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Game, Resume

Use the Game, Resume command to continue a game that was in progress at the end of the previous *Dynamic Gin* session. Selecting Game, Resume stops any game currently under way. This option is only enabled if there was an unfinished game when the previous session ended, and if that game hasn't already been resumed.

See also:

[Always resume](#)

Game, Statistics — Statistics Dialog Box

The Game, Statistics command opens the Statistics dialog box.

The Statistics dialog box displays summary information about the numbers of games won and the best game scores in different Gin Rummy variations for both you and the computer.

A checkbox is provided to reset statistics. If you check this box and select OK, ***Dynamic Gin*** sets the number of games won and the best game scores to zero. It then begins collecting new statistics.

Options, Variations — Variations Dialog Box

The Options, Variations command activates the Variations dialog box where you can select the variation of Gin Rummy to play and how many points are necessary to end a game.

Gin Rummy Variation

[Simple Gin](#)

[Standard Gin](#)

[Oklahoma Gin](#)

Play To

Dynamic Gin allows you to play Gin Rummy games to 100, 150, or 250 points. In traditional Gin Rummy, games are played until one of the players gets 100 points (or more). In [Standard Gin](#), it often takes eight or ten hands before either player can accumulate 100 points. In [Simple Gin](#), it may take only three or four hands, and in [Oklahoma Gin](#), somewhere between three and ten hands. If you prefer to play more hands in a game, you might want to play to 150 or 250 points — especially if you are playing Simple Gin.

Options, Difficulty — Set Difficulty Dialog Box

The Options, Difficulty command opens the Set Difficulty dialog box where you can choose the difficulty level at which the computer plays.

Difficulty Level

Difficulty levels 1, 2, and 3

Reset to default (initial)

Options, Cardback — Select Cardback Dialog Box

The Options, Cardback command opens the Select Cardback dialog box where you can choose which cardback you want to see.

Selecting a Cardback

You can choose from eight different cardbacks. Select the one you want by clicking on it with the mouse.

Use Different Cardback for Each Game

Check this box if you want to have *Dynamic Gin* randomly select a different cardback for each new game of Gin Rummy.

Options, Scenery — Select Backdrop Bitmap File

The Options, Scenery command activates the Select Backdrop Bitmap File dialog box where you can choose the bitmap image that appears in the background of **Dynamic Gin**. This command is not enabled if the Disable scenery option has been checked on the Configure Preferences dialog box that appears under Options, Preferences.

Dynamic Gin allows you to select a graphics image to display as a backdrop behind the cards. One 256-color bitmap image (SUNSET.BMP) and one 16-color bitmap image (COLLAGE.BMP) are included with **Dynamic Gin** in the base directory. You can display either of these. In addition, **CyberSym Technologies** has produced collections of backdrop scenery images. These are available on many online services and electronic bulletin boards (look for the files CSIMG16.EXE and CSIMG256.EXE). You can download or copy and use these collections free of charge (apart from connect charges). Alternatively, **CyberSym Technologies** can ship floppy disks containing these collections for a small media and shipping charge (see Purchasing Dynamic Gin). You can also display other bitmap images of your own creation or choosing.

The Select Backdrop Bitmap File dialog box is a standard Windows file open dialog box. You can select any file containing a bitmap image. Once you choose the OK button to close the dialog box, **Dynamic Gin** begins formatting your new image. Depending on the speed of your computer, this might take a minute or so.

There are a few things to be aware of if you use your own images. **Dynamic Gin** accepts only Windows bitmap (.BMP) files, and scales images to 576 x 384 pixel size. This means images with initial length to width ratios different from 3:2 will be distorted to varying degrees, and images with initial sizes very different from 576 x 384 will probably suffer some loss in resolution. If you have graphics software or photo CD software, you may be able to crop and/or scale images with different dimensions so they can be used by **Dynamic Gin**. You may also be able to convert other kinds of images to bitmap format for use by **Dynamic Gin**.

Dynamic Gin has been optimized for 256 color bitmap images. However, you can use anything from 2 color to 24-bit (true color) bitmap images. If you attempt to load an image with higher color resolution than your display supports, **Dynamic Gin** posts a warning message. Be aware also that higher resolution images require significantly greater loading time and use more hard disk space.

Options, Preferences — Configure Preferences Dialog Box

The Options, Preferences command opens the Configure Preferences dialog box where you can control a number of different *Dynamic Gin* features. These include placement of the toolbar, as well as startup preferences for resuming automatically or disabling scenery.

Startup

Always resume unfinished previous game

Disable scenery

Button Bar

Locations (Right, Left, Top, Bottom)

Hide button bar

Options, Activate Registration — Activate *Dynamic Gin* Registration Dialog Box

The Options, Activate Registration command opens the Activate *Dynamic Gin* Registration dialog box. Use this dialog box to enter the Registered User Name and User Authorization Code you receive after purchasing *Dynamic Gin*. Once you have activated your registration, the Activate Registration command disappears from the Options menu, and you no longer see a shareware evaluation notice when you start *Dynamic Gin*.

