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Overview of the game of Cribbage

Cribbage, or Crib for short, is a game of skill and chance. It can be played by two, three, or four players, although it is most enjoyable when played with just two players. (This version of Cribbage allows only two players -- you and the computer).

The objective of Cribbage is to be the first player to score 121 points, with points being earned during playing of the hands, and also by counting the hands after all cards have been played.

Each player is dealt six cards. Each player discards two cards to the Crib, leaving four cards in each players hand, and four in the Crib. The deal alternates throughout the game, and so does ownership of the Crib.

After both players have discarded to the Crib, the starter is cut.

The non-dealer begins play by leading any card. Play proceeds with each player taking turn, and earning points for various combinations of cards.

After all cards have been played, each player counts his/her hand.

The Crib Board is used to keep track of the scores of each player.

Rules of Cribbage

About Black Dog Software

Black Dog Software is a small home-based business run by myself (Rob Wilson) and my wife (Jeri Wilson). It is a proprietorship registered in British Columbia, Canada. Our goal is to provide you with a fun, high quality game at a relatively low cost.

Please direct any inquiries to us by any of the following means:

Regular (Post Office) Mail:
> Black Dog Software
> P.O. Box 62556
> 12874 96th Avenue
> Surrey, B.C., Canada
> V3V 7V6

CompuServe Mail:
> 72614,175

Internet:
> 72614.175@compuserve.com

If you have any suggestions for improvements to this game, please drop us a line.

Have fun! Hope you enjoy Black Dog Cribbage!
Rob and Jeri Wilson

Using the Mouse

Use the mouse to drag cards from your hand to the crib and the play area. If you want to take back a card that you played, simply drag it back to your hand and drop it.

Double-clicking the left button over a card will move it to the play area, crib, or back to the hand, whatever seems to make the most sense at the time.

When the cursor is positioned over your hand, clicking the right mouse button will sort your hand from lowest card to highest.

A cursor with an arrow and three dots is the "Continued" cursor. Whenever the cursor takes this shape, it means the game is waiting for you to click the left mouse button before proceeding with the next play, or count. If you find you're getting tired of "clicking to continue", try setting the Quick Play option.

Using the Menu Bar

Game
>
> New
> Select
> Statistics
> Score
> Exit

Options
>
> First Deal
> Level of Difficulty
> Counting
> Display Instructions
> Automatic Sort
> Quick Deal
> Quick Play
> Point and Click
> Points Window

Game | New

Select Game | New to start a new game. The title bar will display the randomly chosen game number. Pressing the F2 key will also begin a new game.

Game | Select...

The Game | Select menu bar command starts a new game, similar to Game | New, but allows you to specify:

1. The game number (any number from 1 to 32767).
2. Who deals the first hand of the game. (Deal always alternates after the first deal).

Game | Statistics...

Select Game | Statistics to display some statistics on your past games. The statistics are saved from game to game, and are reset to zero when you click on the "CLEAR" button.

Statistics include the total number of points you and the computer won in your own hand, in your crib hands, and pegging during play of your hand.

Game | Score...

As you would guess, this command displays the score. The games won / lost for this session are shown.

Game | Exit

Select this command to exit the game. If you are in the middle of a game, a dialog box will appear asking you to confirm that you want to exit.

Options | First Deal...

Usually in Crib, the dealer of the first game is determined by drawing, with the deal going to the player that cuts the lowest card. The loser deals the first hand of the following game. The "Options | First Deal..." command allows you to specify alternate rules for determining who deals the first hand of each game.

Options | Level of Difficulty

This options allows you to choose the skill level of your opponent. If you're new to Crib, or you're looking for an easy win, choose this option, and select "Beginner". The "Experienced" setting gives you a reasonably challenging opponent (depending, of course, on your own level of expertise). If you're a master of the game, try the "Expert" setting. On the "expert" setting, the computer will cheat a bit to try to make up for its lack of substantial intelligence.

Options | Counting

You can either allow the computer to count your points for you, or you can do your own counting. When you click on the Options | Counting command, a dialog will pop up, prompting you to select who will count your hand.

For a fast game, choose   "The computer will count all points". The computer will then count and peg all points as you earn them.

