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Menu Commands and Buttons

Game Menu

Next Hand		Deal the next Gin Rummy hand
New Game		Start a new game of Gin Rummy
Resume		Resume game from the last ***Dynamic Gin*** session
Score		View score for the current game
Statistics		View play statistics
Exit		Quit ***Dynamic Gin***

Play Menu

Pass		Reject first upcard and allow opponent to play
Sort Hand by Value		Sort your hand by face value
Sort Hand by Suit		Sort your hand into suits

Options Menu

Variations	Select version of Gin Rummy to play
Difficulty	Set the difficulty level at which the computer plays
Dealing/Sorting	Select options for dealing and sorting
Cardback	Select cardback to use
Scenery	Select an image to display in the background
Preferences	Configure startup and button bar preferences
Create Player Configuration(s)	Create new player configuration(s)
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Purchase Dynamic Gin	Order ***Dynamic Gin***
Activate Registration	Enter registered user authorization

Help Menu

Contents		Table of contents for ***Dynamic Gin*** on-line help
Using Help		Help using Windows on-line help
About		Information about the ***Dynamic Gin*** software

See also:

Context (right mouse button) Menus

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 total points won, numbers of games won, and the best game scores for both you and the computer in each different Gin Rummy variation.

A checkbox is provided to reset statistics. If you check this box and select OK, ***Dynamic Gin*** sets all values 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 dfficulty level at which the computer plays.

Difficulty Level

Difficulty levels 1 through 4
Reset to default (initial)

Options, Dealing/Sorting — Dealing/Sorting Dialog Box

The Options, Dealing/Sorting command opens the Dealing/Sorting dialog box where you can select from two methods for dealing and several options for sorting cards in your hand.

Dealing Methods

Traditional. With traditional Gin Rummy dealing, each player is dealt 10 cards, and the top card on the remaining deck becomes the first upcard for the hand. The player who goes first must take this upcard or pass to the opponent.

Eleven/Ten. In this variation, the first player in a hand receives 11 cards from the deal, and the opponent receives 10 cards. The first player begins the hand by discarding a card (or in rare cases by knocking). The discarded card is the first upcard. This method of dealing gives a slight advantage to the first player in a hand. This method is not applicable to Oklahoma Gin. Dealing in Oklahoma Gin is always by the standard method — even when this option is selected.

Sorting after Deal

No Sort. With this option, you're responsible for sorting the cards in your hand — just like in a real card game. There is probably no better way to really learn Gin Rummy than to sort your own cards.

Sort by Face Values. In this mode, ***Dynamic Gin*** automatically sorts your cards by face value (rank) immediately after each deal. This displays any matched sets (or potential matched sets) of cards with the same face value. However, this method of sorting obscures matched sets consisting of sequences of cards in the same suit. The direction of sorting (ascending or descending face value) is controlled by the Sort Order below.

Sort by Suit. In this mode, ***Dynamic Gin*** automatically sorts your cards into suits (and by face value (rank) within each suit) immediately after each deal. This displays any matched sets (or potential matched sets) of cards in sequence within the same suit. However, this method of sorting obscures matched sets of cards with the same face value. The direction of sorting within suit (ascending or descending face value) is controlled by the Sort Order below.

Sort Order (left to right)

Ascending. Cards sorted by face value are displayed in ascending order left to right. This applies to any situation where cards are sorted by face value.

Descending. Cards sorted by face value are displayed in descending order left to right. This applies to any situation where cards are sorted by face value.

See also:

Order of Play
Play, Sort Hand by Value
Play, Sort Hand by Suit

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 DGIMGA.EXE and DGIMGB.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 registration keys 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
AOL Mail:	CyberSym
Regular Mail:	P.O. Box 127, Providence, UT 84332 U.S.A.
Phone:	1-801-753-8384

Remember to keep a backup copy of the ***Dynamic Gin*** installation package 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*

How to Purchase *Dynamic Gin*

There are lots of easy ways to get ***Dynamic Gin***. Click on Ordering Methods to find a method that's convenient for you.

