

Excellent Card Games 2

Welcome to Excellent Card Games 2 for Windows



[General Instructions](#)

[System Requirements](#)

[Preferences](#)

[Styles](#)

[Cheating](#)

[Registering](#)

[Shareware](#)

The Games

[Cribbage](#)

[Sir Tommy](#)

[Quads](#)

[Rapid](#)

[Betrothal](#)

Contacts

[Tower Software](#)

[Ordering](#)

General Instructions

Excellent Card Games has been carefully designed to be as easy to use as possible. The next few paragraphs provide a clear description of how to use the mouse, pick up cards etc, and also some of the more subtle features which you may not have noticed.

Picking Up Cards

Picking up a card, or a sequence of cards, is simply a matter of positioning the mouse pointer over the card, and clicking on the left mouse button. If the pointer is directly over the card, the program will try to add that card to a foundation. If you want to pick the card up, make sure you position the pointer slightly above or below it. To pick up partial sequence, the pointer must be directly above the first card you want to pick up. Once you have picked the cards up, keep the left mouse button down whilst you move them, and then release the button when you have reached the place you want to drop them.

Foundations

Most of the solitaire games have four foundations, one for each suit, on which all the cards have to be built to win the game. Some of the games differ, but most have to be built up strictly on the order Ace, 2, 3 .. Queen, King in each suit. Once placed on a foundation, a card cannot be removed.

Revealing Cards

If you want to see a card which is partly obscured by another, position the mouse pointer over it and hold down the right mouse button. The card will temporarily be displayed. This only applies to cards that are already face-up. You wouldn't want to cheat now would you!

System Requirements

Excellent Card Games should be compatible with just about any configuration of Windows, including Windows 3.1, Windows 3.11 and Windows '95.

Low Memory

If you have restricted amounts of memory, Excellent Card Games can be configured to use as little RAM as possible. To do this, go to the Preferences...Games menu and turn off the wallpaper, and select outline dragging for picking up cards.

Speed

To alter the speed at which Excellent Card Games runs, alter the speed gauge setting in the Preferences...Games menu

Preferences

Excellent Card Games contains a range of preferences and options that allow you to configure and customise the games to your own liking.

[Game Preferences](#)

[Create Player](#)

Game Preferences

Select the Preferences...Games to bring up the main game preferences dialog.



A series of options can be selected:

Welcome

- None
no welcome dialog is given, but the current player's scores will be reloaded
- Current Player
the current player will be automatically loaded, and welcomed back
- Choose Player
a player can be chosen from disk

Moving Cards

- Display All Cards
all cards being carried will be drawn
- Display Top Card
only the top card that is being carried will be drawn
- Outline Dragging
draws only the outline of each card. Useful for slower computers.

Options

- Cycle Through Cards
automatically changes the card back design at the end of each game
- Return Card On Error
If a card can't be dropped it will be returned to its original position
- Animation
turn animation off for quicker dealing

- Sound Effects
either on or off
- Wallpaper
if wallpaper is not selected, a background colour will be displayed. When you choose a wallpaper bitmap file wallpaper will be automatically enabled.
- Handle Cards By Centre
when this option is selected, cards that are picked up will be centred on the mouse pointer.

Speed

Move the speed gauge to alter the overall speed of the game. This changes the rate at which cards are dealt and the length of any delays used for graphics or sound effects.

Wallpaper

Wallpaper style can be either tiled, centred, stretched or auto-formatted. A tiled image is one that is repeated many times across the screen. This uses far more memory than a full screen or stretched image. A centred image is displayed in the centre of the screen, surrounded by the current background colour. A stretched image will enlarge (or reduce) an image of any size so that it fills the entire screen. Select auto-formatting to have the computer automatically select an option that it feels best suits each image.

Most of the time auto-formatted wallpaper should work fine.

Click on the Wallpaper... icon to select a new wallpaper bitmap file. These can be GIF, BMP, JPG or PCX files.

Click on the Background... icon to choose a new background colour.

Choosing Card Backs

To choose a new card back design, simply click on one of the 12 card images in the bottom left of the preferences dialog. If you have selected the Cycle Through Cards option this design will change after every game.