If you prefer to count your own hand, you can do so by choosing "You will count your own points" on Counting Options dialog. With this option selected, you will count your own hand and play points and enter them into a calculator-like keypad that will appear when you need it. The computer will move the pegs, but you enter the score. You will not be allowed to peg more points than you actually earned, but you could peg less, depending on the next option:

If you choose to count your own points, it's possible that you may miss some points in counting. The bottom three options of the Counting Options dialog let you tell the computer what should be done if you do miss some points. Choose "Nothing -- the missed points are simply lost" and the computer will ignore the lost points. Choose "The computer tells you the correct point count", and the computer will do just that -- a little popup message will appear allowing you to correct your mistake (click your mouse on the "<-" button to make a correction, or the "!" button to have the computer enter the correct score for you). Lastly, you can choose to play "Muggins" rules. The computer will then peg the missed points as its own. Since the computer does not miscount, you cannot call "Muggins" on the computer.

Options | Display Instructions

When this option is checked, a small instruction box will be displayed in various places throughout the game.

Options | Automatic Sort

With the Automatic Sort option checked, your hand will automatically be sorted with the lowest cards on the left. Also, when counting points at the end of the hand, all hands will be sorted, making counting a little easier.

If you do not have Automatic Sort checked, you can still sort your own hand by clicking the right button when the cursor is over your hand.

Options | Quick Deal

When the Quick Deal option is checked, the cards will not be shown sliding from the deck to the hands as they are dealt -- they will simply appear. This reduces the time taken to deal the hands.

Options | Quick Play

Enable the Quick Play option if you find you're getting tired of always "clicking to continue". You'll find that you need only about half the number of mouse clicks to play the game. The disadvantage of using this option is that since the computer plays immediately after you, you will never have the opportunity to take back a card. With the Quick Play option checked, a card laid is a card played.

Options | Point and Click

Black Dog Cribbage allows you to choose either "drag and drop" or "point and click" control over the playing field. By default, it will expect you to use the mouse (left button) to drag and drop the cards to play and to "undo" cards played. You can opt for a quicker "point and click" approach by setting (checking) the "Options | Point and Click" option.

Drag and Drop (Point and Click option NOT checked)
To play a card, simply drag it up to the play area. The play area is the red square just above your hand. Alternatively, you can double-click a card in your hand to play it. To take back a card played, simply drag it back from the play area to your hand.

Point and Click (Point and Click option checked)
With the Point and Click option checked, you simply move the cursor over the card you want to play (or take back) and click the left mouse button. With this option checked, you will not be able to arrange your hand, except by sorting it (right mouse click over your hand).

Options | Points Window

The "Points Window" is a small window that shows the points pegged by you and the computer for the current game. Check this option to display the points window. It is initially displayed over the lower portion of the crib board, but you may move it wherever you prefer by dragging it by the title bar.

Drawing for Deal
At the beginning of a series of games, each player draws (cuts) a card from the deck, and the player with the lowest card has first deal. If both players cut the same card, the deck is shuffled, and the draw is repeated.

Dealing

Each player is dealt six cards (alternately). The deal alternates between hands. The loser of a game deals first for the next game. The dealer always owns the crib, and counts his or her hand last.

Discarding to the Crib

Each player chooses two of his six cards and discards them to the Crib. This leaves four cards in each players hand, and four cards in the Crib. The Crib belongs to the dealer, and is counted at the end of the hand.

Cutting the Starter

After both players have discarded two cards to the Crib, the non-dealer cuts the deck, and the dealer removes the top card of the bottom stack. This card, called the "starter" is placed face up on the deck.

If the starter is a Jack (called "His Heels") the dealer scores two points.

Other than points scored for "His Heels", the starter is used only at the end of the hand, when it will be counted as part of each players hand, (and part of the Crib hand).

Playing the hands

The non-dealer plays the first card. Thereafter, the players take turns playing their hand, until all cards are played, or until neither player can play. As the cards are laid down, a count is kept of the total value of all cards played. Each card counts as its face value (aces through ten count as 1 through 10, and all face cards count as 10). The count cannot exceed thirty-one. If a player cannot play a card without causing the count to exceed thirty-one, he or she must call "Go". In this case, the opponent must play all cards that he/she can, and then wins one point for the "Go".

All played cards are turned face down, and play resumes with the count at zero. The player that called "Go" leads the first card.