Registered User Name and User Authorization Code

Type the Registered User Name and User Authorization Code exactly as they appear on the notification you received after purchasing *Dynamic Gin*.

Choose OK to close the dialog box. If you encounter any warning messages, carefully re-type the Registered User Name and User Authorization Code. If you continue to experience problems or if you have lost your Registered User Name or User Authorization Code, please contact **CyberSym Technologies** by one of the following methods:

Internet:	smartsym@cybersym.com
CompuServe:	70621,3373
America Online:	CyberSym
Regular Mail:	P.O. Box 127, Providence, UT 84332 U.S.A.
Phone:	(801) 753-8384

Remember to keep a backup copy of DYNGNS.EXE as well as a hard copy of your Registered User Name and User Authorization Code in case you ever need to re-install *Dynamic Gin*.

See also:

[Purchasing Dynamic Gin](#)

Purchasing *Dynamic Gin*

The basic cost to purchase *Dynamic Gin* is \$12 U.S. When you purchase *Dynamic Gin*, **CyberSym Technologies** will send you a unique user authorization code. Your authorization code is valid for major version 1 of *Dynamic Gin* (any and all minor versions or revisions). Once you enter this code into *Dynamic Gin* (see Options, Activate Registration), you will no longer be bothered with the shareware evaluation notice each time you start *Dynamic Gin*.

Purchase of *Dynamic Gin* entitles you to a registered license for *Dynamic Gin*. (Click on [Dynamic Gin license](#) to see the *Dynamic Gin* license agreement.) Under the terms of this license, you can use either or both the 16-bit (Windows 3.1, NT, and 95) or 32-bit (Windows 95 only) editions of *Dynamic Gin*, and you can have copies of *Dynamic Gin* on more than one of your computers, as long as only one copy is run at any given time. The registered license also entitles you to download and use any minor version revisions of major version 1 of *Dynamic Gin*. You receive free technical support for as long as **CyberSym Technologies** continues to distribute *Dynamic Gin* (or a minimum of 90 days).

If you need floppy disks containing the program files for either the 16-bit or 32-bit editions of *Dynamic Gin*, we can provide those for an extra media charge. We can also send floppy disks with collections of additional backdrop scenery images (either 256-color or 16-color) for an extra media charge. Note that these image collections can be downloaded free (apart from any connect charges) from our Web site (<http://www.cybersym.com>) or from many on-line services and electronic bulletin boards (look for DGIMGA.ZIP and DGIMGB.ZIP).

If you have any problems with your order or if you have problems with *Dynamic Gin* please contact **CyberSym Technologies** at:

Internet:	smartsym@cybersym.com
CompuServe:	70621,3373
America Online:	CyberSym
Regular Mail:	P.O. Box 127, Providence, UT 84332 U.S.A.
Phone:	(801) 753-8384

We mail all user authorization codes within two business days of credit card orders, and within 5 to 7 days of receiving check orders. We ship disks at least once a week. You should receive your user authorization code within 30 days or your disks within 36 days. If not, contact us at one of the above addresses.

Dynamic Gin is produced by a member of the Association of Shareware Professionals (ASP). Click on [ASP Ombudsman](#) for a description of the ASP shareware Ombudsman policy.

Ordering Methods

Ordering by Check: Click on [check ordering](#). to find out how to order *Dynamic Gin* by check.

Credit Card Ordering by Phone, FAX, Electronic or Regular Mail: Click on [credit card ordering](#) to find out how to order *Dynamic Gin* using Visa, MasterCard, or Discover by phone, fax, CompuServe mail, America Online mail, Internet e-mail, or regular mail.

Ordering from our Internet Web Site: Visit our Web site at <http://www.cybersym.com>. You can order *Dynamic Gin* and related products by credit card. You can also download backdrop scenery image collections and the latest versions of *Dynamic Gin*.

Ordering through CompuServe's Software Registration Service: CompuServe allows you to register shareware and have the charge added to your CompuServe bill. To order by this method, Log onto CompuServe and enter GO SWREG. Search for *Dynamic Gin* by title. When you have found

Dynamic Gin, follow the instructions to register it. Regrettably, this service provides no mechanism for you to order program or image disks. If you need any of these disks, you'll have to order by one of the other methods (we sincerely regret the inconvenience!).

Site Licenses and Group Orders: If you wish to order multiple copies of ***Dynamic Gin*** as a club or organization, contact **CyberSym Technologies** at one of the addresses above to find out about group rates.

Ordering *Dynamic Gin* by Check

To purchase *Dynamic Gin* by check, print this form (or print the ASCII text file ORDER.TXT). After completing the form, send it with a check for the total payment to **CyberSym Technologies, P.O. Box 127, Providence, UT 84332**. Payments must be in U.S. dollars (either drawn on a U.S. bank or an international postal money order in U.S. dollars). If you are ordering multiple copies of *Dynamic Gin*, please fill in a separate form for each copy, providing the information for ordered items and services, Customer Name, Registered User Information, and Electronic Notification. Then on one additional form, fill in ALL the Customer Information and the total dollar amounts for different items and services and TOTAL PAYMENT.

