Help Contents

Menu System

The Cribbage Pro **Menu Bar** displays the following selections. Click the desired item below for information on its structure and use.

File Options About Help Current Player

How To Play

The following list contains key components in the playing of Cribbage. Click the desired item below for specific information.

About Cribbage
The Basics
The Crib
The Starter
The Cribbage Board
The Play
Play Strategy
Play Scoring
Errors in Play (muggins)
The Showing

Components of Cribbage Pro (CP)

The following list contains features provided by Cribbage Pro. Click the desired item below for information on its structure and use.

Playing Levels
Scoring Types
Game Lengths
Status Board
Peg Buttons
Option Panel
Player's List
Winning Scores
Play Panel
Peg Value Panel

Things to Know

Click the desired item below for additional information.

Uninstalling CP
License/Warranty
Shareware
Acknowledgments

Click **Search** from the upper **Menu Bar** for quick information on specific words or topics.

Menu System: File

The following is a list of menu items available by clicking **File** from the **Menu Bar**.

New Game

Selecting this item brings up the **New Game Panel**. From this panel, the following selections are available:

Start Now - Clicking this button will start a new game using the current option settings. Any game in progress is terminated with no change in the winning status.

Change Options - Clicking this button will bring up the Option Panel allowing you to change the playing options before starting a new game.

Cancel - Clicking this button will return you to the game in progress. Any option changes are ignored and not recorded.

Player's List

Selecting this item brings up the Player's List Panel. From this area you can select the current player as well as add or remove players from the list.

Winning Scores

Selecting this item brings up the Winning Scores Panel. This area tracks the games won by each player according to the options selected.

Exit

Selecting this item will exit you from Cribbage Pro. You may leave CP at any time. The current option settings are always saved, upon exit, for any future playing session.

Menu System: Options

The following is a list of menu items available by clicking **Options** from the **Menu Bar**.

Option Panel

Selecting this item brings up the Cribbage Pro Option Panel. From this area you can control the various playing configurations offered by CP.

Card Backs

Selecting this item brings up the Card Backs window. This area allows you to choose the card back displayed while playing cribbage. CP offers seven different back designs.

Sort Cards

Selecting this item expands the menu for picking any one of three card sort types. Hands are sorted from left to right.

None -- cards displayed in the order dealt
Ascending -- cards displayed from low rank to high rank (A, 2,...K)
Descending -- cards displayed from high rank to low rank (K, Q,...A)

Note: CP's hand is not sorted and is displayed as dealt.

Deal Cut Winner

Selecting this item expands the menu revealing the following selections for determining which player deals first at the start of each new game.

High Card -- high card cut deals first
Low Card -- low card cut deals first

Show Cribbage Board

Selecting this item toggles on and off the display of the cribbage board.

If the cribbage board is not visible, the score board is automatically displayed. At least one of the score keeping devices is visible at all times.

Show Score Board

Besides the cribbage board, a score board is also available for displaying the peg scores. Sometimes it is easier to distinguish between a numeric score and the peg position on the cribbage board.

Selecting this item toggles on and off the display of the score board.

If the score board is visible, the current game length (61 or 121) is shown on the lane color you are currently using. If the score board is not visible, the game length and your lane color are displayed to the far right of the upper **Menu Bar**.

Express Mode

Selecting this item toggles on and off the express playing mode. This option allows more experienced players to proceed at a faster pace. Play continues immediately after entering any necessary peg. This eliminates the need to click the "Done" button upon the completion of a peg.

Sound On

Selecting this item toggles on and off the sound used for error warnings. The sound generated, if on, is the Windows "default beep." A check mark in front of this item indicates the On condition.

Conserve Resources

Selecting this item toggles on and off the conservation of system resources. Having this option checked (on) will save about 10% of available resources. This, however, brings a slight sacrifice to the speed in which some components will display on slower machines.

Resource conservation is forced if available Windows resources are below 35% when Cribbage Pro starts.

See Menu System: About for additional information on resources.

Menu System: About

The following is a list of menu items available by clicking **About** from the **Menu Bar**.

Cribbage Pro

Selecting this option brings up a window displaying information about Cribbage Pro; its version number, licensing status and how to contact **CW Software**.

Registration

Selecting this option displays information on how to register Cribbage Pro. To view the material at this time, click below.

See REG-INFO.TXT

Note: Windows Notepad is used to display this information. If Notepad is not on your system, use your favorite text editor to view and print the files REG-INFO.TXT and REG-FORM.TXT.

Resources

Selecting this option brings up a small window listing Windows resource information.