If a players card makes the count exactly thirty-one, the player scores two points (for "thirty-one") instead of one point for a "Go". The player that plays the very last card earns one point for last card. Additionally, if at any time during play, a players card makes the count exactly fifteen, the player scores two points for "fifteen".

Points are also earned during play for the formation of runs and pairs. The player that plays a card of the same rank just played (a Queen following a Queen for example) scores two for a pair. The player that plays the third card of the same rank (a third Queen in our example) scores six points. The fourth card played (possible only for cards ranking below eight) earns twelve points.

Runs score one point for each card in the run. The run must consist of at least three cards. The sequence of the run must not be interrupted by another card -- for example if the cards played are:
>	Jack, 4, 2, 3 -- this is a good run of three, scoring three points.
However, if the order in which the cards were played was:
>	4, Jack, 2, 3 -- this is not a good run, since the Jack interrupts the sequence.
Notice that the cards that form the run do not have to be played in sequence from lowest to highest, or highest to lowest. That is, the sequence 4,2,3 is just as good as 2,3,4 or 4,3,2. The only requirement is that the last three cards played form a run of three, or the last four cards played form a run of four, and so on. Note also that if a "Go" or "Thirty-one" had been called during this hand, the cards played before the new lead card was played can not count in a run of cards after the new lead.

Counting the hands

After all cards have been played, each hand is counted. The non-dealer's hand is counted first, followed by the dealer's own hand, and the crib last. The order in which the hands are counted is important near the end of the game, where both players have enough points to win.

The starter is considered to be a part of each of the hands. Each hand, then, consists of five cards.

Points are awarded for certain combinations of cards: each combination that adds to fifteen scores two points; a pair scores two points; a flush scores four points (or five if the starter is included); a run of three cards or more scores one point for each card in the run; the jack having the same suit as the starter (called "His Nibs") scores one point.

As during play, face cards all count 10, and all others their pip value.

Three of a kind counts as six points, and four of a kind counts as twelve. These point values are arrived at simply by counting the number of pairs that can be made from a three of a kind or four of a kind hand.

Runs need not be in the same suit, but must consist of at least three cards in order. When one card in the run is also in a pair (as in the hand: Jack, Jack, Queen, King), their are actually two runs (one using the first jack, and another using the second). This is commonly referred to as a double run, and scores eight points -- three for each run, and two points for the pair. Other combination runs are the "triple run" (Jack, Jack, Jack, Queen, King) which works out to fifteen points, and the "double double run" (Jack, Jack, Queen, Queen, King) which works out to sixteen points.

To score points for a flush, all four cards in your hand must be of the same suit, for a score of four points. If the starter is also the same suit as your flush, you score five points instead of four. When counting the Crib hand, the starter must match the suit of the Crib hand, otherwise no points can be scored for a flush.

A jack of the same suit of the starter is referred to as "His Nibs" (or "His Nobs"), and is counted as one point.

Winning

The first player to score 121 points wins. If the loser has not yet reached the skunk line (90 points), he or she is said to have been skunked. Likewise, failing to reach the double-skunk line (60 points) results in a double-skunk.

The order of counting is important near the end of the game. The non-dealer always counts his/her hand first, and if he/she is able to reach the 121 point mark, the game is over, and the dealer is not permitted to count his/her hand or crib.

The loser of a game deals first in the next game.

How To...

How to Start a new game

You can start a new game in several ways:

Select the Game | New menu bar command. A random game number will be selected, and the game started. The first dealer of the new game will be determined by the Options | Dealer setting.

Pressing the F2 key on your keyboard has the same effect as selecting Game | New from the menu bar.

Choose Game | Select to start a new game with a particular deck. The Game Select dialog allows you to specify a number (from 1 to 32767) which determines the order of cards in the deck. You may also choose whether you deal, the computer deals, or whether both players should cut for deal.

At the end of each game, a dialog box appears announcing the winner, and inviting you to play another game. Click Yes on this dialog box to start a new game.

How to Replay a game

Every game you play is numbered. The number of the game appears in the window title bar. To replay a game, make a note of the game number that you want to replay, and use the Game | Select menu bar command to start a new game, specifying the game number you want.

How to Cut for the deal

When it is necessary to cut for the deal, the cards will be fanned. The computer will immediately cut a card. To cut a card move the cursor over any card other than the first or last card in the deck. Then click the left button. If you cut a card of the same pip value as your opponent, the deck will be re-shuffled, and the cut will be repeated.