Dynamic Gin Registration: \$ 12.00

Optional floppy disks containing the Dynamic Gin program files or collections of additional backdrop scenery images for use with Dynamic Gin:

16-bit program disk for Windows 3.1, NT, and 95 (\$3.00/disk) _____
32-bit program disk for Windows 95 only (\$3.00/disk) _____
Five 256-color backdrop scenery images (\$5.00/disk) _____
Five 16-color backdrop scenery images (\$5.00/disk) _____

Shipping outside USA, Mexico, or Canada (\$2.75/address) _____
Optional gift wrapping (\$3.50/address) _____
Optional express shipping (\$12.50/USA 48 states not AK or HI) _____

TOTAL PAYMENT \$ _____

Disk size if ordering disk(s): ___ 3.5 inch ___ 5.25 inch

Customer Information:

Customer Name: _____ Date: _____
Address: _____
City: _____ State/Province: _____
Postal Code: _____ Country: _____ Phone: (____) _____

Registered User (or gift ship to) Information: (if different from above)

Registered User Name: _____
Address: _____
City: _____ State/Province: _____
Postal Code: _____ Country: _____

Electronic Notification of User Authorization Code:

To speed up delivery of the user authorization code, we can send the code by CompuServe or America Online mail in addition to the usual regular mail. If you desire such electronic notification, please fill in the appropriate electronic mail address for the registered user below (not recommended for surprise gift orders):

CompuServe User ID: _____
America Online Screen Name: _____

Ordering *Dynamic Gin* by Credit Card

Dynamic Gin Registration: \$ 12.00

Optional floppy disks containing the Dynamic Gin program files or collections of additional backdrop scenery images for use with Dynamic Gin:

16-bit program disk for Windows 3.1, NT, and 95 (\$3.00/disk) _____

32-bit program disk for Windows 95 only (\$3.00/disk) _____

Five 256-color backdrop scenery images (\$5.00/disk) _____

Five 16-color backdrop scenery images (\$5.00/disk) _____

Shipping outside USA, Mexico, or Canada (\$2.75/address) _____

Optional gift wrapping (\$3.50/address) _____

Optional express shipping (\$12.50/USA 48 states NOT AK or HI) _____

TOTAL PAYMENT \$ _____

Disk size if ordering disk(s): 3.5 inch 5.25 inch

Customer Information:

Customer (Cardholder) Name: _____

Billing Address: _____

City: _____ State/Province: _____

Postal Code: _____ Country: _____ Phone: (____) _____

Credit Card: Visa Mastercard Discover

Card Number: _____ Expiration Date: _____

Authorized Signature: _____ Date: _____

Registered User (or gift ship to) Information: (if different from above)

Registered User Name: _____

Address: _____

City: _____ State/Province: _____

Postal Code: _____ Country: _____

Electronic Notification of User Authorization Code:

To speed up delivery of the user authorization code, we can send the code by CompuServe or America Online mail in addition to the usual regular mail. If you desire such electronic notification, please fill in the appropriate electronic mail address for the registered user below (not recommended for surprise gift orders):

CompuServe User ID: _____

America Online Screen Name: _____

You can order *Dynamic Gin* by phone, fax, CompuServe mail, America Online mail, Internet e-mail, or regular mail, using MasterCard, Visa, or Discover.

For phone orders, dial **CyberSym Technologies** at **(801) 753-8384** from 9 AM to 6 PM Mountain Time, Monday thru Friday. Be prepared to provide the information requested on the above form.

For all other orders, print or copy and complete the above order form (or the ASCII text file ORDER.TXT). If you are ordering multiple copies of **Dynamic Gin**, please fill in a separate form for each copy, providing the information for ordered items and services, Customer Name, Registered User Information, and Electronic Notification. Then on one additional form, fill in ALL the Customer Information and the total dollar amounts for different items and services and TOTAL PAYMENT.

Send fax orders to **CyberSym Technologies** at **(801) 753-8384** any time — 24 hours a day, seven days a week.

Send CompuServe Mail orders to **CyberSym Technologies** at **70621,3373**.

Send America Online Mail orders to **CyberSym Technologies** at **CyberSym**.

Send Internet e-mail orders to **smartsym@cybersym.com**. (Note, although we will accept credit card orders by Internet e-mail, we do not at this time recommend this method of ordering for security reasons.)

Send orders by regular mail to **CyberSym Technologies, Box 127, Providence, UT 84332, USA**.

***Dynamic Gin* License Agreement**

By using ***Dynamic Gin***, you agree to the following license agreement terms.

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In addition, the accompanying VENDINFO data file (VENDINFO.DIZ in the installation package or DYNGIN.DIZ or DYNGIN32.DIZ in the directory where ***Dynamic Gin*** is installed) is hereby incorporated by reference. Any distribution satisfying all the distribution requirements expressed in that data record is hereby authorized.

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ASP Ombudsman Policy

Dynamic Gin is produced by a member of the Association of Shareware Professionals (ASP). ASP wants to make sure that the shareware principle works for you. If you are unable to resolve a shareware-related problem with an ASP member by contacting the member directly, ASP may be able to help. The ASP Ombudsman can help you resolve a dispute or problem with an ASP member, but does not provide technical support for members' products. Please write to the ASP Ombudsman at 545 Grover Road, Muskegon, MI 49442-9427 USA, FAX 616-788-2765 or send a CompuServe message via CompuServe Mail to ASP Ombudsman 70007,3536.