The amount of system memory (RAM) and system resources are two separate entities. Regardless of the amount of memory your system has, the underlying factor for Windows being able to display several applications at one time is its "system resources." This percentage is the amount Windows has remaining in its resource area to create windows and draw graphical objects. Windows sets aside three 64K sections of memory (192K in all) for system resources. This is rather small for maintaining multiple applications. All currently running programs, even if in the background, are consuming resources to preserve their screen displays.

By nature, Cribbage Pro is very graphically oriented and, at a minimum, requires 20 percent of the system resource area. This is due primarily to the way in which Windows deals with graphics layering and secondly the need for CP to display 52 images (cards).

Cribbage Pro will not start if system resources are below 25 percent. A message box will appear alerting you to this fact and suggesting the closure of other applications before restarting.

See Menu System: Options for information on resource conservation.

Menu System: Help

The following is a list of menu items available by clicking **Help** from the **Menu Bar**.

Contents

Selecting this option will bring up the Cribbage Pro help contents page. From this page you can jump to a desired topic by clicking on the green underlined topic description.

Search For Help On...

Selecting this option will bring up the Windows Help System search window. This area provides you with a list of "key words" from which you can jump to related topics for further information.

Note: This copy of Cribbage Pro Help is for version 1.4x

Menu System: Current Player

The current player's name for each game is displayed with this menu item on the **Menu Bar**.

Clicking "**Current Player**" from the **Menu Bar** will display the Status Board. This area provides information on the current setting for the various game options.

Before the start of a game, the Option Panel can be called up from the Status Board. This allows for easy changing of the current status.

About Cribbage

Brief History

Cribbage is believed to have been invented and christened by the English poet Sir John Suckling (1609-1642). Some of its features were taken from an older game called Noddy, of which little is known. Early colonists brought Cribbage to America, where it grew to its present popularity.

Adaptation

Many variations of Cribbage have evolved over the years. In an effort to stay consistent with the majority of the Cribbage playing world, **Cribbage Pro** adheres to the rules and terminology outlined by **Hoyle**. Edmond Hoyle is perhaps the most referenced authority on card and parlor games.

The Basics

Players

This game is played with **two** players; yourself and the computer player Cribbage Pro. This is the traditional method, though there are adaptations to Cribbage that allow three or four players.

The Card Deck

Cribbage uses a standard deck of 52 playing cards. The cards **rank** from the King (high) to the Ace (low). For point value (count) during play, each face card (King, Queen, Jack) represents 10, each Ace 1, and all other cards their face value

Examples: King + 8 = 18
Queen + 10 + Ace = 21

For runs, the card's rank is used.

Example: Queen + Jack + 10 = 30 for a count but is also a run according to rank

The Cut For Deal

A cut for deal determines the first **dealer** of each game. To make your selection, place the mouse pointer on the desired card and click the left mouse button. The card rises and its face revealed. If both cards are the same value, the cut will repeat until there is no match.

You have the option of selecting either high or low card as the winner of the cut. This is done by selecting Deal Cut Winner from the **Options** choice of the **Menu Bar.**

The Deal

Each player receives **six** cards, dealt one at a time alternating between players. The deal rotates between players for each successive hand for a given game. Each new game starts with a cut for deal.

The Crib

About

The **crib** is an extra hand belonging to the **dealer**. After the deal, each player selects two cards. These four cards (two from each player) combine to form the crib and are placed face down near the dealer. At the end of each hand, the dealer reveals the crib and combines it with the starter to **peg** a score.

Selecting Cards

Select your crib cards by placing the mouse pointer on the desired card and click the left mouse button. The card slides up indicating your choice. To change your selection, click the mouse pointer on the desired card and it will lower back into your hand. After picking two cards, click the OK button, on the left, to place the cards in the crib.

See Peg Buttons for information on **Auto Pick** feature.

Strategy

Count all the points in the six cards received from the deal. Pick two cards to leave the maximum possible score in the remaining four. Sometimes this method places points or valuable cards in the crib. If the crib is not yours you may do better to deplete your hand somewhat of points in order not to give points to the crib.

Dangerous cards to place in your opponent's crib are fives, sevens and eights, and near cards (two in sequence or in sequence but-one). The best cards to pass off are very high, very low, and cards separated in rank by two or more.

Sometimes splitting a combination is your best choice, even when the crib is yours. As a rule, keep a run of three or more, splitting a pair instead, if necessary. Holding a run gives you the maximum chance of increasing your count with help from the starter.

The Starter

About

After the crib is laid away, the nondealer selects a card from the rest of the deck. This card is the **Starter.** It is used later in the game for scoring and treated as a fifth card belonging to each hand and the crib. The right starter can greatly enhance a hand, often doubling its peg value.