Create Player

Choose the Preferences...Create Player option to create a new player score file. Simply type in the name of the new player.

Styles

Style sheets allow you to easily use a range of pre-designed graphics for backgrounds and cards. New styles can easily designed. Graphics can be loaded in any popular format: BMP, GIF, JPG or PCX.

Each style sheet contains a new set of cards, card backs, and wallpaper. A range of styles are available, with the number constantly expanding. Many are freely available from our Internet site at <http://www.u-net.com/tower/>.

Cheating

The Replay Game menu allows you to replay the current game, dealing out exactly the same cards again. Useful if you've just misplayed one or two cards!

Why Register?

You are playing the shareware version of Excellent Card Games. You are welcome to evaluate this version for up to 30 days, but after that you must purchase (register) the full game if you wish to continue playing.

The benefits of registering

- No more license statements or reminders
- Use any JPG GIF or PCX graphics file as wallpaper
- Unlimited technical support
- Use different card sets and styles

Many card sets are available free of charge from our internet site at <http://www.u-net.com/tower/>. These can only be used with the registered game.

Shareware

Excellent Card Games is shareware. That means you can try it out for up to 30 days, but if you want to keep playing after that, you must purchase the full game.

Advantages of ordering



Order the full version and you'll never be bothered by reminders or license statements again.

You'll be able to load new card styles and wallpaper in any of the popular graphics formats: JPG GIF BMP or PCX.

A range of card graphics are available from our internet site at www.u-net.com/tower/. These can only be used in the full game.

[Ordering](#)

Ordering



To order in the U.K., call or fax 0191 285 5748, or print out the order form in the game and send us your cheque or postal order. Excellent Card Games 2 costs £14.99 inclusive of post and packing.

Ordering in the U.S.

To order Excellent Card Games 2 in the U.S. call NorthStar Solutions toll free on 1-800-699-6395 or fax to 1-803-699-5465. From outside the U.S. call 1-803-699-6395. The game costs \$24.95 inclusive of shipping and handling.

NorthStar accept VISA and MasterCard, or you can pay by check or money order sent to NorthStar Solutions, P.O. Box 25262, Columbia SC 29224.

NorthStar do NOT provide technical support.

Ordering on the World Wide Web

Just point your browser to our internet site at <http://www.u-net.com/tower/> and fill in the order form. You will receive notification of your order by email within 1 working day.

Ordering on CompuServe

This game can be ordered through CompuServe using the SWREG service. Simple type GO SWREG and enter the I.D. number 7975. You will receive notice of your order within 1 working day. Cost is \$24.95 inclusive of shipping and handling.

Cribbage

Cribbage is the definitive English card game, invented in the early 17th Century by Sir John Suckling, and described in the Compleat Gamester, published in 1674.

The game begins with each player being dealt six cards. From those six each player must discard two into the "crib". Each player then plays one card at a time into the centre of the table, scoring points for sequences of cards, pairs and other combinations. Once both players have played all their cards, they are gathered back up and each player totals the points they have in their own hand.

Finally, the player who "owns" the crib totals up the points contained in those four cards. Ownership alternates between the players.

The first stage of the game is to choose two discards by double clicking on two cards. They will be moved into the centre of the screen. The computer will choose his discards too. These cards will then be moved to one side until later. The top card of the deck will then be turned over. If this is a Jack, the player who owns the crib scores an extra two points.

Scoring During Play

Play now begins with each player playing one card alternately. Points are scored for forming combinations of cards. The sum total of the cards played is recorded, and the player who brings the total to 15 or 31 scores 2 points. Aces count as 1, and Jacks, Queens and Kings count 10 each.

The sum total never exceeds 31. If the total reaches 31 the total will be reset to zero and a new set of cards begins. If the total is lower than 31, but neither player can play, the last to play receives 1 point.

Other combinations that score points during play are:

Sequences - a sequence of three or more consecutive cards scores one point per card. So 2,3,4 scores three points. 5,6,7,8 would score four points. A sequence can be played in any order, so 2,4,3 still scores three points.

Pairs, threes and fours - a pair scores two points. Three of a kind make a pair royal and scores six points. Four of a kind makes double pair royal and scores 12!