Gin Rummy Variations

Dynamic Gin allows you to play any of three different variations of Gin Rummy.

Simple Gin

Simple Gin is the version of Gin Rummy many people learn to play as children. In this variation, a player can only make a final discard (knock) in a hand when he/she will have gin. (In other words, the maximum knock score is zero.) Because the winning player always has gin, there is no undercutting, and the loser cannot lay off any unmatched cards on the winner's cards.

Standard Gin

Standard Gin is the traditional knock version of Gin Rummy. The maximum knock score in a hand of Standard Gin is 10, meaning that any player can knock (end the hand) whenever his/her total card value of unmatched cards (after knocking) will be 10 or less. Unless the player who knocks has gin, the opponent can lay off any unmatched cards on the hand of the player who knocks and may be able to undercut.

Oklahoma Gin

Oklahoma Gin is similar to Standard Gin except that the maximum knock score is established at the start of each hand by the card value of the first upcard. This provides considerable variety to a game since different strategies are needed for winning hands with different maximum knock scores.

Button Bar Appearance

Location

Using the Configure Preferences dialog ([Options, Preferences](#) command), you can position the button bar at the right, left, top, or bottom of the *Dynamic Gin* playing space.

Hide Button Bar

You can eliminate the button bar completely by checking the Hide Button Bar box. Most players find the buttons convenient for play. However, if you need more space on your desktop, you can gain a little by hiding the button bar.

See also:

[Mouse Speed Menu](#)

Always Resume

When you close ***Dynamic Gin***, the state of any game in progress is saved. You can choose to automatically resume the previous game each time you start ***Dynamic Gin***. To do this, check the Always Resume Unfinished Previous Game box under Startup in the Configure Preferences dialog box ([Options, Preferences](#)).

Disable Scenery

In rare cases, you may wish to disable the display of bitmap images in the background of *Dynamic Gin*. To do so, check the Disable Scenery box under Startup in the Configure Preferences dialog box ([Options, Preferences](#)). This option doesn't take effect until the next time you start *Dynamic Gin*.

You might need or want to disable scenery if your computer has a shortage of RAM or system resources — especially if you routinely get an error message at startup about insufficient memory to load the backdrop image.

Dynamic Gin Player Configurations

Dynamic Gin allows you to set up different configurations for different players. Each player can then arrange the **Dynamic Gin** user interface as they desire. They can resume their own previously unfinished games, and they can play whatever **Dynamic Gin** variation and difficulty level they prefer. Each configuration has a separate subdirectory with the name of the player. Commands on the Options menu allow you to create, remove or switch player configurations.

Whenever you start **Dynamic Gin**, you initially see a splash dialog that lists the available player configurations (if there are configurations other than the default configuration). Simply select the configuration you want, and **Dynamic Gin** will finish loading.

See also:

[Creating Player Configurations](#)

[Removing Player Configurations](#)

[Switching Player Configurations](#)

Options, Create Player Configuration(s) — Create Player Configuration(s) Dialog Box

The Create Player Configuration(s) command on the Options menu opens the Create Player Configuration(s) dialog box. This dialog box allows you to add new player configurations for as many different *Dynamic Gin* users as you want (up to a maximum of 24).

Adding a Configuration

To add a new configuration, type a name for the player (eight characters or less) in the Name to Add box. Make sure the name is not identical to any of the names shown in the Names Already Used list. Press the Add button when you have finished typing the name. The new configuration will appear in the Names Already Used list on the right.

Each configuration requires some extra hard disk space. The space needed ranges from about 60,000 bytes to as much as 600,000 bytes on some computers with high color displays. For a typical computer with a 256 color display, each configuration requires about 290,000 bytes. When you add a new configuration, several files are copied. If there is any problem copying these files, you may receive a warning message at the time you add the configuration.

When you are finished adding configurations, choose the Close button to leave the Create Player Configuration(s) dialog box. After you do this, a Select Player list box appears, giving you the opportunity to select a new configuration to use. Simply select the configuration you want.

See also:

[Removing Player Configurations](#)

[Switching Player Configurations](#)

Options, Remove Player Configuration(s) — Remove Player Configuration(s) Dialog Box

The Remove Player Configuration(s) command on the Options menu opens a dialog box where you can remove player configurations for players who are no longer using *Dynamic Gin*. You can gain some hard disk space by doing this.

Removing Configurations

The dialog box shows a list of existing player configurations. In the list, select the configuration you want to remove by clicking on the name with the mouse. If you want to select more than one configuration, press the Ctrl key while clicking with the mouse on additional names. If you inadvertently select a name you don't want to remove, you can unselect it by clicking on it a second time with the Ctrl key depressed. When you have selected all configurations you want to remove, choose OK. If you decide you don't want to remove configurations, choose Cancel.