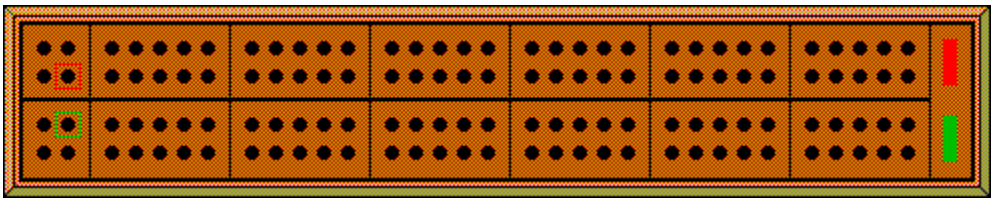
Selecting a Starter

The **nondealer** selects the starter from the remaining deck cards fanned across the center of the playing area. To select the starter, place the mouse pointer on the desired card and click the left mouse button. The card rises and is turned over revealing its face.

A Jack Starter

If a Jack is picked for the starter, the dealer **pegs 2 points**. In Cribbage the Jack scored as starter by the dealer is called "**his heels**."

The Cribbage Board



The Cribbage Board is a special scoring device used for recording the scores accumulated by each player. The board is an oblong panel having four rows of 30 holes each, plus extra game holes at the head of the board (left end). The board is divided into two lanes, one red and one green, with each player occupying a separate lane of 60 holes. Each player uses two pegs to **peg** their scores. At the start of a game, the pegs are placed at the head of the board in the game holes along the two outer edges.

A players score is recorded by jumping the rearward peg ahead of the other by the corresponding number of holes. The pegs are marched away from the head of the board along the outer row and then back along the inner row. The game may be played once around, for a total of 61 points, or twice around for a total of 121 points.

If you are playing the game to 121, a third peg will appear behind the win hole when a player completes their first round of 60 holes. This helps indicate your position on the board.

Note: Cribbage Boards have evolved through the years and come in many different lane configurations, although the scoring length remains the same. Cribbage Pro uses the **traditional** style of board for its score keeping.

The Play

Begin

After laying away the crib, each player retains possession of their remaining four cards. The starter is picked and play begins with the **nondealer** selecting a card from their hand. You **select your card** by clicking the mouse pointer on the card face. The card is removed from your hand and exposed face up, to the right, with its value added to the count. Once you select a card, it is in play; there are no take-backs.

Play

The play continues alternately, with the count increasing by the value of each new card played, until a player is unable to play without exceeding the count of thirty-one.

See Play Strategy for additional information.

Go

When a player is unable to play without exceeding thirty-one, they must issue a **Go** to their opponent. To issue your Go to Cribbage Pro, click on the "**Go**" button located on the Play Panel.

After a Go is called, the receiving player pegs 1 and must play any additional cards they can without exceeding thirty-one. The same player may play two or three times in succession. When the receiving player can no longer play without exceeding thirty-one, the play count is reset to 0 and their opponent plays a card to begin a new count.

If the player receiving the go plays all of their cards without exceeding thirty-one, then the play count is reset and the opponent finishes play from their remaining cards.

See Play Scoring for additional information.

Play Strategy

Unless you can counter with a score, the main principle in playing is to try to prevent your opponent from making fifteen, or a run.

Opening Lead

The safest opening lead is a four. Your opponent can neither make fifteen nor pass fifteen depriving you of a chance to make it. Your opponent might pair your four, but there is no effective defense against pairing. Some players consider a lead with a **ten card** (ten or face card) to be dangerous, but actually is no worse than a seven, eight, or any other middle card. A ten card lead can be good if you have a five: if your opponent makes fifteen, you make a pair.

During Play

After a lead, the question arises whether to play on or play off, that is, play a near card making sequences possible (a run), or play a wide card. You should play on only if you can extend any sequence that your opponent might make. When no other considerations ensue, play your high cards first saving low cards to make a go or possible thirty-one.

A bad count to leave your opponent is twenty-one. **Ten cards** comprise the majority of the deck. The likelihood of your opponent having such a card is great; thus allowing a two point peg for thirty-one.

Play Scoring

During play you may peg for the following scores:

Fifteen's

For making the count of fifteen the peg is 2.

Pairs

For playing a card of the same rank of that just played, peg 2. For playing the third card, in succession, of the same rank, peg 6, and for playing the fourth peg 12. These peg values are derived from the possible pairing combinations of the respective number of like cards.

Pairing goes by rank, e.g., a king with a king, not with a queen, though both have the same count value of 10.