Scoring After Play

After the main cards have been played each player totals up the points contained in their hands and adds this to their score.

Unlike during play, the order of the cards is not important, and each different combination of cards can count towards a score. The face-up card from the deck (the starter) is added to the hand for scoring this round only.

So, 2,3,3,4 with Queen starter counts as two separate runs of 2,3,4 for three points each, as well as two separate 15s (adding 2,3,Queen), for two points each, and a pair of threes for a final two points. Total score is 12 points.

There are two extra scores that do not count during play:

A flush scores five points if all five cards are of the same suit. This is quite rare.

You also score a single point if you have a Jack the same suit as the starter.

This version of cribbage automates the scoring for you. Normally both players would add up their own scores. A player who made a mistake would lose those points to his opponent.

Once both players have totalled up their own hands, the player who owns the crib totals that up and adds those points to his score.

Cribbage scores are traditionally kept on a Cribbage Board, on the right hand side of the screen. Each player has two pegs, and your score is recorded on the right hand side of the board. Your two yellow pegs start at the centre bottom, moving around the board to the top right.

Each player has two pegs. One records the total before play, and the other shows the extra scored this hand. The first player to score 121 is the winner.

Choosing Discards

Choosing your discards can often be quite tricky. Obviously you will not want to discard good cards if it is not your crib.

Quite often you will have to split a good combination of cards but this can't be helped. Remember there is still the face-up card to come, so try to leave room for possible combinations. This card is most likely to have a face value of 10.

Sir Tommy

Sir Tommy is thought by many to be the original patience game. It is easy to play, but takes a little bit of thought to win.

You can take cards from the stock one at a time, and can place them in any of four columns. Once placed, a card cannot be moved except to play it to one of the four foundations at the top of the screen.

The foundations must each be built up from ace to king, but the suit is not important. To build on a foundation, the card must actually be dropped on top of it.

This game takes a lot of advanced thought to win - make sure you don't block off cards by placing an ace on top of a king and so on. With only four columns there isn't a lot of room for mistakes!

Quads

Quads is a solitaire game with a difference - all the cards must be removed in fours. There are no foundations. Once you have grouped the cards into fours of the same rank they will automatically be removed in the order Ace to King.

Cards can be moved between the different columns, but you can only drop a card on another of the same rank. For example a four can only be dropped on another four. Once you have run out of moves, click on the stock cards to the left of the screen to deal another row of cards.

When you have formed a quad of four cards of the same rank, you can pick this up and drop it on any card whose rank is one greater. So a quad of fours could be dropped on a five. In this way you can form sequences of quads.

The skill involved in Quads is quite subtle. Once you have mastered it, you should be able to win one game out of every three.

Rapide

Rapide is played with a grid of twelve cards laid out in a rectangle. The object is to place all the cards onto four piles - one for each suit.

Forming the four piles is simply a matter of picking up cards and dropping them on top of one another. Both cards must be of the same suit, and differ in value by one or two. So you can drop the two of clubs on top of the three of clubs, but not onto the five of clubs or the three of hearts.

If you pick up a pile that contains more than one card, it is the value of the bottom card in the pile that is important. For example if a pile has the five of diamonds on the top and the ten of diamonds on the bottom, you can pick it up and drop it onto the Jack of diamonds.

As you play new cards will be dealt to fill the spaces.

Rapide is quick to play and quite straightforward - but if you don't take care you'll quickly run out of options.

Try to always build either upwards or downwards. Always play cards that are next to each other in rank. If you have to drop say a 5 on a 7, leave that pile until the 6 comes along before playing the 4.

To find the bottom card of a pile - pick it up and attempt to drop it somewhere it won't go - the error message will tell you the value of the bottom card.

Betrothal

To win Betrothal you have to remove the cards that have come between the King and Queen of Hearts. Any card, or pair of cards, can be discarded if they are inbetween two cards of the same suit or rank.

To discard the 4 from the sequence 5 4 5, just click once on each of the fives. Similarly, to discard the 2 and 3 from the sequence Jack of Spades, 2,3, 8 of Spades, click once on the Jack and then the 8.

Thats all there is to it - good luck!

Tower Software

Excellent Card Games was developed by Tower Software



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