After you choose OK, you could get a warning message if a configuration you selected for removal has a directory with a subdirectory(s). If you wish to remove the directory, you will need to do so manually after moving or deleting its subdirectories.

You also receive a warning message if you selected the current configuration for removal. The warning message requires you to select Yes or No to proceed (or not proceed) with removal of the current configuration. If you do elect to remove the current configuration, a Select Player list box appears, giving you the opportunity to select a new configuration to use. Simply select the configuration you want.

See also:

[Creating Player Configurations](#)

[Switching Player Configurations](#)

Options, Switch Player Configuration — Switch Player List Box

The Switch Player list box appears when you select the Switch Player Configuration command from the Options menu. This list box allows you to select a different player configuration to use in *Dynamic Gin*.

When you select a different configuration, the existing configuration is saved before the new configuration is loaded. Under rare circumstances, you could receive a warning message if there is a problem during saving of the existing configuration or loading of the new configuration.

See also:

[Creating Player Configurations](#)

[Removing Player Configurations](#)

Mouse Speed Menu

You can execute commands from the mouse speed menu, as well as from the main menu or button bar. The speed menu appears when you press the secondary (usually right) mouse button while the mouse cursor is over the ***Dynamic Gin*** play area. This menu offers commands for:

<u>Next Hand</u>	Deal the next Gin Rummy hand
<u>Pass</u>	Reject first discard and allow opponent to play
<u>New Game</u>	Start a new game of Gin Rummy
<u>Score</u>	View score for the current game

Status Bar

The *Dynamic Gin* status bar looks like:



Play Status

This part of the status bar displays information about the current state of play. It indicates whose turn it is and what play options are available.

Selection

The selection space records information about the last card selected by either player. If a player selects a card from the stock, then the word "stock" appears. If a player selects a card from the discard pile, then an abbreviated description of the card (e.g. QC for queen of clubs or 5S for five of spades) appears.

Maximum Knock Score

The maximum knock score for the hand in progress appears here.

Menu Description

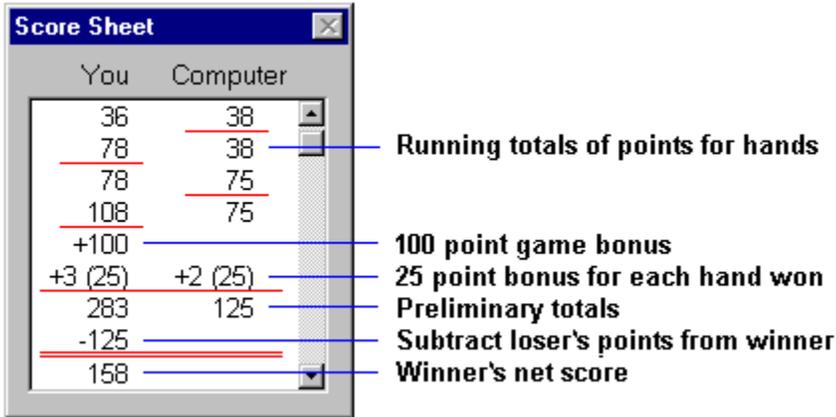
In addition to the above information, the status bar displays context-dependent information about menu and button commands. Any time you pass the mouse cursor over a menu command or a button on the button bar, the status bar displays a description of the command.

See also

[Glossary of Gin Rummy Terms](#)

Score Sheet

The score sheet appears automatically at the end of each hand. You can also open the score sheet window at any time with the command Game, Score. A typical example of a **Dynamic Gin** score sheet is shown below:



You	Computer
36	38
<u>78</u>	<u>38</u>
78	<u>75</u>
<u>108</u>	75
+100	
<u>+3 (25)</u>	<u>+2 (25)</u>
283	125
<u>-125</u>	
158	

Running totals of points for hands

100 point game bonus

25 point bonus for each hand won

Preliminary totals

Subtract loser's points from winner

Winner's net score

While a game is under way, **Dynamic Gin** keeps a running total of points for each player. Each time a player wins a hand, their score is underlined in red. There is a 100 point bonus for being first to get enough points to finish the game. If the opponent didn't win any hands, the winner's entire score (hand total plus game bonus) is doubled (not shown in the example above). Then each player gets 25 additional points (a line bonus) for each hand won. At this stage, preliminary totals are calculated. The loser's preliminary total is subtracted from the winner's to give the winner's net score.

To make the score sheet disappear, click with the mouse anywhere in the **Dynamic Gin** play area.

See also

[Scoring a Hand](#)

Play, Next Hand

The Play, Next Hand command deals another hand. This option is only enabled when the previous hand is completed and the current game is not over.

Play, Pass

Use the Play, Pass command to turn play over to the computer if you do not wish to take the first upcard. This option is only available when neither you nor the computer has selected the initial upcard from the discard pile at the start of a hand.

See also:

[Card Layout](#)

[Order of Play](#)

[Glossary of Gin Rummy Terms](#)

Game, Exit

The Game, Exit command closes *Dynamic Gin*.

Game, New

The Game, New command starts a new Gin Rummy game and resets the scores on the score sheet to zero. Any points from previous hands are lost.