Runs

For playing a card that is in sequence of rank with two or more played just previously, peg the number of cards in the run sequence.

For example, If the cards played are 4, 6, 5, the last player pegs 3 for a run plus 2 for fifteen. For a play of 4, 6, 5, 3, a player would peg 4. The cards do not need to be played in sequential order to score for a run, as long as no foreign cards intervene. If the cards played were 4, king, 6, 5, there is no run.

Go

For receiving a go a player pegs 1.

Thirty-one

For making a count of exactly thirty-one a player pegs 2.

Last Card

For playing the last card (of the eight in play) a player pegs 1.

Adjustments with Go

Peg scoring is adjusted somewhat when pegging for last card, thirty-one, or both while playing from a go. Scoring in Cribbage is pretty straight forward except for this slight deviation.

- last card and go pegs 2
- thirty-one and go pegs 2
- last card, thirty-one and go pegs 3

Errors in Play (muggins rule)

The following rules only apply if you have selected muggins for your scoring type. Cribbage Pro will **not** penalize you for errors with relaxed scoring, but will notify you of some errors and allow you to adjust accordingly.

Failure to Play

If a player calls go when they are able to play, or fails to play when able after their opponent calls a go, the card or cards they could have played are considered **dead cards** and their opponent pegs 2. Dead cards are unplayable; the owner must complete their play with a short hand. Dead cards, however, are still counted in the showing.

Dead cards are automatically removed from your hand and placed face down on the play stack. The cards are selected from left to right picking only playable cards. The selection is strictly random with no regard to possible point value.

Error in Pegging

If a player mis-pegs a score, either during play or the showing, their opponent pegs the difference between the actual score and the attempted peg. You may never peg more than your actual score.

In the case of an over peg, you only receive your actual score. Your opponent pegs the difference between your over peg and the true score.

In the case of an under peg, you only receive what you pegged. Your opponent pegs the difference between the under peg and the actual score.

Cribbage Pro

Cribbage Pro plays an impartial and forthright game, and makes no attempt to create errors in its play or pegging.

The Showing

The **showing** is the display and scoring (pegging) of a hand. All possible points are added up and pegged accordingly. The hands are shown in strict order:

1) nondealer, 2) dealer, 3) the crib.

The starter is treated as a fifth card belonging to each of the three hands. The following pegs are available with a showing.

Fifteen's

For each combination of cards that total fifteen, you **peg 2**.

Example: Given a hand of 9, 8, 7, 7, 6 -- there are three combinations of fifteen: 9 and 6, 8 with one 7, and 8 with the other 7. This hand would peg 6 for fifteen's.

Pairs

For a pair, you **peg 2**.
For three of a kind, called pair royal, you **peg 6**.
For four of a kind, called double pair royal, you **peg 12**.

Example: Given a hand of 10, 8, 6h, 6d, 6c -- there are three pair combinations of 6: 6h with 6d, 6h with 6c, and 6d with 6c. This hand would peg 6 for pairs.

Runs

For each combination of cards that make up a run of three or more, you **peg the number of cards in the run**.

Example: Given a hand of 9, 8, 7h, 7c, 6 -- there are two runs of four: 9, 8, 7h, 6 for a score of 4, and 9, 8, 7c, 6 for an additional four. This hand would peg 8 for runs. (The total peg value of this hand is 16; runs for 8, pair for 2 and fifteen's for 6.)

Flush

For four cards of the same suit in a **hand** (not the crib, and excluding the starter), you **peg 4**. If the starter is also of the same suit, you **peg 5**.

For the **crib** and the starter of all the same suit, you **peg 5**. There is no score for a four card flush in the crib.

His Nobs

For a jack of same suit as the starter in a hand or the crib, you **peg 1**.

Combinations

The following terminology is used in Cribbage when calling a score and represents the peg value for run and pair combinations:

Double Run -- Q, J, J, 10 -- pegs 8
Double Run of Four -- Q, J, J, 10, 9 -- pegs 10
Triple Run -- Q, J, J, J, 10 -- pegs 15
Quadruple Run -- Q, Q, J, J, 10 -- pegs 16

These pegs are merely obtained by added the run value with the pair value.

Peg Value

To view a breakdown of the play value click on the "**?**" button located to the far right of the Peg Buttons.

Playing Levels

Cribbage Pro provides **three** levels of play. To change playing level, click Options from the **Menu Bar** and select Option Panel.

Beginner

This level is best suited for players new to Cribbage. With relaxed scoring, you are notified of any mistakes made in pegging and allowed an opportunity for correction. The proper peg count for any play or the showing is always indicated by a highlighted peg button.