How to Cut for the starter

After both players have discarded two cards to the crib, the deck will be fanned to cut for the starter. The non-dealer always cuts. When it is your opponents turn to cut, she will cut immediately after the deck is fanned. When it is your turn to cut, the game will wait for you to click on any card in the deck, other than the first or last cards. Once a card is selected, the deck is replaced, and the cut card is placed face up on the deck.

How to Deal

The game will deal the cards automatically when it is time. There is nothing in particular you need to do to initiate the deal.

How to Discard to the crib

To discard to the crib, drag two cards, one at a time from your hand to the crib. Alternatively, double-click the card you wish to discard. When your card reaches the crib, it will be turned face down. If you change your mind, you can retrieve the card by dragging it back to your hand.   (If you have Options | Quick Play checked, you may not be able to take back the card.

How to Play a card

Black Dog Cribbage allows you to choose either "drag and drop" or "point and click" control over the playing field. By default, it will expect you to use the mouse (left button) to drag and drop the cards to play and to "undo" cards played. You can opt for a quicker "point and click" approach by setting (checking) the "Options | Point and Click" option.

Drag and Drop
To play a card, simply drag it up to the play area. The play area is the red square just above your hand. Alternatively, you can double-click a card in your hand to play it. To take back a card played, simply drag it back from the play area to your hand or double-click on it.

Point and Click
With the Point and Click option checked, you simply move the cursor over the card you want to play (or take back) and click the left mouse button. With this option checked, you will not be able to arrange your hand, except by sorting it (right mouse click over your hand).

A note about "undoing" cards played:
If you have Options | Quick Play checked, you may not be able to take back a card.

How to Take back a card played

In Black Dog Cribbage, a card layed is not necessarily a card played. You can take back a card that you played, or a card that you placed in your crib simply by dragging it back to your hand. You cannot double-click a played card to return it to your hand.   (If you have Options | Quick Play checked, you may not be able to take back the card.

How to Arrange your hand

The easiest way to arrange your hand is to have the computer sort it. To do so, click the right mouse button while the cursor is over your hand. Your hand will be sorted from lowest pip value to highest. With the <u>Automatic Sort</u> option checked, your hand is automatically sorted immediately after being dealt.

You can also arrange your hand by dragging the cards and inserting them where you want. Experiment with moving the cards of your hand around, and you'll find that you can insert a card by moving it from left to right, and then right to left across the rest of your hand.

How to Peg points

All points are pegged automatically by the game. You can't move the pegs with the mouse.

How to Count your hand

All hands are counted and pegged by the game in the following order:
1. Non-Dealer's hand.
2. Dealers's hand.
3. The Crib.

A counter appears to the right of each hand as it is counted, breaking down the points into 15's, runs, pairs, flush, and Nibs.

The Crib Board

The Crib Board is used to keep track of the scores in Cribbage. While not strictly necessary, it greatly simplifies the task of score-keeping.

It contains 120 peg holes for each player, and a single winners hole. The last hole before the winners hole is referred to as the "stink hole". At ninety points, is the "skunk line", marked by the letter "S". If a player has not crossed this line before his or her opponent has won the game, he or she is said to have been skunked. The double skunk line is at sixty points.

Each player has a pair of pegs. In the Black Dog Cribbage version of crib that you are playing now, the computer uses the blue pegs, and you use the red pegs. To add to your score, you always move the back peg, and place it the appropriate number of holes past your front peg, counting from your front peg. By this method, you can easily double-check how many points you or your opponent has pegged, by observing the distance between your or his (her) front and back pegs.

In Black Dog Cribbage, the computer moves the pegs for you -- you cannot pick them up and move them yourself.

In addition to the cribbage board, you can also display the score on the optional Points Window. This feature may be useful if you find that the pegs are too small to be seen easily.

How to Register

If you're a CompuServe customer, you can register on-line:
1. "**GO SWREG**".
2. Select "Register Shareware".
3. Follow the instructions to search for **Registration ID** number **2149**.
4. Type "Y" when prompted "Do you want to register".

That's all there is to it -- within 48 hours, a confirmation letter giving your registration code, and a diskette with the latest version of Black Dog Cribbage will be mailed to you (allow a reasonable amount of time for delivery).