Game, Score

Selecting Game, Score displays the score sheet for the current game of Gin Rummy. Click with the mouse anywhere in the ***Dynamic Gin*** play area to make the score sheet disappear again.

Help, Contents

The Help, Contents command displays the table of contents for this ***Dynamic Gin*** on-line help. If you need general assistance using online help in Windows, select the [Help, Using Help](#) command.

Help, Using Help

The Help, Using Help command displays a help file with general instructions for using online help in Windows.

Help, About

The Help, About command displays general information about the *Dynamic Gin* application.

Difficulty Levels and Learning

In most computer games, the computer always plays in exactly the same way for any given set of conditions. The level of play may be very advanced, but the play itself still tends to be predictable and boring. Unlike other computer games, **Dynamic Gin** plays much more like a human opponent. It uses a method of play that incorporates learning. This has three results. **Dynamic Gin** never plays in exactly the same way twice. It adapts to the style and strategy used by its human opponent. And over time **Dynamic Gin** becomes better at Gin Rummy.

Difficulty Levels 1, 2, and 3

Difficulty levels 1, 2, and 3 can be selected in the Configure Preferences dialog box ([Options, Preferences](#)). When **Dynamic Gin** is first installed, these difficulty levels correspond to beginner, intermediate, and advanced. Over time as **Dynamic Gin** learns and adapts, these levels may no longer be exactly beginner, intermediate, and advanced.

Reset to Default

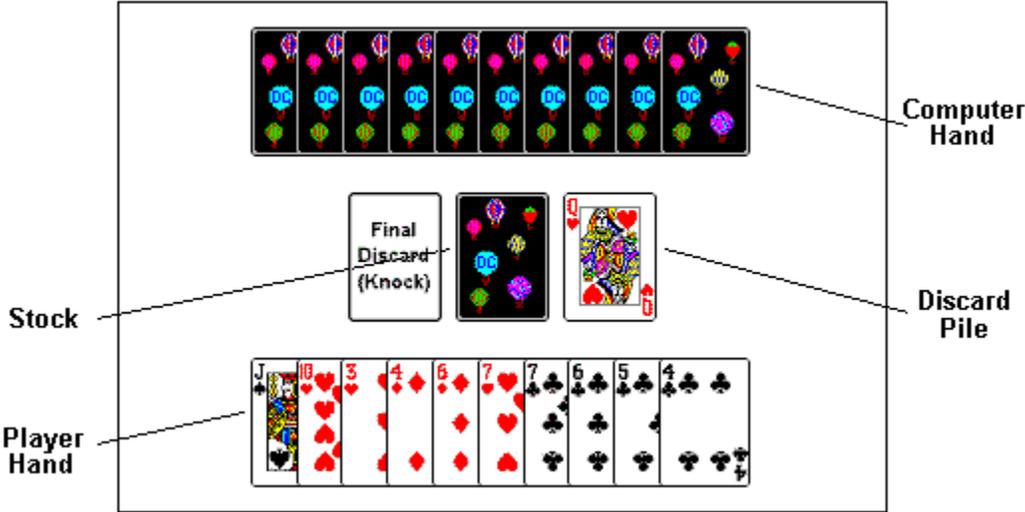
You can restore any selected difficulty level to its initially installed default by checking the Reset to default box in the Configure Preferences dialog box ([Options, Preferences](#)). This destroys any learning or adaptation that has occurred for that particular difficulty level since it was last reset or installed.

Exiting

To exit the application, choose Game, Exit from the main menu.

Card Layout

Dynamic Gin organizes cards in a Gin Rummy game as shown below:



Selecting and Moving Cards

You use the mouse to select and move cards when drawing a new card, when discarding, when knocking, and when organizing your hand. To select a card, position the mouse pointer over the card, then press down and hold with the mouse primary button (left button on most computers). Once a card is selected, you can move it by dragging the mouse cursor while holding down the mouse button. When the card is positioned where you want, let go of the mouse button to release the card.

At any given time ***Dynamic Gin*** only allows you to move certain cards.

Organizing Your Hand

To organize the cards in your hand, simply use the mouse to select and move cards around to the positions you desire.

You can organize the cards in your hand almost anytime except when a hand is over.

See also:

[Selecting and Moving Cards](#)

Discarding

When it's your turn to discard a card, use the mouse to move your intended discard and release it over the discard pile in the center. You do not have to release it exactly over the discard pile, but if you release it too far from the center of the discard pile, it may return to your hand. If so, simply move it to the discard pile again.

Final discards are made to the Final Discard (Knock) rectangle instead of the discard pile as discussed under knocking.

See also:

[Selecting and Moving Cards](#)

[Card Layout](#)

[Order of Play](#)

[Glossary of Gin Rummy Terms](#)

Passing

To pass, select the Play, Pass command from the main menu, the button bar, or the mouse speed menu. This option is only enabled at the start of a hand, when neither player has selected the first upcard.

See also:

Order of Play

Glossary of Gin Rummy Terms

Knocking

The procedure of knocking (ending a hand) is very much like discarding, except that you move your discard to the final discard (knock) rectangle at the left of the stock. Make sure your total card value of unmatched cards is less than the maximum knock score.