Cribbage Pro plays a very relaxed game and allows you a greater opportunity to peg during play.

Intermediate

As its name implies, this level is for players with some knowledge of Cribbage. As with the beginner level, you are informed of any mistakes made in pegging with no penalties. However, you are not notified if you miss a possible peg during play. The mistake is overlooked and play continues with no peg recorded. The peg buttons are **not** highlighted for any possible peg.

Cribbage Pro plays a good game and leaves you a better opportunity to peg during play.

Expert

This level is for the experienced Cribbage player. The Muggins Rule **is forced** and all errors in play or the showing are recorded accordingly.

Cribbage Pro plays its best game and leaves little opportunity to peg during play.

Scoring Types

Cribbage Pro provides **three** types of scoring. To change scoring type, click Options from the **Menu Bar** and select Option Panel.

Auto

Peg scoring during play and the showing is done automatically. The Peg Button Panel is not displayed. During play, you are notified of any possible peg and how it was derived. With the showing, the total peg value is displayed. Clicking the "**?**" button (lower right) will bring up the Peg Value Panel giving you a breakdown of all showing points for the hand or crib.

Relaxed

All possible pegs both during play and the showing are entered by you. You record your peg by clicking the mouse pointer on the appropriate value displayed on the Peg Button Panel. There are **no** penalties for an incorrect peg. You are notified of any error and allowed to adjust accordingly.

Muggins

As with relaxed scoring, you enter all peggable points. However, any **errors in pegging** are charged against you as stipulated by the Muggins Rule. This scoring type is forced if you select Expert as your playing level.

Games Length

Cribbage Pro supports **both** game lengths used in classic Cribbage. To change game length, click Options from the **Menu Bar** and select Option Panel.

Once Around

A game ends and the winner declared when a player is first to peg **61**. This length provides for a quick game often completed in as little as ten minutes.

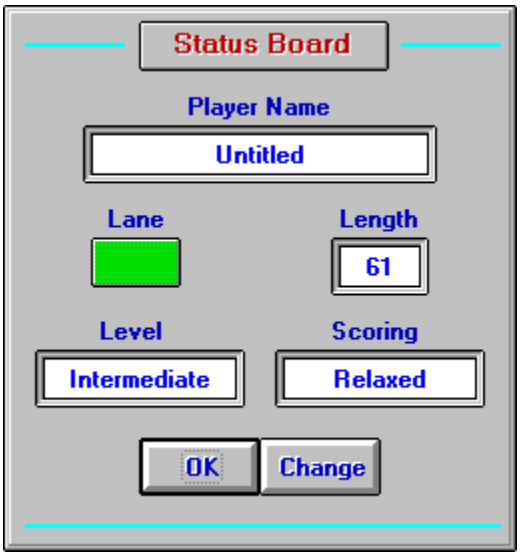
Twice Around

A game ends and the winner declared when a player is first to peg **121**. This is the most common game length for Cribbage and provides the best overall indication of playing strength.

The winning player records a **double win** if their opponent has not passed the halfway mark; 31 for once around or 61 for twice around. This is considered a "**skunk**."

See Cribbage Board for information on pegging layout.

Status Board



The Status Board is made available by clicking "**Current Player:**" from the Cribbage Pro **Menu Bar**. This area provides a quick reference as to the current game option settings. Clicking the "**Change**" button brings up the Option Panel allowing you to change any desired settings.

Peg Buttons

The peg buttons allow you to record any available peg either during play or the showing. To peg a score, place the mouse pointer on the appropriate number and click its left button. If the score is valid, your cribbage board peg (if visible) and score will advance accordingly.

The ? button provides two information services:

1) **Auto Pick** - During your crib selection, pressing this button advances two cards considered to be the best choice based on total points available. The selection is not always perfect, but provides a good all around suggestion for your crib picks.

   Note: This feature is **not available** if you selected Muggins for your scoring type.