What You Get When You Purchase *Dynamic Gin*

The basic cost to purchase ***Dynamic Gin*** is $12 U.S. Upon purchase, you will be sent a unique set of registration keys (codes). Your registration keys are valid for major version 1 of ***Dynamic Gin*** (any and all minor versions or revisions). Once you enter the keys 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 agreeement.) 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 and NT 4.0) 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) .

Order Processing

Under normal circumstances, we process orders twice a day on weekdays and once a day on weekends. If you select e-mail notification, your registration keys should be sent within 6 to 36 hours from the time we receive your order. (**Note however that e-mail is not always instantaneous! Delays of up to four days can occur under adverse Internet conditions.**) You should receive a hard copy of your registration keys and disks (if ordered) within 3 to 10 days of the time we receive your order. Foreign orders typically take longer. In any case you should receive your order within 30 days.

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
AOL Mail:	CyberSym
Regular Mail:	P.O. Box 127, Providence, UT 84332 U.S.A.
Phone:	1-801-753-8384

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.

Charge Card Ordering by Phone, FAX, Electronic or Regular Mail: Click on charge card ordering to find out how to order ***Dynamic Gin*** using MasterCard, Visa, Discover, or American Express Card 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 with MasterCard, Visa, Discover, or American Express Card using our **secure charge card ordering system**. You can also download backdrop scenery image collections and the latest versions of ***Dynamic Gin***. With all the recent increase in traffic on the World Wide Web, **please be aware that Web connections don't always work the first time. If you don't get a connection to our Web site, try again at a later time.**

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 or select GO SWREG. At the first screen select Register Shareware. (If you're unfamiliar with the process for registering shareware through the SWREG service, you might want to first read the instructions by selecting Instructions for Registering Shareware.) You can select ***Dynamic Gin*** by searching either for the ***Dynamic Gin*** title or by searching for the Registration ID 11705 (16-bit edition) or 11706 (32-bit edition). When you have found ***Dynamic Gin***, read the description and follow the remaining 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!).

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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 E-mail 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/NT 4.0 only ($3.00/disk) _____
Five 256-color backdrop scenery images ($5.00/disk) _____
Five 16-color backdrop scenery images ($5.00/disk) _____

Disk shipping outside USA, Mexico, or Canada ($2.75/address) _____
Optional gift wrapping ($3.50/address) _____
Optional express shipping ($10.00/USA 48 states not AK or HI) _____

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City: _____ State/Province: _____
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To speed up delivery of the registration keys, we can send the keys by electronic mail in addition to the usual postal mail. If you desire such electronic notification, please fill in the appropriate e-mail address for the registered user below (not recommended for surprise gift orders):

E-mail Address: _____

Ordering *Dynamic Gin* by Charge 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/NT 4.0 only ($3.00/disk) _____
Five 256-color backdrop scenery images ($5.00/disk) _____
Five 16-color backdrop scenery images ($5.00/disk) _____

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Optional express shipping ($10.00/USA 48 states NOT AK or HI) _____

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To speed up delivery of the registration keys, we can send the keys by electronic mail in addition to the usual postal mail. If you desire such electronic notification, please fill in the appropriate e-mail address for the registered user below (not recommended for surprise gift orders):

E-mail Address: _____

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

For phone orders, call *CyberSym Technologies* Monday thru Friday between 9AM and 6PM Mountain

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

Send America Online Mail orders to *CyberSym Technologies* at the screen name **CyberSym**.

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

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

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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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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:

Context Menus

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.

Context (right mouse button) Menus

In addition to the main menu and button bar, ***Dynamic Gin*** provides a number of context menus you can use to execute commands. A context menu appears whenever you press the secondary (usually right) mouse button while the mouse cursor is over the ***Dynamic Gin*** play area. The specific commands that appear on a context menu depend on where the mouse is located, and commands only appear if they are active.

