelerator with a minimum of 640 x 480 with 256 colors
- Minimum requirements of memory: 12 MB (dependent on the window size)
- Memory optimum: 32 MB or more
- 3,5 MB free disk space

### Optional:

- 2. Mouse (do not install a Logitech mousedriver!)
- Sound hardware
- Joysticks
- Network
- Graphic accelerator with 1280 x 1024 with 65000 colors
- Direct X5 3D compatible graphic accelerator

## The control systems

WinJack can be played with mouse, keyboard or joystick.

### Mouse:

On the computer the left mouse button replaces the hand.

With this you can choose different thing or you can take cards and jetons and place them anywhere else.

To make it easier, you can use the assistant, which can be select in the window for the settings for EX- eingestellt werden. The assistant is the right mouse button. You can speed up the animations and in the most games, something will be easier. See also Special Rules, Settings and more... of each game.

But a double click with the left mouse button (not during a network game !) will also move the cards automatically.

### Joystick:

See [Joystick: Explanation](#).

### Keyboard:

See [Keyboard: Explanation](#).

**Note:** If you fix one of the analogous mouse keys with Enter, you should use the other button to choose the keyboard as your control system at the beginning of the game. If you do use Enter, the computer could assume, that you want to choose a computer player by chance.

# Order form

Please send this form and a check to one of the following addresses:

Stefan Kuhne  
Brentanostr. 28  
38110 Braunschweig  
Germany

Danny Klopfer  
664-A Freeman Lane - Suite 449  
Grass Valley, CA 95949  
USA

Email: **Error! Reference source not found.** Email: danny@unirom.com

Number	Product	Total	
_____	Full version(s) of WinJack each <b>30.-US\$</b>	_____ US\$	<b>+</b>
<input type="checkbox"/>	Shipping costs for mail = <b>10 .-US\$</b> (in Germany)	_____ US\$	
OR			
<input type="checkbox"/>	Shipping costs for mail = <b>5 .-US\$</b> (in USA)	_____ US\$	
OR			
<input type="checkbox"/>	Shipping costs for email = <b>5 .-US\$</b> Do not forget you email address !!! Not less than 2 MB !!!	_____ US\$	
		=====	
	TOTAL:	_____ US\$	

Name: \_\_\_\_\_

(Company): \_\_\_\_\_

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\_\_\_\_\_

(Country): \_\_\_\_\_

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Signature: \_\_\_\_\_

Seen WinJack by/in/on: ( ) Friends => ( ) Full version; ( ) Shareware  
( ) Computer magazine; ( ) Game-CD; ( ) Internet  
Page: \_\_\_\_\_ ]

[Name/ Internet