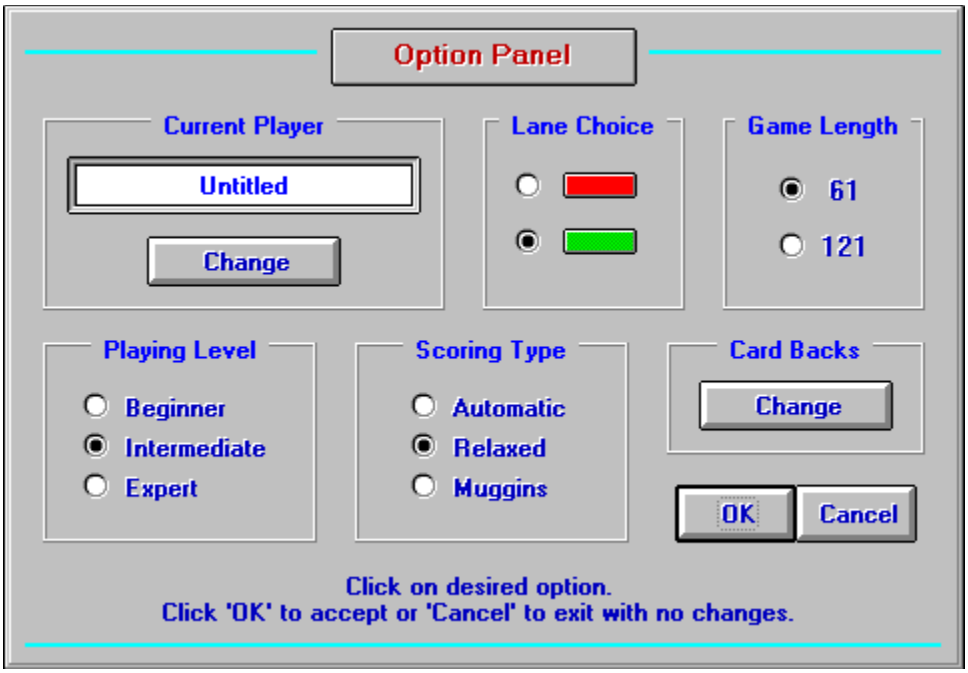
2) **Showing** - During the showing, pressing this button brings up the Peg Value Panel displaying a breakdown of the peg score. This provides a good reference as to how the total peg is derived and an excellent learning tool for novice players. This feature is available for your hand as well as Cribbage Pro's.

The peg buttons are **not visible** if you have selected **Auto** for your scoring type. All pegging is done automatically. The "**?**" button is still available for the services mentioned above.

Option Panel

The Option Panel is made available by clicking "**Options/Option Panel**" from the Cribbage Pro **Menu Bar**.

Click the mouse pointer on the desired control to view information on its function.



Change Current Player

Clicking this button brings up the Player's List, allowing you to change the current player. The name of the player is shown in the display box above.

Lane Choice

This area allows you to change the lane you will use for any given game. Click on the desired lane color to make your selection.

Game length

This area allows you to change the game length for a given game. Click on the desired length (61 or 121) to make your selection.

Playing Level

This area allows you to change the playing level for a given game. Click on the desired level to make your selection.

Scoring Type

This area allows you to change the scoring type used for a given game. Click on the desired type to make your selection.

Card Backs

Clicking this button brings up the card back window, allowing you to change the back design used during game play.

Ok

Clicking this button will exit you from the Option Panel making the selections **active** for all subsequent games.

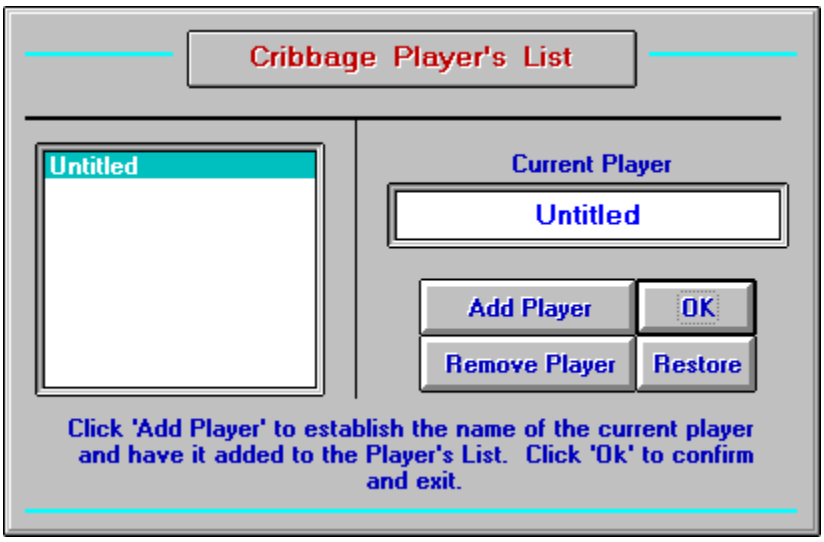
Cancel

Clicking this button will exit you from the Option Panel **ignoring** any changes. The values in force when the panel was activated are restored.

Player's List

The Player's List is made available by clicking "**File/Player's List**" from the Cribbage Pro **Menu Bar**.

Click the mouse pointer on the desired control to view information on its function.



Add Player

This button allows you to add a player to the list. Once selected, type in the player's name and click the "**Ok**" button. The new name is added to the list, at the left, for any future selection.