General Commands

A number of commands (if active) are available on context menus when you right click anywhere in the ***Dynamic Gin*** play area:

Pass	Reject first discard and allow opponent to play
Sort Hand by Value	Sort your hand by face value
Sort Hand by Suit	Sort your hand into suits
Next Hand	Deal the next Gin Rummy hand
New Game	Start a new game of Gin Rummy
Score	View score for the current game

Commands for Taking Cards

When it's your turn, you can right click on the stock or the upcard — whichever you wish to take. In addition to the general commands, the context menu then shows the command

Take Stock Card

or

Take Upcard

unless taking that card is forbidden (ie. during pass on the first play).

Commands for Discarding and Knocking

When it's your turn to discard or knock, you can do so by right clicking on the card you want to discard from your hand. The context menu then shows the commands:

Discard this Card
Knock with this Card

in addition to the general commands. (If you right click and are then unsure what card you clicked on, note that the upper left corner of the context menu is always positioned where you originally clicked).

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 taken by either player. If a player takes a card from the stock, then the word "stock" appears. If a player takes a card from the discard pile, then an abbreviated description of the card (e.g. Q♣ for queen of clubs or 5♠ for five of spades) appears.

Maximum Knock Score

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

Menu Description

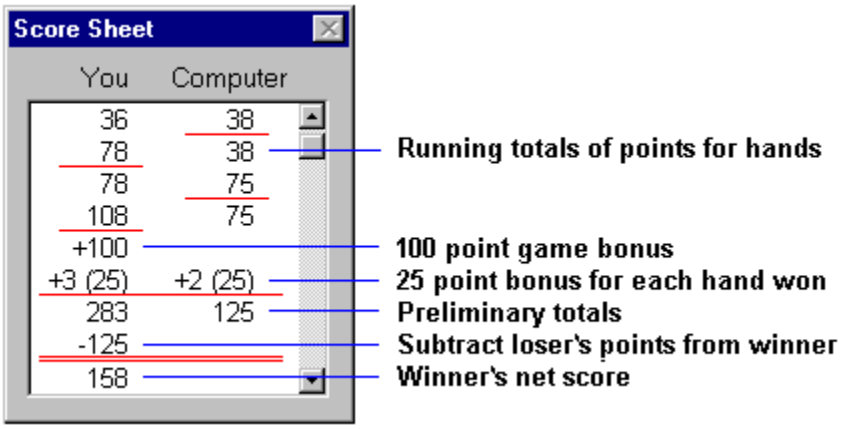
In addition to the above information, the status bar displays context-dependent information about menu and button commands. Any time you pass the mouse cursor over a menu command or a button on the button bar, the status bar displays a description of the command.

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:



While a game is under way, ***Dynamic Gin*** keeps a running total of points for each player. Each time a player wins a hand (see Scoring a Hand), the 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. If any cards are laid off for a player as part of scoring a hand, ***Dynamic Gin*** also displays a lay off list with the score sheet at the end of that hand

To make the score sheet (and any lay off list) disappear, click with the mouse anywhere in the ***Dynamic Gin*** play area.

Lay Off List

When a hand ends after an opponent has knocked, a player may be able to lay off unmatched cards. ***Dynamic Gin*** constructs a list of any laid off cards that it finds as part of scoring the hand. The lay off list appears automatically with the score sheet at the end of the hand. Each card in the lay off list is abbreviated using its face value (A, 2, Q, etc.) and suit symbol.

The lay off list disappears along with the score sheet if you click with the left mouse button anywhere in the ***Dynamic Gin*** play area. You can also use the control button in the upper corner of the lay off list window to close the list independently of the score sheet.

Take Stock Card Command

When you right click on the stock, the Take Stock Card command appears on a context menu if you're allowed to take a card from the stock at that point during play. Selecting this command causes the top card from the stock to jump to the rightmost part of your hand. This command won't appear when it's not your turn to take a card or during the first play when you must take the upcard or pass.