Registering by Mail

You can also register by regular mail. An order form is available for you to print, or you can just send me a note. Details follow:

If you have a printer:
1. Start the "Write" application in the Windows Accessories folder.
2. Open the file "REGISTER.WRI" that is included as one of the files with this game. This file is the registration form.
3. Print the registration form.
4. Fill in your name and address, and other info on the form.
5. Please make cheque or money order payable to **Black Dog Software**.
   United States customers: Enclose a cheque or money order in the amount of $15 in US funds drawn on a US bank.
   Canadian customers: Enclose a cheque or money order in the amount of $20 in Canadian funds drawn on a Canadian bank.
   Customers in other countries: Please enclose a cheque or money order in the amount of $16 in US funds drawn on a US bank.
6. Mail the form and cheque to Black Dog Software at the address below.

If you don't have a printer:
1. Write a note, indicating that you'd like to register your Black Dog Cribbage software. Include the following information:
- Your name (required)
- Your address (required)
- Your telephone number (optional)
- Where you obtained your copy of Black Dog Cribbage (optional)
2. Please make cheque or money order payable to **Black Dog Software**.
   United States customers: Enclose a cheque or money order in the amount of $15 in US funds drawn on a US bank.
   Canadian customers: Enclose a cheque or money order in the amount of $20 in Canadian funds drawn on a Canadian bank.
   Customers in other countries: Please enclose a cheque or money order in the amount of $16 in US funds drawn on a US bank.

3. Mail the note and cheque to Black Dog Software at the address below.

Where to send your registration form:
Mail your registration form and cheque to:

   Black Dog Software
   P.O. Box 62556,

12874 96th Avenue,
Surrey, B.C., CANADA
V3V 7V6

What happens next
Within two weeks of us receiving your request (usually sooner, but depending on the postal service), you will receive a "Registration Confirmation" letter which includes a special "authorization code" that you can use to prevent the "About..." screen or other "Registration Reminder" Screens from appearing periodically at the beginning of, or during the game. You'll also receive a copy of the current version of Black Dog Cribbage on a 3.5" diskette with the latest fixes and enhancements.

Registration - How and Why

The registration fee for this game is only $15 (US funds) or $20 (Canadian funds). Registering is quick and easy. Click below to see how and why:

How to register...
Why you should register...

Why You Should Register

Latest Copy
There are many good reasons to register this <u>shareware</u>. The first is that you will receive the most recent copy of the software directly from the author. You will be sure that the copy you have has the latest bug fixes, and has not been tampered with.

Updates
The "authorization code" that you receive when you register this software will eliminate the occasional "Please register..." message that appears at startup time, or during the game. This "authorization code" will work for all future releases of Black Dog Cribbage. These future releases will be made available through CompuServe, as well as many Bulletin Board Services. When you obtain your new version from your favourite shareware source, there is no additional fee to be paid to Black Dog Software. You may also order copies of the updated software directly from Black Dog Software, in which case a nominal fee of $5 (US funds) will be charged to cover the cost of postage, packaging, and diskettes.

"Registered Customer Only" features
Some of the enhancements are designated as "RCO" or "Registered Customers Only" enhancements, and will work only with registered copies of the program. These "RCO" enhancements will always be non-essential features, offered as a "nice-to-have" bonus for registering your shareware. (No feature will be made "RCO" if doing so would cripple the unregistered copy). For example, the following features are currently available to registered customers only:

    change the background screen color
    choose different card backs for your deck
    peek at the computer's cards and the deck
    quickly hide the fact you are playing this game by striking a "Boss" key
    play for money
    keep track of your score from game to game

Your Suggestions Count
As a registered customer, your suggestions are what guide the development of this game. All the improvements present in version 1.1 are there because one of our customers requested it. We may not be able to accomodate all requests, but we'll try.

Keep Prices Low
Shareware is a method of software marketing that results in lower prices for software. It works by cutting out the fancy packaging, and some of the other retail overhead. However, it only continues to work if you register those shareware products that you keep. Developers must at least overcome their costs, and these costs are significant --   the equipment and software it takes to develop for the Windows environment isn't free, or even cheap.

We hope you'll agree that the price of this software ($15 US, $20 Canadian) is reasonable. All we ask is that if you do use this software, please pay for it.

Registering is <u>easy</u> -- We hope to hear from you soon!

What is Shareware?