Ok

This button will exit you from the Player's List. The player selected becomes the current player.

Remove Player

This button removes the selected player from the list. Confirmation is requested before any removal.

Restore

This button restores the Player's List to the condition it was when the current session of Cribbage Pro started. Any player added is removed and any player removed is restored.

Cancel

The button's caption changes to **Cancel** when "**Add Player**" is selected. This allows for the cancellation of any entry made during the adding of a player's name.

Player List

This area displays the name of all the players currently on the list. Click on the desired name to establish the current player. The list holds up to 40 names.

Current Player

This area displays the name of the current player. It is also used for entry when adding a new player.

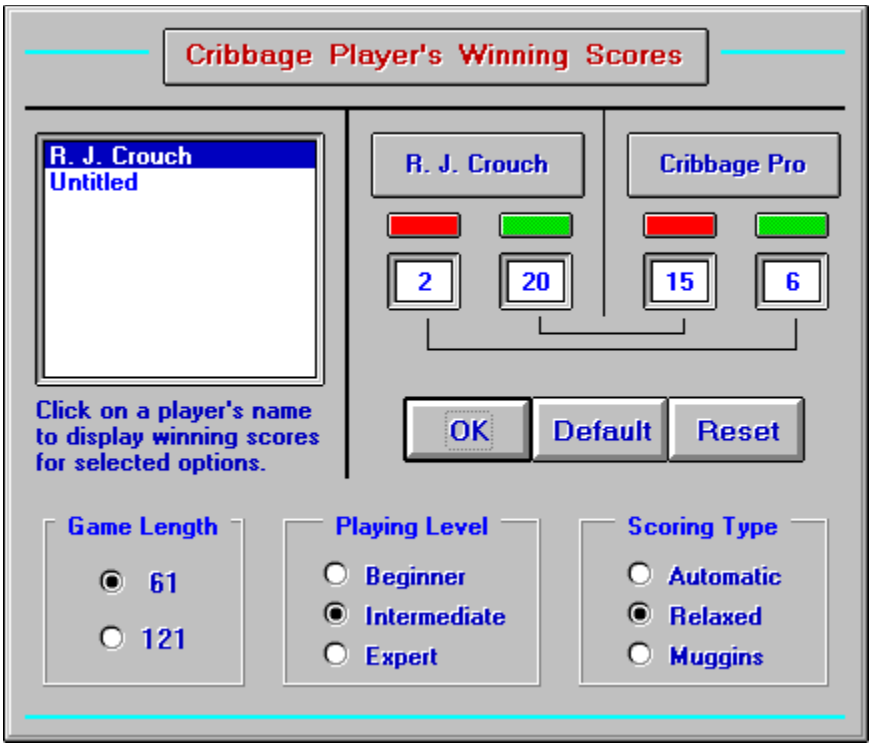
List Help

This area provides information on the function of each list button or required entry. It will change based upon which control the mouse pointer is on or the entry required.

Winning Scores

The Winning Scores Panel is made available by clicking "**File/Winning Scores**" from the Cribbage Pro **Menu Bar**.

Click the mouse pointer on the desired control to view information on its function.



Player's List

This area displays all names currently on the Player's List. Click on the desired name to display their scores for the selected game length.

Game Length

Click on the desired length to display the associated winning scores.

Ok

Clicking this button will **exit** you from the Winning Scores Panel.

Reset

Clicking this button will reset the winning score to **zero**. Only the scores of the current player may be changed. Confirmation is requested before any reset.

Default

Clicking this button will reset the **Game Length**, **Playing Level**, and **Scoring Type** to the values used in the current game. This allows you an opportunity to browse the various options and easily return to your current settings.

Playing Level

Click on the desired level to display the associated winning scores.

Scoring Type

Click on the desired scoring type to display the associated winning scores.

Play Panel

The play panel is situated in the center of the playing area and provides the necessary controls needed during game play.

Click the mouse pointer on the desired control to view information on its function.

Message Area

This area displays all information needed for your interaction with Cribbage Pro. These messages can be important and should be read carefully by new players.

Go

Click this button to issue a Go to Cribbage Pro.

Ok

Click this button to acknowledge a displayed message and continue play.

