

Configure networking support

This game use Windows Sockets version 1.1 interface. It's necessary to add Microsoft (or compatible with Windows Sockets version 1.1 interface) TCP/IP protocol to network configuration tub for the network adapters. To quickly display the Network option in Control Panel, right-click the Network Neighborhood icon on the desktop, and then click Properties on the context menu. There are some variants of computers connecting:

- Computer on local network - you should use TCP/IP protocol for the network adapter. If your local network doesn't use DNS server specify an IP address manually. Type an IP address and subnet mask in the respective boxes. The network administrator must provide these values for individual users, based on the network ID and the host ID plan for your site.
- Computer is Dial-up Server (Client) - you should use TCP/IP protocol for the Dial-Up adapter. Specify an IP address manually. Type an IP address (for example 1.0.0.1) and subnet mask (for example 255.255.255.0) in the respective boxes. Another user should specify another IP address (for example 1.0.0.2) and the same subnet mask (for example 255.255.255.0). If your computer works on local network with DNS Server too IP address should be obtain automatically.
- Computer is Dial-up Client of Internet provider - you should use TCP/IP protocol for the Dial-Up adapter. IP address should be obtain automatically from PPP Server Internet provider. You can know your IP address after connection to Internet if you run Winipcfg.exe from your Windows folder.
- For more information see Microsoft Windows 95 help.

Connecting of the players

When you run the game you should enter your name and choose the mode of the game beginning. There are three modes of the game beginning:

- connect to the Game Server;
- as the Game Server;
- connect through the NetIntellGames Server.

When you want to play with your opponent on local network, by modem connection or Internet, first of you should choose mode "as the Game Server" but other - "connect to the Game Server". If you start new game as the Game Server you should choose Gin Rummy variation and score limit. If you want connect to the Game Server you should enter IP address (for example 123.18.15.155) or the name (for example Alex, but only on Microsoft networks!) of the computer where was running this Game Server. If connection will be establish your name will display on the top of the game window. When the second player connects to the Game Server the game will run automatically. On principle all sessions of this game may run on the one computer.

You may choose the third mode "connect through the NetIntellGames Server" if your computer is connected to Internet that time and you don't know IP address of your opponent. In this case you opponent should choose this mode too. NetIntellGames Server only dispatches the connection inquiries and joins player's programs together. It doesn't connect to player's programs during the game!

You can know the IP address and the mode of work of the NetIntellGames Server if you visit our home page:

<http://windoms.sitek.net/~netgames>.

Register information

This is not free software. This game is available to play only 10 minutes each time. If you want to use this software without time limit a registration fee of \$10 is required. For registration details and ordering information, please contact RegNet:

<http://www.swregnet.com/2360p.htm> (RegNet#2360) or NetIntellGames: <http://windoms.sitek.net/~netgames>. Russian users may receive Russian version of the game (please contact netgames@windoms.sitek.net).

When you receive by E-Mail your personal registration key enter it in the registration text box in the register dialog.

Purpose of the game

The main purpose of Gin Rummy is to win more final points than opponent. The game is usually played to 100 points and is 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 should reduce the total card value of unmatched cards in your hand before your opponent can, and usually you should go out (knock) first in the hand. In order to make 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.

Net Gin Rummy v2.0 allows opponents to play Simple Gin and Standard Gin variations of Gin Rummy:

- Simple Gin is the version of Gin Rummy where you can make knock if you will only have gin. Because the winning player always has gin, there is no undercutting in this variation of Gin Rummy.
- Standard Gin is the traditional version of Gin Rummy. The maximum knock score in a hand of Standard Gin is 10. It means that you can make knock whenever your total card value of unmatched cards (after knocking) will be 10 or less. Unless the player who knocks has gin, it is possible undercutting.

For information about calculations of score see game scoring.

Order of play

The loser from the previous hand always goes first. If there was no previous hand, the first player is who runs the program as the Game Server. The first player must take the upcard or must pass. If the first player passes, then the opponent may take 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.

When it is a player's turn, the player can take 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.

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.

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.

Game scoring

The first step in scoring is to determine the total card value count of all unmatched cards for the player that knocked. If the player that knocked has gin, this player 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, the total card value count of remaining unmatched cards is determined for the both opponents. 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 own count.

Gin Rummy games are usually played to 100 points. The first player who reaches or exceeds this number ends the game and receives a 100-point bonus. Both players receive the addition of 25 points for each hand won by each player.

How to sort your cards

All cards dealing to your hand are unsorted. You should use the mouse to select (invert the image) the card you want to change position by single clicking with the left mouse button. Then you choose new position of this card (mouse cursor will be pull down arrow if it's available) and click the left mouse button. If you change your mind you can click the left mouse button over primary choosing card.

How to pass

To pass push the Pass button on the field. This option is only enabled at the start of a hand, when neither player has selected the first upcard.

How to discard

When it's your turn to discard a card, you can use the mouse to select (invert the image) the card you want to discard by single clicking with the left mouse button. Then you move mouse cursor to the discard pile (mouse cursor will be pull down arrow) and click the left mouse button. If you change your mind you can click the left mouse button over primary choosing card.

How to take a card

When it's your turn, you can take a card by single clicking with the left mouse button on the stock or discard pile. The selected card immediately jumps (face up) to the right side of your hand.

How to knock

When it's your turn to discard a card and you want to knock use the mouse to select (invert the image) the card you want to knock by single clicking with the left mouse button. Then you move mouse cursor to the knock rectangle at the left of the stock (mouse cursor will be pull down arrow) and click the left mouse button. If you change your mind you can click the left mouse button over primary choosing card.

Matched sets

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. 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.

Card value

Card value is 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.

Unmatched cards

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. 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.

Gin

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

Undercutting

Undercutting is 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.

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 player's hand (after knocking) must be equal to or less than the maximum knock score.