Shareware distribution gives customers a chance to try software before buying it. If you try a Shareware program and continue using it, you are expected to register. Individual programs differ on details -- some request registration while others require it, some specify a maximum trial period. With registration, you get anything from the simple right to continue using the software to an updated program with printed manual.

Copyright laws apply to both Shareware and commercial software, and the copyright holder retains all rights, with a few specific exceptions as stated below. Shareware authors are accomplished programmers, just like commercial authors, and the programs are of comparable quality. (In both cases, there are good programs and bad ones!) The main difference is in the method of distribution. The author specifically grants the right to copy and distribute the software, either to all and sundry or to a specific group. For example, some authors require written permission before a commercial disk vendor may copy their Shareware.

Shareware is a distribution method, not a type of software. You should find software that suits your needs and pocketbook, whether it's commercial or Shareware. The Shareware system makes fitting your needs easier, because you can try before you buy. And because the overhead is low, prices are low also. Shareware has the ultimate money-back guarantee -- if you don't use the product, you don't pay for it.

How to Get Support

If you have discovered a problem with this software, or have any questions, please contact us by one of the means listed below. When reporting a software problem, be sure to mention:

1. What version of Black Dog Cribbage are you using (the version number appears on the "About" dialog, click "Help" on the menu bar, and then "About Black Dog Cribbage").
2. What version of Windows you are running.
3. What version of DOS you are running (if applicable).
4. What the sequence of events was that led to the problem.
5. What game number were you playing.
6. Anything else that seems important.

Regular (paper) Mail:
>
> Black Dog Software
> P.O. Box 62556
> 12874 96th Avenue
> Surrey, B.C., Canada
> V3V 7V6

CompuServe Mail:
>
> 72614,175

InterNet:
>
> 72614.175@compuserve.com

How to get updates to this program

When you register, you will receive the most current version of this program. From time to time there will be updated versions released through the shareware channels (BBS's, CD-ROM collections, etc.). The most current version will be uploaded to CompuServe in the WINFUN forum, as well as many other online services and BBS's. There is no additional payment to Black Dog Software required for registered customers to use these updated versions.

If you prefer to receive your copy directly from us, we can mail you a copy of the most current version on 3.5" diskette for a shipping and handling fee of $5 US ($6.50 Canadian). To find out the latest published version, contact us at the address / phone number listed in the "How to get support" topic.

Disclaimer / License Agreement

Users of Black Dog Cribbage must accept this disclaimer of warranty: "Black Dog Cribbage is supplied as is.   The author disclaims all warranties, expressed or implied, including, without limitation, the warranties of merchantability and of fitness for any purpose.The author assumes no liability for damages, direct or consequential, which may result from the use of Black Dog Cribbage."

Black Dog Cribbage is a "shareware program" and is provided at no charge to the user for evaluation. Feel free to share it with your friends, but please do not give it away altered or as part of another system. The essence of shareware is to provide quality software without high prices, and yet to provide incentive for programmers to continue to develop new products.   If you find this program useful and find that you are using Black Dog Cribbage and continue to use Black Dog Cribbage after a reasonable trial period, you must make a registration payment of $15 (US funds) to Black Dog Software.

The $15 (US funds) registration fee will license one copy of Black Dog Cribbage for use on any one computer at any one time.   You must treat this software just like a book.   An example is that this software may be used by any number of people and may be freely moved from one computer location to another, so long as there is no possibility of it being used at one location while it's being used at another. Just as a book cannot be read by two different persons at the same time.

Anyone distributing Black Dog Cribbage for any kind of remuneration must first contact Black Dog Software for authorization. This authorization will be automatically granted to distributors recognized by the (ASP) as adhering to its guidelines for shareware distributors, and such distributors may begin offering Black Dog Cribbage immediately (However Black Dog Software must still be advised so that the distributor can be kept up-to-date with the latest version of Black Dog Cribbage.).

You are encouraged to pass a copy of Black Dog Cribbage along to your friends for evaluation.   Please encourage them to register their copy if they find that they can use it.   All registered users will receive a copy of the latest version of Black Dog Cribbage.

Removing This Game From Your System

1. Delete all files in the Black Dog Cribbage directory (default directory name is \BDCRIB).
2. Remove the \BDCRIB directory.
3. Then delete 'BDCRIB.INI' in your windows directory (default directory name is \WINDOWS).