See also:

Selecting and Moving Cards
Order of Play
Take Upcard Command
Glossary of Gin Rummy Terms

Take Upcard Command

When you right click on the upcard, the Take Upcard command appears on a context menu if you're allowed to take the upcard at that point during play. Selecting this command causes the upcard to jump to the rightmost part of your hand. This command doesn't appear when you must take the stock card after passing on the first play, or when it's not your turn to take a card.

See also:

Selecting and Moving Cards
Order of Play
Take Stock Card Command
Glossary of Gin Rummy Terms

Discard this Card Command

The Discard this Card command appears on a context menu whenever it's your turn to discard a card or knock, and you click with the right (secondary) mouse button on a card in your hand. Selecting this command sends that card to the discard pile. (For purposes of reference, note that the upper left corner of the context menu is located at the point where you originally clicked.)

See also:

Selecting and Moving Cards
Order of Play
Knock with this Card Command
Glossary of Gin Rummy Terms

Knock with this Card Command

The Knock with this Card command appears on a context menu whenever it's your turn to discard a card or knock, and you click with the right (auxiliary) mouse button on a card in your hand. Selecting this command signals your intention to knock by sending that card to the final discard (knock) rectangle. (For purposes of reference, note that the upper left corner of the context menu is located at the point where you originally clicked.)

See also:

Selecting and Moving Cards
Order of Play
Discard this Card Command
Glossary of Gin Rummy Terms

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

Play, Sort Hand by Value

This command sorts your hand on the basis of card face value (rank). Cards are displayed (left to right) in ascending or descending value, depending on the Sort Order selected under Options, Dealing/Sorting. You can use this command to organize your hand into matched sets (and potential matched sets) of cards with identical face value.

This command is disabled immediately after cards have been sorted this way or at the end of a hand. It is available all other times.

See also:

- Play, Sort Hand by Suit
- Options, Dealing/Sorting
- Glossary of Gin Rummy Terms

Play, Sort Hand by Suit

This command groups your hand into suits (and organizes each suit by face value). Suits appear (left to right) in the order: hearts, spades, diamonds, and clubs. You can use this command to display matched sets (or potential matched sets) of cards in sequence within the same suit.

This command is disabled immediately after cards have been sorted this way or at the end of a hand. It is available all other times.

See also:

- Play, Sort Hand by Value
- Options, Dealing/Sorting
- Glossary of Gin Rummy Terms

Game, Exit

The Game, Exit command closes ***Dynamic Gin***.

Game, Next Hand

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

Game, New Game

The New Game command starts a new Gin Rummy game and resets the scores on the score sheet to zero. If a game is currently in progress, a warning message allows you to choose whether to start a new game or continue the existing game. If you start a new game, 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 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 through 4

Dynamic Gin offers four difficulty levels of play. You can select a difficulty level in the Set Difficulty dialog box (Options, Difficulty). When ***Dynamic Gin*** is first installed, these four difficulty levels correspond to beginner, intermediate, advanced, and expert. Over time as ***Dynamic Gin*** learns and adapts, these levels may no longer be exactly beginner, intermediate, advanced, and expert.