As soon as you complete your final discard, the computer's hand cards are turned face up, and a message box appears telling the outcome of the hand. When you close this message box, the score sheet appears.

If by some chance you make an illegal knock (illegal final discard), a warning appears, your discard is moved to the discard pile, and normal play resumes.

See also:

[Selecting and Moving Cards](#)

[Card Layout](#)

[Order of Play](#)

[Glossary of Gin Rummy Terms](#)

Starting a New Hand or Game

You can start a new game at any time by choosing the Game, New command from the main menu, the button bar, or the mouse speed menu. Any game in progress ends immediately.

Use the Play, Next Hand command from the main menu, the button bar, or the mouse speed menu to start a new hand. This command is only available when the previous hand in a game is over and the game is not finished.

Object of the Game

Gin Rummy games are made up of a number of hands. In a hand, the goal is to form matched sets of cards by drawing and discarding cards. You want to reduce the total card value of unmatched cards in your hand before your opponent can, and (usually) you want to go out first in the hand. In order to go out (knock) successfully, the total card value of unmatched cards in your hand must be equal to or less than the maximum knock score, which depends on the Gin Rummy variation you are playing.

When a hand is over, you win points if you have a lower total card value of unmatched cards in your hand than your opponent. The number of points you win is the difference in total card value between your opponent's unmatched cards and your own unmatched cards. You get an additional 25 points if you go out (knock) first and have gin, or if your opponent goes out (knocks) first and you undercut.

Gin Rummy games are usually played to 100 points (optionally 150 or 250 in ***Dynamic Gin***). The first player who reaches or exceeds this number ends the game and receives a 100 point bonus. Several other corrections are made to the final points when a game is over, including the addition of 25 points for each hand won by a player (see score sheet for a more complete discussion of game scoring). The object of the game is to win more final points than your opponent. The player who ends the game first usually wins — but not always!

See also:

[Order of Play](#)

[Glossary of Gin Rummy Terms](#)

[The Deal](#)

[Scoring a Hand](#)

[Knocking](#)

The Deal

At the start of a hand, 10 cards are dealt to each player. The next card in the deck is then turned face up to form the first upcard of the discard pile. The remainder of the deck (face down) forms the stock.

See also:

[Card Layout](#)

[Glossary of Gin Rummy Terms](#)

Order of Play

Start of a Hand

The loser from the previous hand goes first. (If there was no previous hand, the first player is selected by chance.) He/she must select the upcard or must pass. If the first player passes, then the opponent may select the upcard or pass. If both players pass, the original first player must take the top card from the stock. Once one of the players has taken a card, normal play proceeds with a discard as explained below.

Normal Play

When it is a player's turn, the player can select the upcard or an unknown card from the top of the stock. To complete the turn the player must discard a card. If the player originally selected the upcard, then the discarded card must be different. Play then proceeds to the other player.

End of a Hand

When it is time to discard, a player can "knock" to end the hand. In order for the knock to be legal, the total card value of the player's unmatched cards (without the intended discard) must be equal to or less than the maximum knock score for that particular Gin Rummy variation. A player does not have to knock. It is sometimes good strategy to continue playing.

As soon as one of the players knocks, each player's hand is scored. The player with the lowest total card value of unmatched cards wins the hand. If a player makes an illegal knock, a warning message appears, the discard is transferred to the regular discard pile, and normal play proceeds.

A hand also ends when only two cards remain on the stock and neither player has knocked. In this case the hand ends in a tie and no points are scored.

See also:

[The Deal](#)

[Scoring a Hand](#)

[Card Layout](#)

[Passing](#)

[Discarding](#)

[Knocking](#)

[Glossary of Gin Rummy Terms](#)

Scoring a Hand

The first step in scoring a hand is to determine the total card value count of all unmatched cards for the player that knocked. Assuming the player did not make an illegal knock, the scoring continues as follows:

If the player that knocked has gin, then he/she receives 25 points for gin plus the total card value count of unmatched cards in the hand of the opponent.

If the player who knocked does not have gin, then the opponent can lay off unmatched cards on the matched sets in the hand of the player that knocked. Next the total card value count of remaining unmatched cards is determined for the opponent. At this point there are two possibilities:

If the opponent's total unmatched card value count is less than the count for the player who knocked, the opponent wins 25 points for undercutting plus the difference between the unmatched card value count for the player that knocked and the opponent's own count.

If there is no undercut, then the player who knocks simply wins the unmatched card value count for the opponent minus his/her own count.

See also:

[Score Sheet](#)

[Knocking](#)

[Glossary of Gin Rummy Terms](#)

Glossary of Gin Rummy Terms

Card Value — The point value of a card in Gin Rummy. Face cards have a value of 10. Aces have a value of one. The value of any other card is its face value. Cards always have a value of zero in a matched set.

Discard — The card moved from a player's hand to the discard pile (or final discard rectangle) at the end of the player's turn. Also, the process of transferring a card to the discard pile.

Discard Pile — The face up pile of cards to which players discard a card at the end of their turn.

Face Value — The printed value or rank of a card.