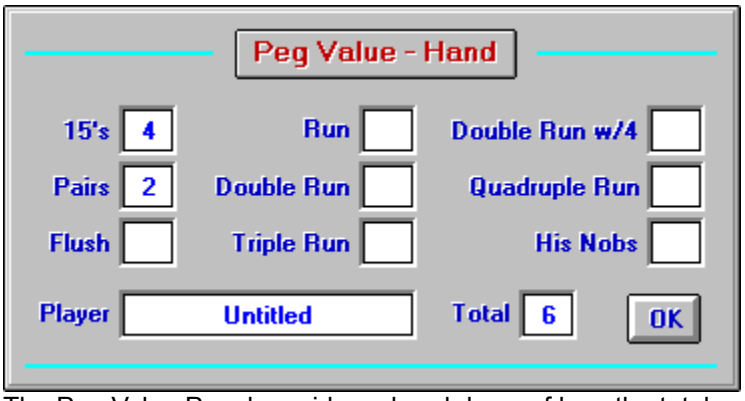
Done

Click this button upon completion of a play or when indicated by a message.

Play Count

The card value of each play is added to the previous play count and displayed here. The count will reset to zero after the completion of each series of play.

Peg Value Panel



The Peg Value Panel provides a breakdown of how the total points were derived for a hand or the crib. It is activated by clicking the "**?**" button at the far right of the Peg Button Panel. When done viewing, click the "**Ok**" button to exit and continue play.

See The Showing for information on these scoring types.

Uninstalling Cribbage Pro

Cribbage Pro has the ability to **un**install itself. If you decide not to keep Cribbage Pro after the evaluation period, then its removal is a simple task. There is no need to clutter your computer with unwanted software because you cannot determine which files to eliminate.

Cribbage Pro was designed with its user in mind. The default installation copies all files to a single directory for easy identification and removal. No files are placed in your \WINDOWS or \SYSTEM directories. There is no alteration of any system or INI files. This all adds up to an easy removal, with no leftover debris.

To start the uninstall utility, click the "Uninstall CP" icon button (the default installation adds this service as part of the Caribbage Pro program group). Follow the simple instruction and CP will be removed from your computer.

The following items are removed, assuming you did not change the default installation location.

Files: CRIBPRO.EXE, CRIBPRO.HLP, CRIBPRO.CFG, CRIBPRO.LST, REG-INFO.TXT, REG-FORM.TXT, UNCP.TXT, UNCP.ICO, INSTALL.LOG, VBRUN300.DLL, VBCARDS.DLL, THREED.VBX

Directory: C:\CRIBPRO

Program Group: Cribbage Pro (includes icons for "Cribbage Pro 1.4x" - "Cribbage Pro Help" - "Uninstall CP")

Please note that the uninstaller removes the entire "Program Group" to which Cribbage Pro was installed. If this group is not the default group (Cribbage Pro) and has additional programs icons not related to CP, then select "Skip" when prompted for the removal of the Program Group. You will need to remove each CP program icon individually from the group in which it was placed.

License/Warranty

License

This software is distributed as a Shareware product and is **not** presented free of charge. Shareware is an innovative marketing idea which allows you to try computer software before you buy. Non-registered users of Cribbage Pro are licensed only to use this product on a trial basis, not to exceed 30 days, for the purpose of evaluating whether or not Cribbage Pro meets their needs. Continued non-registered use of Cribbage Pro beyond this trial period by any person, business, corporation, governmental agency or other entity is strictly prohibited.

Please view the file REG-INFO.TXT for information on registering Cribbage Pro and your entitlements thereupon.

See REG-INFO.TXT

Warranty

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The Shareware Principle Works for You

Shareware is an innovative marketing ideal that allows you to try computer software before you buy. This affords you an opportunity to experience a program and decide whether or not it is worthy of purchasing a license for continued use.

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Acknowledgments

From the Author

No program is ever possible without some contribution from others. It is here that I wish to express my sincere gratitude and appreciation for these efforts. For without them, Cribbage Pro may not have materialized.

Richard R. Sands -- "The Grinning Jack Deck" - VBCARDS.DLL

When I decided to write Cribbage Pro, I knew the first thing needed was a good deck of cards. I got lucky; Mr. Sands released for public domain the deck you see in Cribbage Pro. I found this deck superb in appearance and a welcomed component to CP. Thank you, Richard Sands.

Will and Cindy Trant -- long time friends and fellow computerists

Every program developer has at least a couple of people whose efforts are evident in a programs evolution, and are seldom recognized for their contribution. Will and Cyndie are two such people. My wholehearted thanks for their diligent testing and moral support during the construction of Cribbage Pro.

Loree Mazoué -- editor, companion and confidant

Document writing is not a high point for most programmers and I am no exception. My typing is horrendous and even your best computer spell checkers make mistakes. So, to Loree I give my deepest appreciation. For, it is with her skills that I come off not looking so much like an idiot. Thank you dear for keeping me on the straight and level.

R. J. Crouch

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