Reset to Default

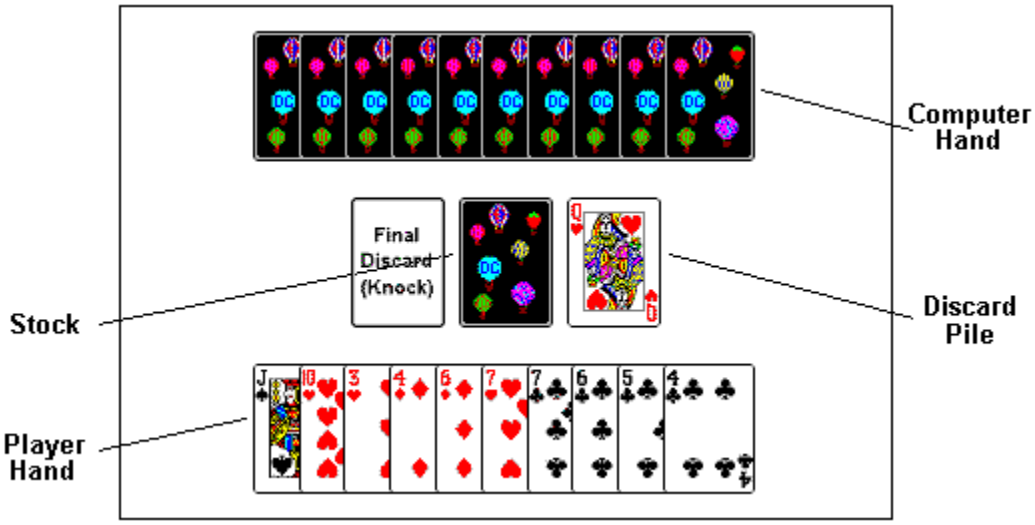
You can restore any selected difficulty level to its initially installed default by checking the Reset to default box in the Set Difficulty dialog box (Options, Difficulty). This destroys any learning or adaptation that has occurred for that particular difficulty level since it was last reset or installed.

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 can use the mouse to select and move (drag and drop) cards when taking a 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 (drop) 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. If you want, you can choose sorting options that apply at deal time to have ***Dynamic Gin*** automatically organize the cards in your hand in certain ways. You can also use the menu commands Play, Sort Hand by Value or Play, Sort Hand by Suit to partially organize your hand.

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

See also:

Selecting and Moving Cards

Taking a Card

When it's your turn, there are three ways you can select and take a card.

You can use the mouse to select and drag the card you want from the stock or discard pile. Then release (drop) it where you want in your hand. When you select a stock card, it immediately appears face up. If you don't want to keep it, you can drag it directly to the discard pile instead of your hand.

You can also take a card by single (or double) 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.

You can also click with the right mouse button on the stock or discard pile. As soon as you do this, a context menu appears. Depending whether you clicked on the stock or discard pile, the menu shows the command Take Stock Card or Take Upcard. Selecting the command causes the appropriate card to jump (face up) to the right side of your hand.

It may not always be possible to take the stock card or upcard during the first play of a hand, depending on which player starts and whether either player has passed..

See also:

Selecting and Moving Cards
Discarding
Knocking
Card Layout
Order of Play
Glossary of Gin Rummy Terms

Discarding

When it's your turn to discard a card, you can use the mouse to drag your intended discard over the discard pile and release (drop) it. 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.

You can also click with the right mouse button on the card you wish to discard and then select the Discard this Card command on the context menu that appears.

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

See also:

- Taking a Card
- 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 a context 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

When you want to end a hand, you knock. The procedure 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. You can use the mouse to drag your intended discard over the final discard pile and and release (drop) it. Or you can click with the right mouse button on the card you wish to discard and then select the Knock with this Card command on the context menu that appears.

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 regular discard pile, and normal play resumes.

See also:

Taking a Card
Selecting and Moving Cards
Card Layout
Order of Play
Glossary of Gin Rummy Terms

Starting a New Hand or Game

Use the Game, Next Hand command from the main menu, the button bar, or a context (right mouse) 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.

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

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

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

There are two possible dealing methods in ***Dynamic Gin***.

Under traditional Gin Rummy dealing, 10 cards are dealt to each player at the start of a hand. 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.

Dynamic Gin also offers an Eleven/Ten dealing variation, in which 11 cards are dealt to the first player in a hand, and 10 cards to the opponent (see Order of Play). The first player's initial discard becomes the first upcard.

See also:

Card Layout
Glossary of Gin Rummy Terms

Order of Play

Start of a Hand

The loser from the previous hand always goes first. If there was no previous hand, the first player is selected by chance. What happens next depends on the dealing method in use.

Under traditional dealing, 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.

With the Eleven/Ten method of dealing, the first player must discard a card (or in rare caes knock as explained under End of Hand below). Normal play then proceeds as described next.

Normal Play

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.

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 (after laying off) 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
Taking a Card
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
Lay Off List
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.