Gin — A hand in which (after knocking) all the cards are part of matched sets. There is a 25 point bonus for getting gin.

Illegal Knock — A knock is illegal if the player has a higher total card value of unmatched cards than the maximum knock score.

Knock — The Gin Rummy term for ending a hand by making a final discard. In order for a player to make a legal knock, the total card value of unmatched cards in his/her hand (after knocking) must be equal to or less than the maximum knock score.

Laying Off — When an opponent knocks and doesn't have gin, a player can sometimes get rid of unmatched cards by adding them to existing matched sets in the hand of the opponent. This process is called laying off.

Matched Set — A matched set is three or four cards with the same face value and different suits, or three or more cards in sequence in the same suit. Cards are ranked ace low, king high. In most variations of Gin Rummy, sequences are not allowed to wrap from ace to king (e.g. king, ace, two is not a valid sequence). A card can not be used in more than one matched set.

Maximum Knock Score — The highest total card value of unmatched cards that a player can have and still make a legal knock. The maximum knock score depends on the Gin Rummy variation.

Oklahoma Gin — A particular variation of Gin Rummy in which a player can knock (make a final discard) if his/her hand after knocking will have a total unmatched card value equal to or less than the card value of the first upcard for the hand. (I.e. the maximum knock score is the card value of the first upcard in the hand.)

Pass — At the start of a hand, if the player who goes first does not want to take the upcard, he/she must yield the turn (pass) to the opponent. If the opponent also does not want to take the upcard, he/she must pass too. The first player must then take the top card from the stock. The purpose of this rule is to ensure that each player has a chance to take the initial upcard before it may get permanently buried in the discard pile for that hand.

Simple Gin — A particular variation of Gin Rummy in which a player can only make a final discard (knock) if his/her hand will have gin (all 10 cards in matched sets) after knocking.

Standard Gin — A particular variation of Gin Rummy in which a player can knock (make a final discard) if his/her hand will have a total unmatched card value of 10 or less after knocking. (I.e. the maximum knock score is 10.)

Stock — The face down pile of cards made from the unused remainder of the deck after a Gin Rummy

hand is dealt.

Undercut — A situation at the end of a hand where the opponent has a lower total card value of unmatched cards than the player who knocked. The opponent is said to undercut the player who knocked. There is a 25 point bonus for undercutting.

Unmatched — An unmatched card is any card that is not part of a set of three or four cards with the same face value and different suits, or three or more cards in sequence in the same suit. Cards are ranked ace low, king high. In most variations of Gin Rummy, sequences are not allowed to wrap from ace to king (e.g. king, ace, two is not a valid sequence).

Upcard — The top card on the discard pile.

Upcard

The top card on the discard pile.

Stock

The face down pile of cards made from the unused remainder of the deck after a Gin Rummy hand is dealt.

Discard Pile

The face up pile of cards to which players discard a card at the end of their turn.

Discard

The card moved from a player's hand to the discard pile (or final discard rectangle) at the end of the player's turn. Also, the process of transferring a card to the discard pile.

Card Value

The point value of a card in Gin Rummy. Face cards have a value of 10. Aces have a value of one. The value of any other card is its face value. Cards always have a value of zero in a matched set.

Face Value

The printed value or rank of a card.

Matched Set

A matched set is three or four cards with the same face value and different suits, or three or more cards in sequence in the same suit. Cards are ranked ace low, king high. In most variations of Gin Rummy, sequences are not allowed to wrap from ace to king (e.g. king, ace, two is not a valid sequence). A card can not be used in more than one matched set.

Unmatched

An unmatched card is any card that is not part of a set of three or four cards with the same face value and different suits, or three or more cards in sequence in the same suit. Cards are ranked ace low, king high. In most variations of Gin Rummy, sequences are not allowed to wrap from ace to king (e.g. king, ace, two is not a valid sequence).

Maximum Knock Score

The highest total card value of unmatched cards that a player can have and still make a legal knock. The maximum knock score depends on the Gin Rummy Variation.

Illegal Knock

A knock is illegal if the player has a higher total card value of unmatched cards than the maximum knock score.

Gin

A hand in which (after knocking) all the cards are part of matched sets. There is a 25 point bonus for getting gin.

Pass

At the start of a hand, if the player who goes first does not want to take the upcard, he/she must yield the turn (pass) to the opponent. If the opponent also does not want to take the upcard, he/she must pass too. The first player must then take the top card from the stock. The purpose of this rule is to ensure that each player has a chance to take the initial upcard before it may get permanently buried in the discard pile for that hand.

Knock

The Gin Rummy term for ending a hand by making a final discard. In order for a player to make a legal knock, the total card value of unmatched cards in his/her hand (after knocking) must be equal to or less than the maximum knock score.

Undercut

A situation where the opponent has a lower total card value of unmatched cards than the player who knocked. The opponent is said to undercut the player who knocked. There is a 25 point bonus for undercutting.

Laying Off

When an opponent knocks and doesn't have gin, a player can sometimes get rid of unmatched cards by adding them to existing matched sets in the hand of the opponent. This process is called laying off.

